

Swift UI using XCode

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Brief

This term we were tasked to create a mobile library application using swift programming language and XCode.

Requirements:

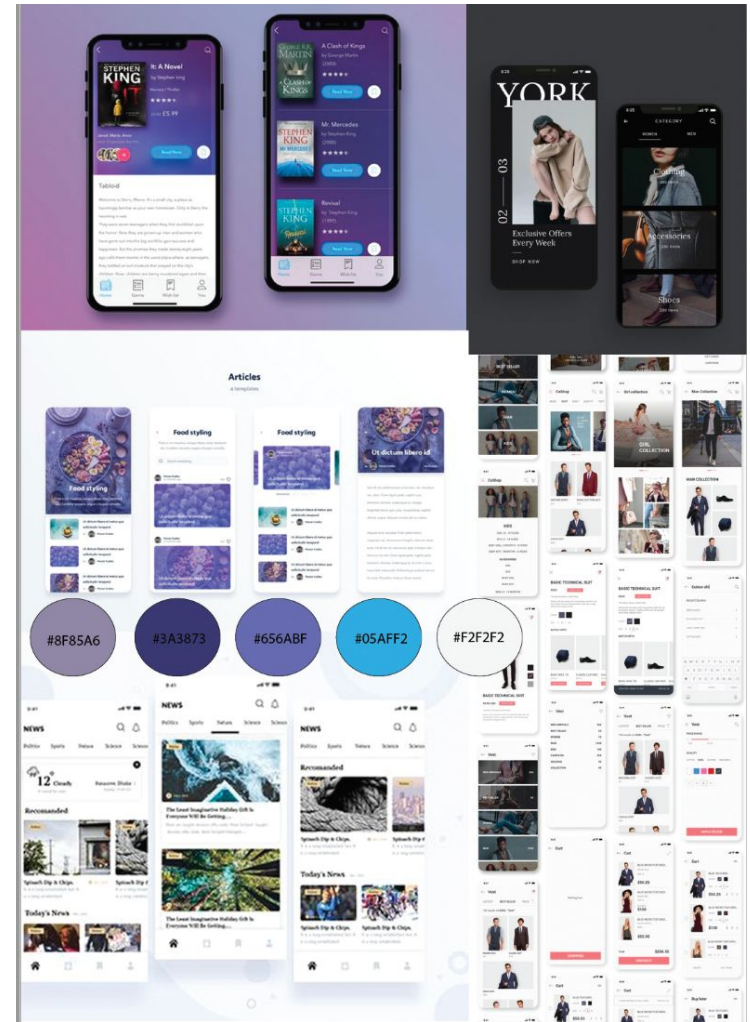
Our application needed to consist of a splash screen, a onboarding screen, a list of items, a details page of the item and lastly a settings page.

TechnoBox

My application is Called Techno Box and my concept of my app was to create a library App for technology items such as Laptops, computers and smartphones, but also allow users to buy items to add to inventory..

