

SkyScraper

A Weather Companion for iOS

by Preston Scott

SPECIAL PREVIEW PREPARED FOR WILLOWTREE

Goal

Create the most simple, clear, and elegant weather app possible.

Use Cases

What's the temperature? ❤️❖ in three hours? ❤️❖ in three days? 🍪 🤚

Is it going to rain while I'm walking the dog? 🦮 🔭

Or during my kid's soccer game tonight?

Second thought, can I just see a radar map of the rain?

By the way, what's the weather at my sister's house? 🙃

And at the beach next week? 🏖

Technical Details

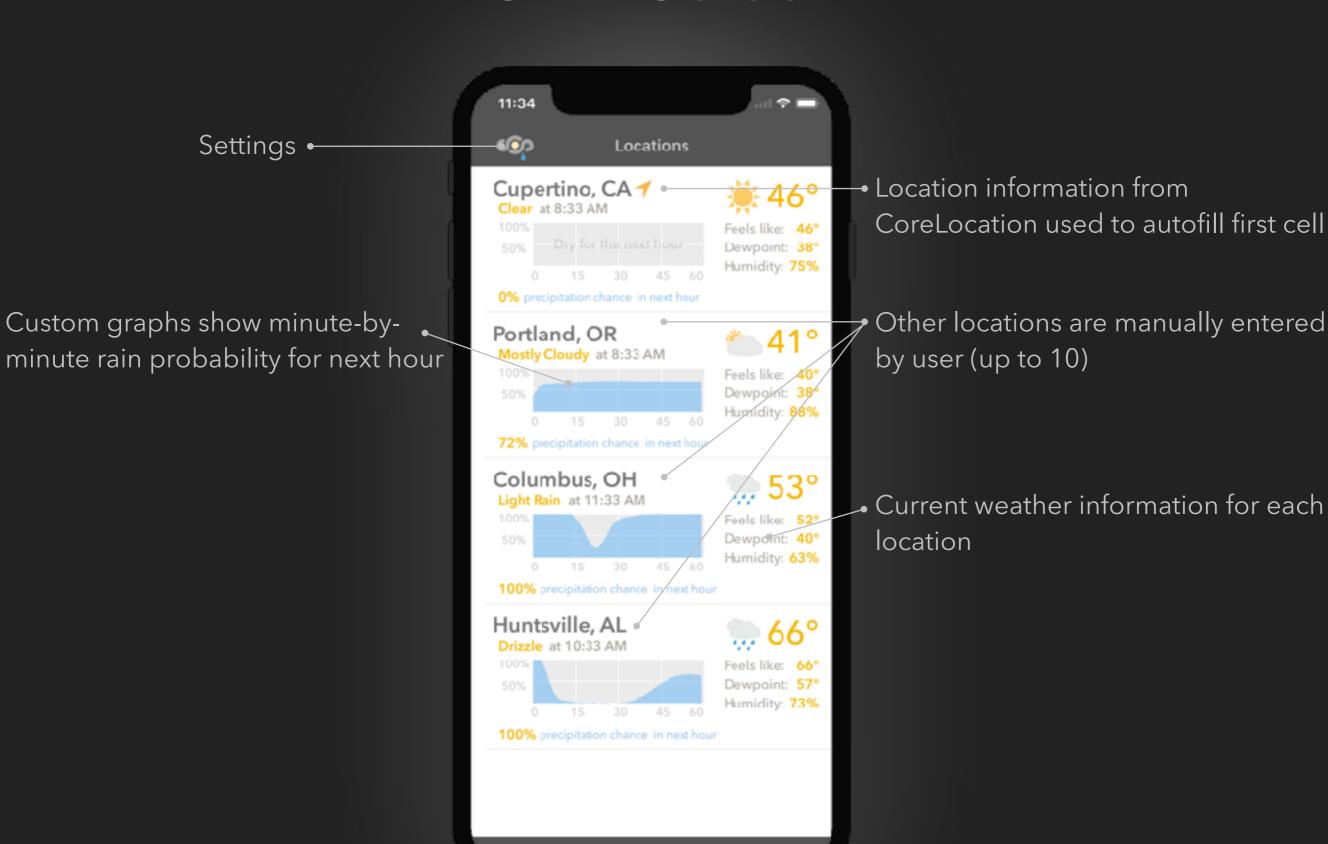
Incorporated iOS Concepts

- UlTableView
- UIScrollView
- UlNavigationController
- UISplitViewController
- CoreLocation
- MapKit
- MKTileOverlay
- NSUserDefaults
- NSCoder
- NSURLSession

