LiveLine
CSCI342 Assignment 2
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To build the project, simply open *LiveLine.xcodeproj* and hit *Run*. This has been tested in the latest stable version of Xcode (6.0.1 as of writing) and builds without any errors or warnings.

Attribution

LiveLine makes use of the following third party libraries

KASlideshow

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Design Notes

With permission from Ben and Louis, I deviated from the spec a little bit with my design. I wanted the recording view to be as minimal as possible, consisting of recording controls, a button to open the journey history, and very little else. My idea for the record screen was to have it work modally. When the user first opens the app, they'll see sparse navigation controls an a button to start recording. When they tap the record button, the navigation controls disappear and are replaced with controls for adding images and notes to the journey.

To the right are some ideas I'd had for the recording UI. Initially I wanted to just have a red circle that the user taps to begin recording, but I couldn't figure out how best to display other controls with this design. I also had the idea of the record button being a simple pill shape, and having the camera and note buttons slide out from under it when the user began recording.

Ultimately what I settled on was just to use the default toolbar for this prototype, and go for something more custom if I decide to continue working on this later. The toolbar starts out white with red controls on it, and changes to a red when the user starts recording. This creates a clear visual distinction between the two modes of operation on this screen.
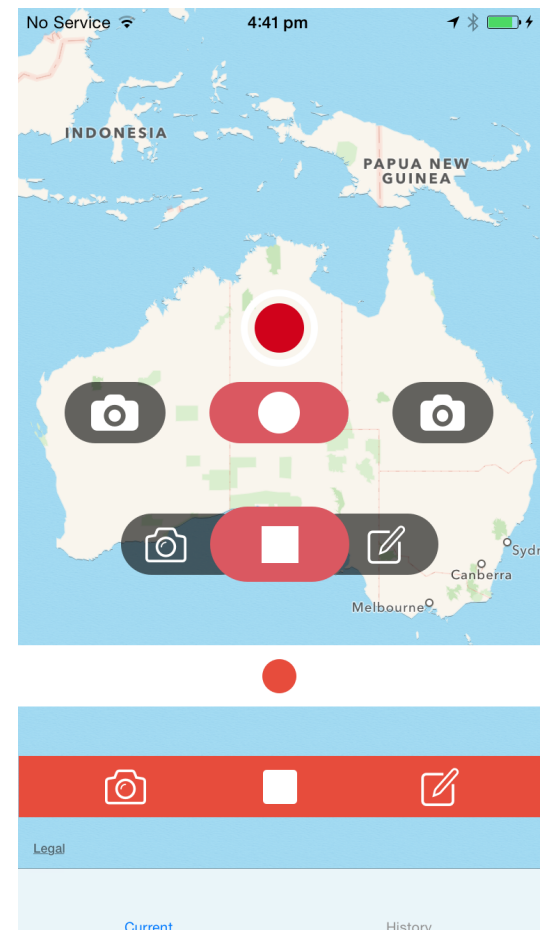
I came up with a logo I liked the look of fairy early on, and then proceeded to mess around with colour variations. Nothing worked as well as red and white though, and since these colours have a well established usage within the context of recording something, I went with those.

The logo works great on a splash screen as well. Since this app's initial screen shows a map centred on the user's location, a typical 'blank state' launch image wouldn't work. So I decided to use the app's branding instead.

The journey history screen as fairly simple, showing the name, time, and distance of each journey. The one interesting thing I did do here was show the user's route. In the current implementation this path is created in a fairly inefficient way, but it demonstrates the concept.

Freeway Drive

10/10/14   7.228 km

City Bike Ride

10/10/14   1.684 km

City Run

10/10/14   0.812 km