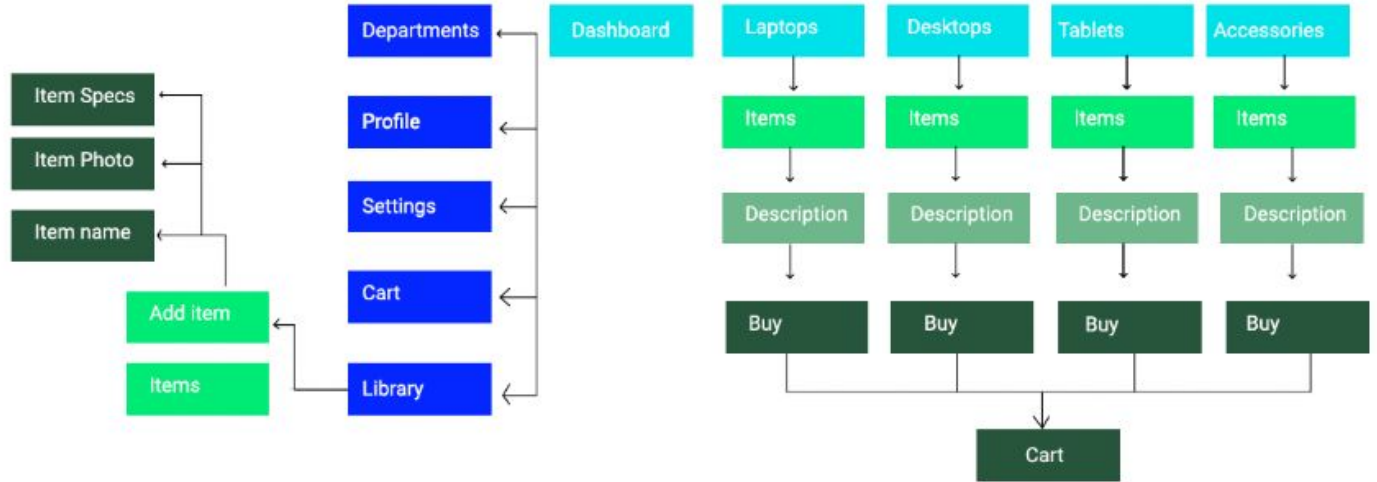


This is where I got my inspiration for my application design wise, I wanted to create something visually appealing and simple to use and understand, I chose a purple color palette, because I really liked the purple design used in the 2 images towards the left of the moodboard.



User entity Diagram

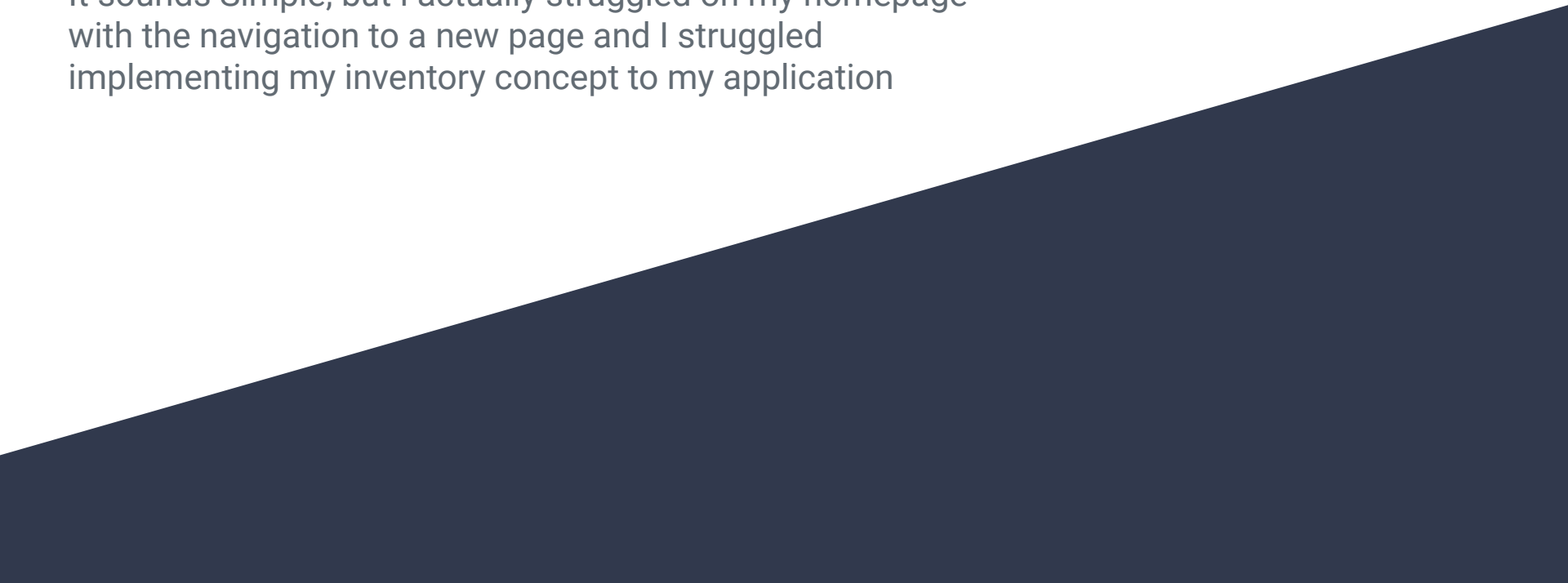
This was my first step of my application, to map out the user journey and which page should take him to the next bit of information.



