

# Slide Menu Navigation

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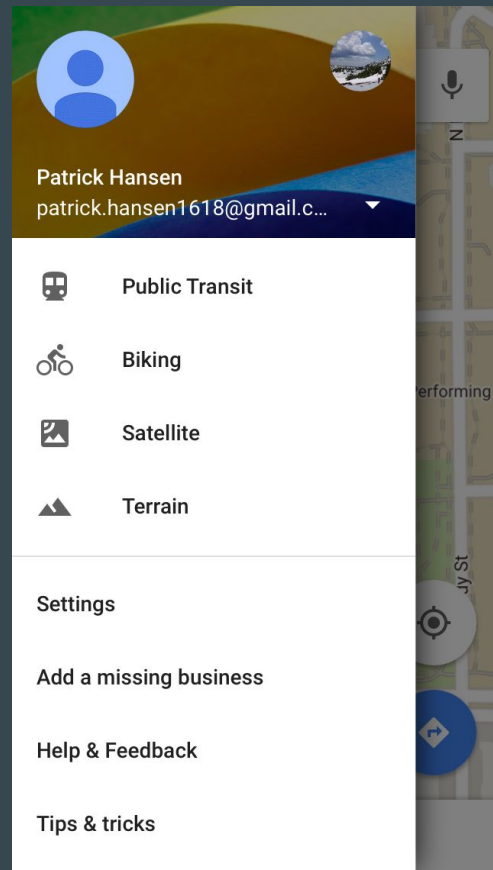
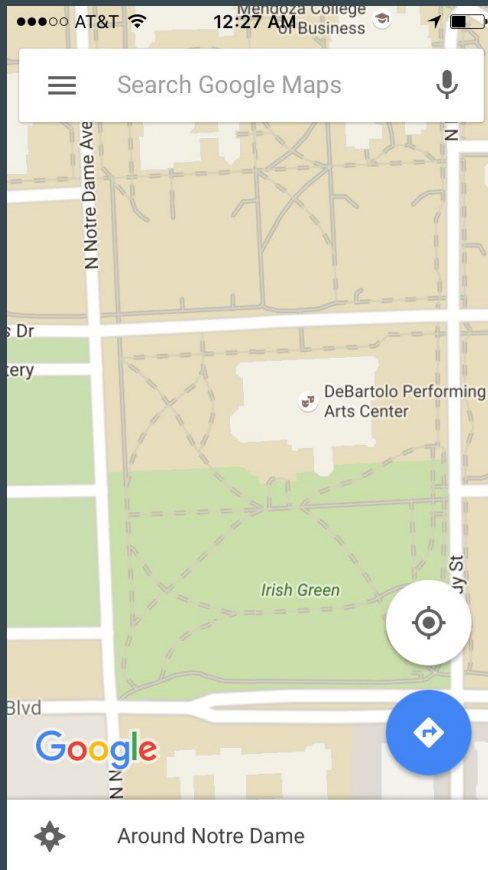
# Overview

A convenient menu that slides intuitively out from the side of the screen.

Primary focus: *intuitive, human-centered design.*

# Inspiration

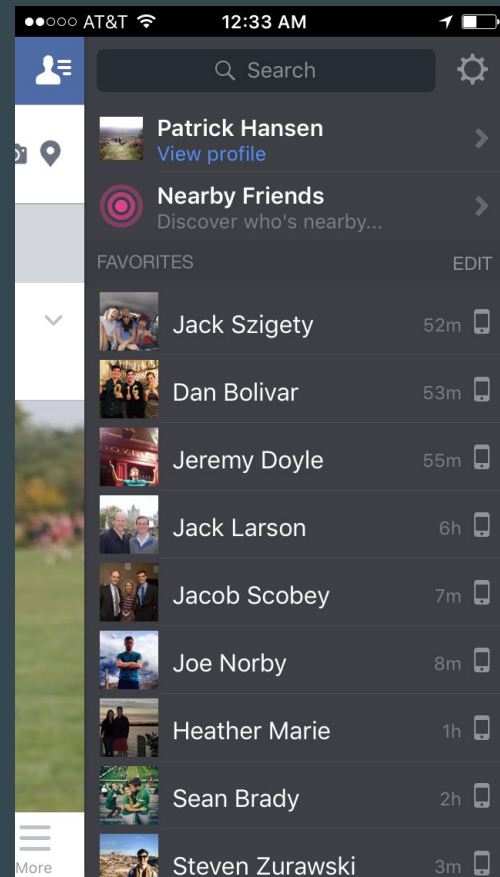
Google Maps app rocks.