Development Details

- Designed and developed by Preston Scott
- Written in Swift from the ground up
- Significant usage of protocol oriented patterns
- Forecast provided by DarkSky API
- Radar provided by Weather Decision Technologies API

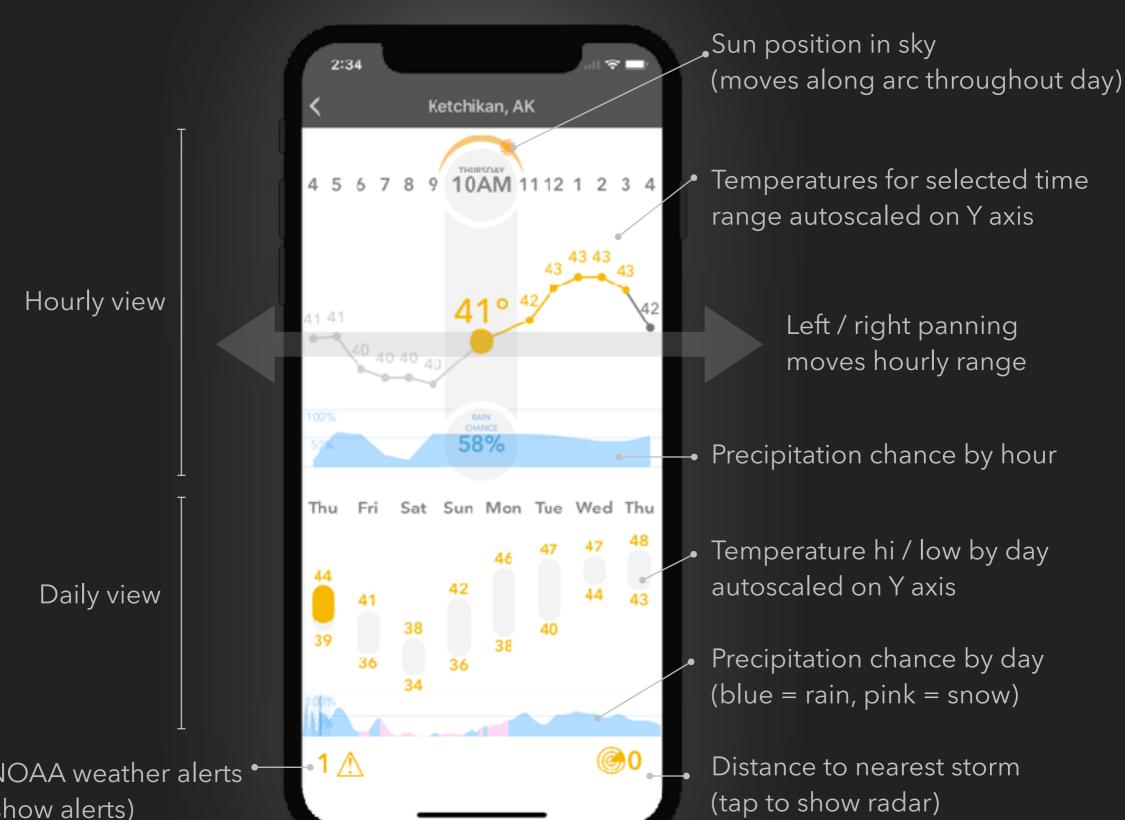
Start Screen



Start Screen (Dark Theme)