When users press buy on an item it will automatically go to their library page and when a user wants to add a product they currently own, they just follow the steps when clicking add

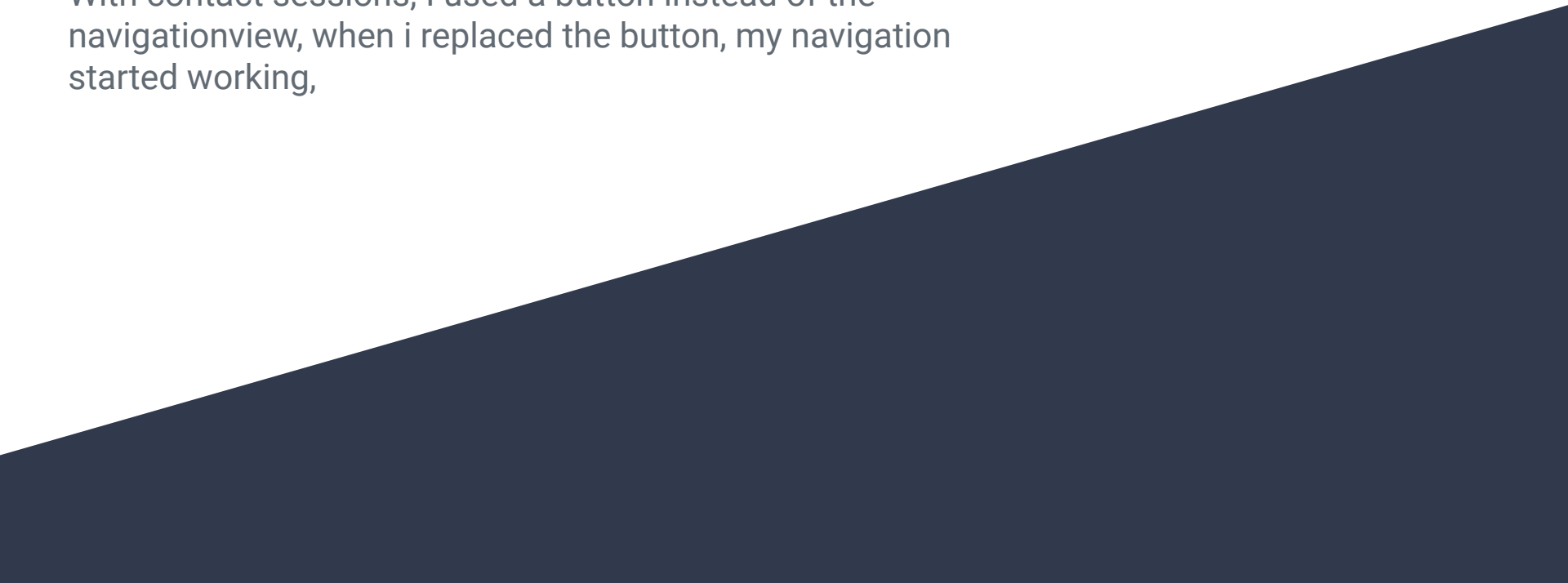
Problems I faced

It sounds Simple, but i actually struggled on my homepage with the navigation to a new page and I struggled implementing my inventory concept to my application

A large, dark blue, abstract shape that starts from the bottom left and slopes upwards towards the right, filling the bottom half of the slide.

