1 BuildRecruitMe

BuildRecruitMe is the container directory for all code files contained within this project.

1.1 Key Setup Files

- **BuildRecruitMe.swift**
  - acts as the "initializer" file and references the ContentView.swift file for content
- **ContentView.swift**
  - acts as the foundation for all of the content to be contained within the screens of this app. The body section of ContentView references the MainView.swift file and is dependent on the AppStateManager and UserStateManager
- **AppStateManager.swift**
  - manages the state of the app; sets default screen to "Discover" (the card stack), shows a person's profile by default, and doesn't show the "purchase pop up" screen by default
- **UserManager.swift**
  - manages all of the user's data (to be replaced later by Firebase backend), including their profile info (name, job title, company, school), their "matches" (people they've expressed mutual interest with), and their "top picks" (people who match their preferences by at least 70% - feature to be added later)

1.2 Assets

All photos, media, and non-code files necessary are contained in the Assets directory.

1.3 Extensions

Code extensions for visual and functional aspects, including color, navigation, and rounded corners.

1.4 HelperView

Both files create the "helper" bar with the 5 buttons at the bottom of the "Discover" screen i.e the "redo," "dislike," star, "like," and lightning buttons. These "help" the user navigate through the card stack.\

- CircleButtonView.swift
- RoundedImage.swift

1.5 Home

Home references the default "Discover" screen and this directory contains all of the files needed to construct the card stack, swiping functionality, and "view full card" functionality. This directory also includes the file needed to construct the Advice Channel screen.

- HomeView.swift

- AdviceView.swift

1.5.1 Card Views

- CardImageScoller.swift
- CardView.swift
- FullScreenCardView.swift
- CardStack.swift

1.6 MainTabBar

This is the navigation bar with the 5 icons at the top of the screen.

- MainView.swift
  - contains the switch statement that controls what screen the user is on i.e. "Discover," "Resources Marketplace," "Advice Channel," "Messages," "Profile," and the declaration of these elements
- TabBarButtonView.swift
  - controls the visual design aspects of the navigation menu i.e. coloring the Advice Channel icon yellow instead of teal when clicked

1.7 MatchesView

This directory contains the necessary files to construct the Resource Marketplace screen as well as the "Matches" screen which will later be evolved into the "Top Picks" (people who match their preferences by at least 70% - feature to be added later).

- MarketplaceView.swift
- MatchesView.swift
- PersonSquare.swift

1.8 Messages

This directory contains the necessary files to construct the Messages screen, including the initial list of messages the user sees when they click the message icon as well as the actual messages that take place between users. [Note: the messaging is not currently functional; further development is needed]

- MessageView.swift
- ChatManager.swift
- ChatView.swift
- ChatViewHeader.swift
- MessageListView.swift
- MessageListVM.swift
- MessageRowView.swift

1.9 Model

This directory contains fundamental code needed to make other aspects of the app work i.e. "models." More specifically, it contains the files necessary to manage a message, the message list view, a person, a user, and a user's subscription.

- MessageView.swift
- ChatManager.swift

1.10 Popups

This directory contains all of the files necessary to construct pop up screens in the app and currently contains another folder "purchase," as these are currently the only types of pop-ups needed in the app.

1.10.1 Purchase

This directory contains all of the files necessary to construct the purchase pop-up screens that users will see if they click any of the premium prompt buttons, i.e. "Get RecruitMe+" and "Upgrade to Premium."

- PurchasePopup.swift
- PurchaseSwipePromo.swift
- PurchaseOptionView.swift

1.11 Profile

This directory contains all of the files necessary to construct the purchase profile screens where users can view some of the key profile information they've entered. In later iterations, users will be able to click the pencil icon on the upper right corner of their profile photo and thus be able to edit their profile.

- ProfileSwipePromo.swift
- ProfileView.swift