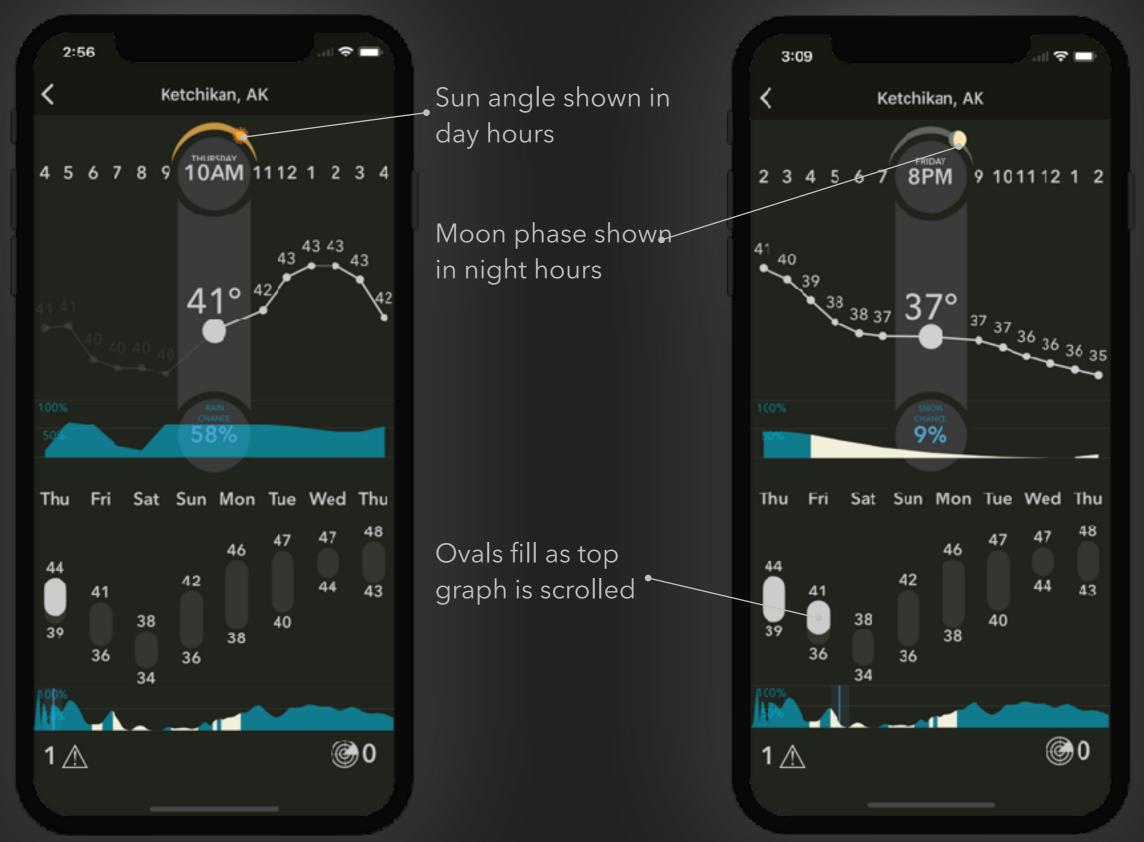


Forecast Screen



Active NOAA weather alerts * (tap to show alerts)

Forecast Screen (Dark Theme)