How I faced my problems

With contact sessions, I used a button instead of the navigationview, when i replaced the button, my navigation started working,

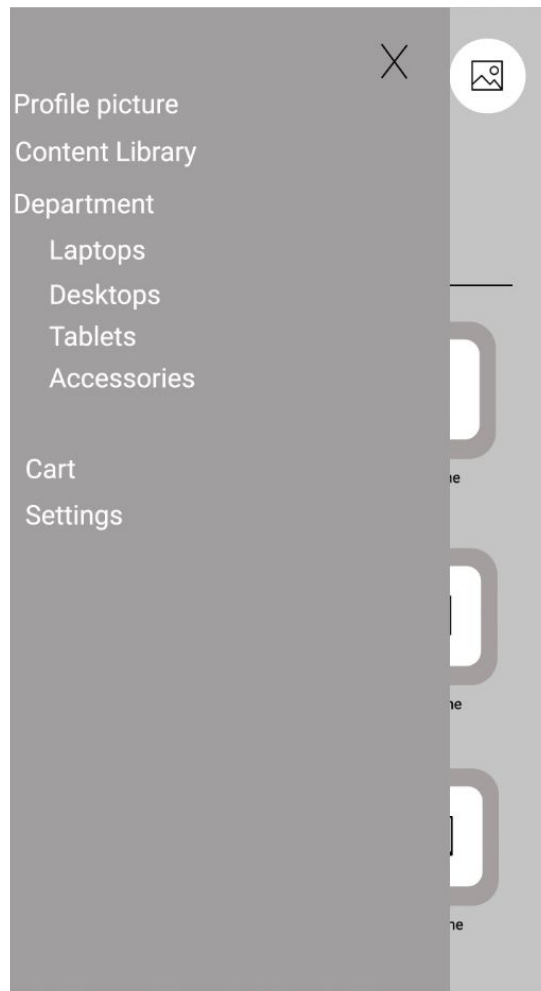
A dark blue diagonal shape that starts from the bottom left corner and extends towards the top right corner, covering the lower half of the slide.

Wireframe

Dashboard Page

As we go through the presentation you will see the final design changed quite significantly at the end.

This is the dashboard page where users can get access to all navigation of the application.



Wireframe

Onboarding

This is the first page of three that explains to the users what Technobox is all about.

With the basic layout i chose with image in the center and text at the bottom.

Layout is the same with the other 2 pages

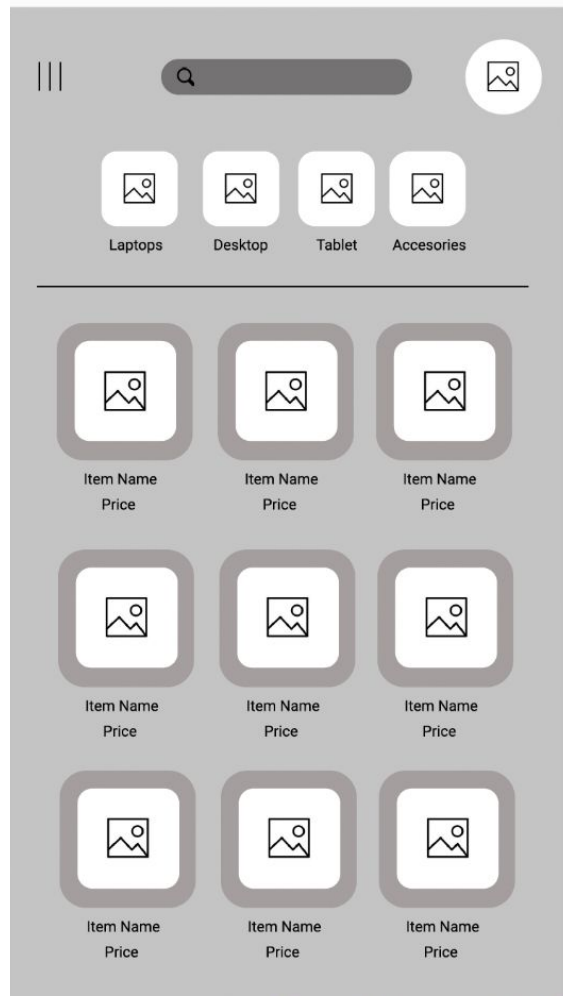


Wireframe

Home Page

This was my initial design of the homepage with a search bar at the top where users can search for specific items, also with the choice of buttons. When the users would click on a categorie only those specific items were to show