# Inspiration #2

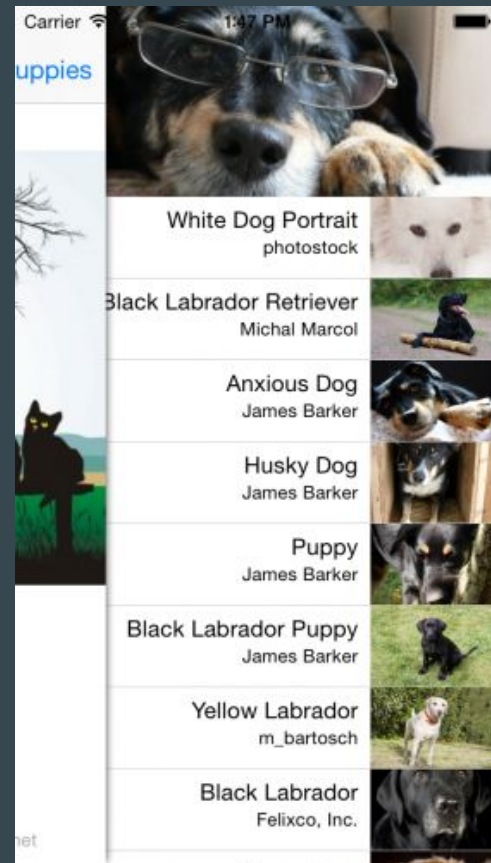
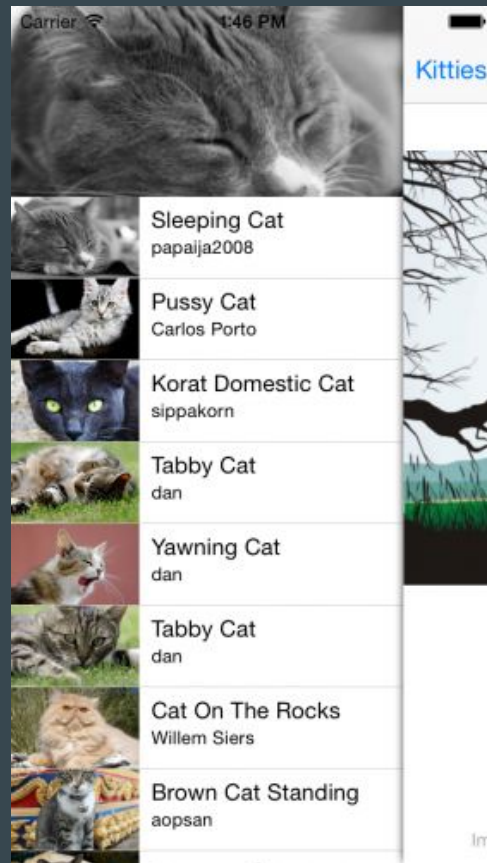
Facebook (different style).

Pat has lots of friends.



# Inspiration #3

Ray Wenderlich tutorial.



# Elements of Swift

- ❖ UIGestureRecognizer
  - UIScreenEdgePan
  - UIPan
  - UITouch
- ❖ UIView.animateWithDuration
- ❖ Delegates/protocols - container VC controlling UI for two other VCs

# Behaviors

- ❖ Screen edge pan
- ❖ Menu button
- ❖ Swipe back
- ❖ Tap back
- ❖ Animations
  - Shadow
  - Slide in/out

# Code Functions

- ❖ `toggleMenu()`
  - Check menu state (enum) and flip it.
  - Call `createMenu()` if it isn't initialized yet.
  - Call `animateMenu(isExpanded: bool)`.
- ❖ `createMenu()`
  - Initialize menu VC
  - Add gesture recognizers, delegate
- ❖ `animateMenu(isExpanded: bool)`
  - Smoothly update the menu's frame, either off the screen or to the predetermined offset



# Challenges

- ❖ “Double animations”
- ❖ Multiple gesture recognizers in same view
- ❖ Same gesture recognizer in multiple views
- ❖ Framing the menu

# Future Work

- ❖ Add shadow overlay to main view while menu is out (animated)
- ❖ Make menu into a table view that launches new screens (login, view profile, etc.)
- ❖ Explore the animations further for smoother feel
- ❖ Test the menu out with users to see how they like it
- ❖ Show menu based on accelerometer?