Custom Graphics

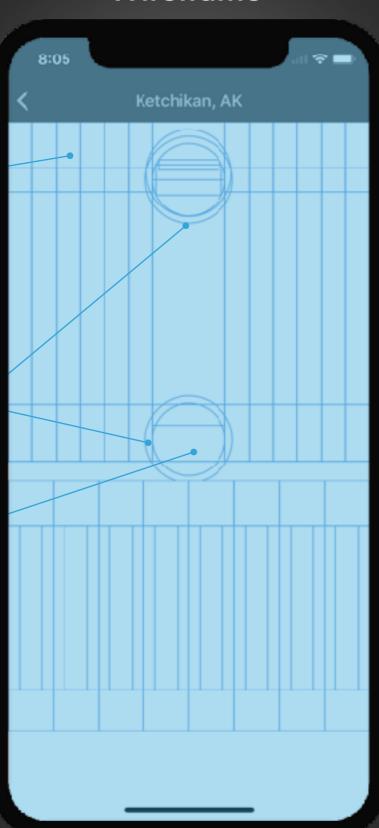
Wireframe

Screen size carefully divided into appropriate sections

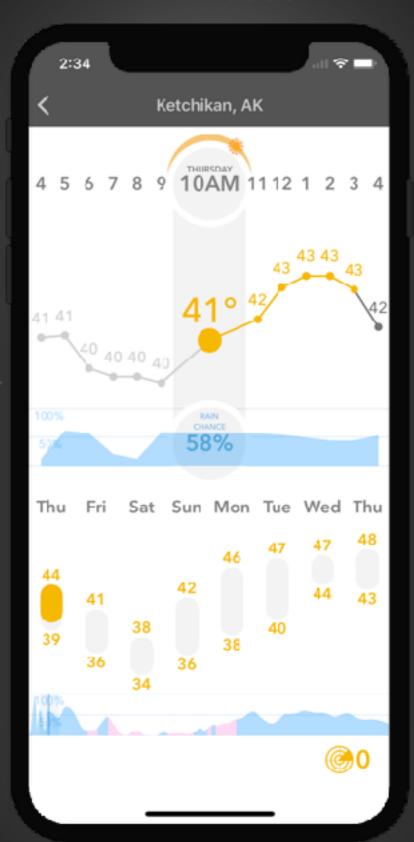
Segments are stored as arrays of CGRects

Multiple circles
(UIBezierPaths) required for
feature orbs and arcs

Rects within circles used for labels (lots of math)



Final Product

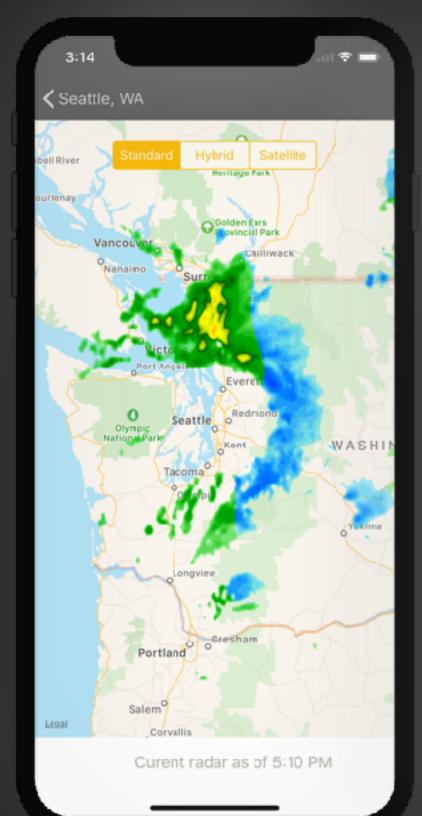


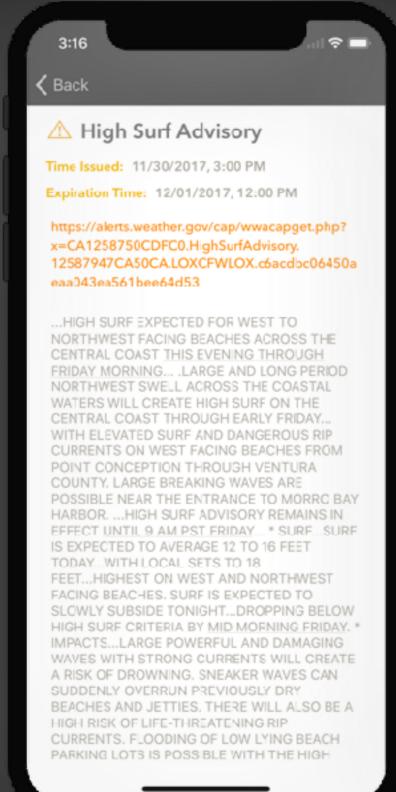
Ancillary Screens

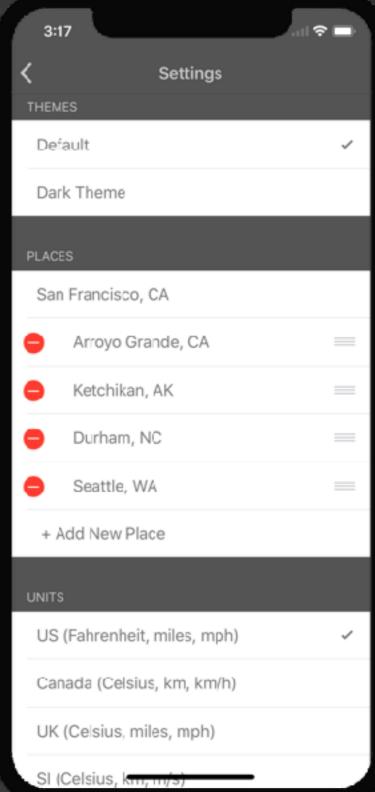
Radar

Weather Alert









View the full demo at:

https://youtu.be/QgBgVfoo3xQ

Thank you