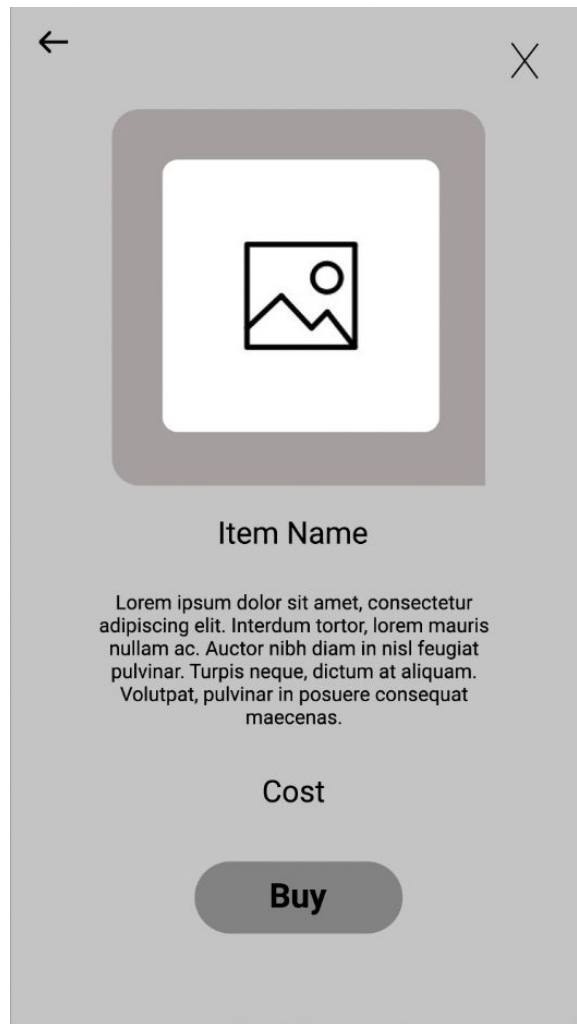
The Final design I simplified allot and made only the category buttons on the homepage so that users get redirected to a page only with that specific product.



Wireframe

Details Page

This is the details page of the product when users click on a item, I used a basic layout with the image at the top and the description at the bottom, only buttons changed in the final design, from buy to add but was unsuccessful in the functionality of the button.

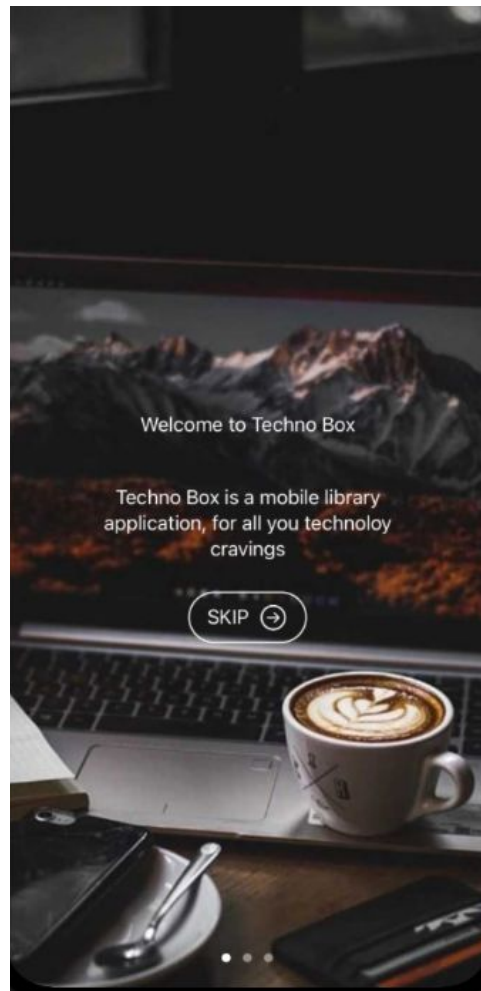


Final Design

Onboarding

This is the final design of my onboarding screens, I made the background different on each screen and decided on a background image instead of a single image in the center. I felt it made a bigger impression visually.

With the skip button to take the user straight to the home page

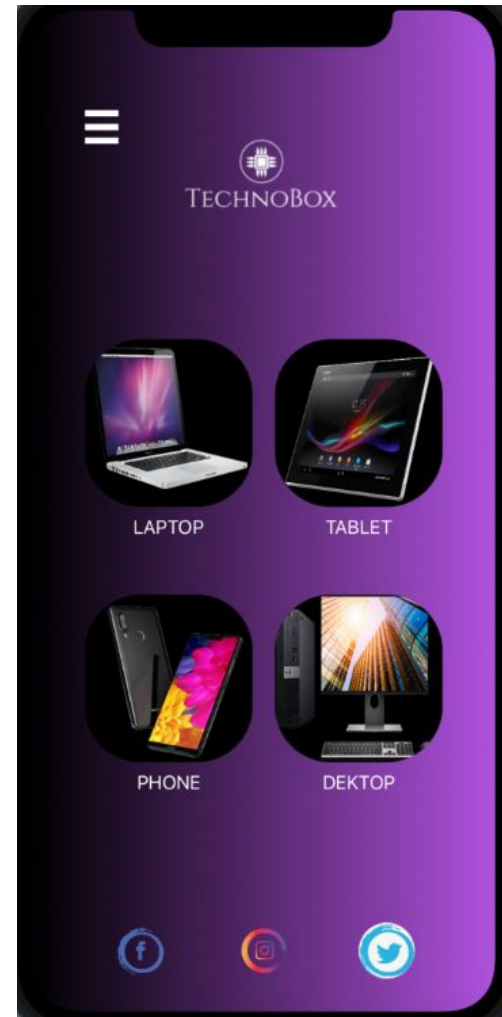


Final Design

Home Page

As you can see the final design of the home page changed allot , I decided against placing all products on the home page and instead placed only the category buttons that will redirect the user to the product list.

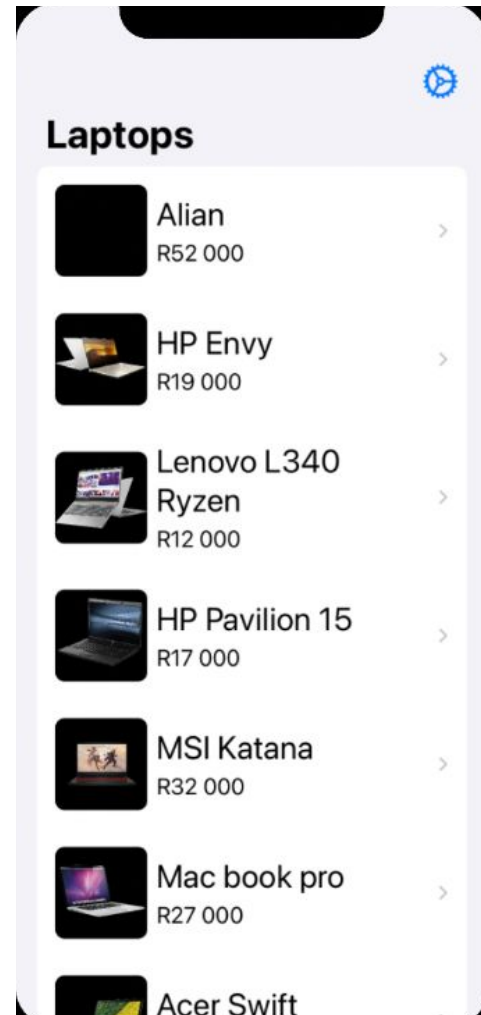
With the social media navigation at the bottom of the page.



Final Design

Home Page

This is the Product list page, where the user can see all of the products and when clicked on, can see the product details.



Final Design

Details Page

This is basically the last page of the application , where the users can see the details of a product.



Thank you