

Sash Sujith and Daniel Heffron

Dr. Michael Marsh

CMSC436

Final Report

Gamelogger

A Tracker App for Board Games

Overview

This is an app that was born out of the desire to brag about board game wins with family and friends. I (Sash) play board games with my family very often and we log each game after we've finished one in a little notebook. While this old-school analog method is nice, we found that it could be digitized. I was talking about this process to Daniel and boom - the idea of this app was born.

Initially we wanted to make an app that is similar to Letterboxd. Letterboxd is a social movie tracking app that allows users to log the movies they watch and review them. We wanted to make an app in which a user could log board game sessions and create user profiles for themselves and the different players of the games they played with.

Main Goal

- Create a simple-to-use interface that will allow a user to log a board game session. They should be able to log basic information such as
 - the name of the board game they played

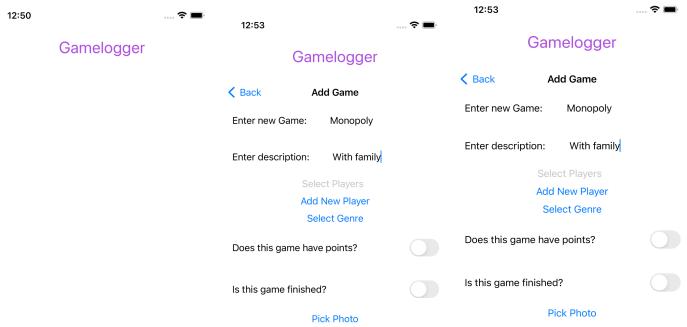
- the names of the players they played the game with
- the number of points earned by each player, if the game has a point scoring system
- the kind of board game played/genre
- a description of the game itself (example: “played at Joe’s house” or “played at midnight near the fireplace”)

Stretch Goals

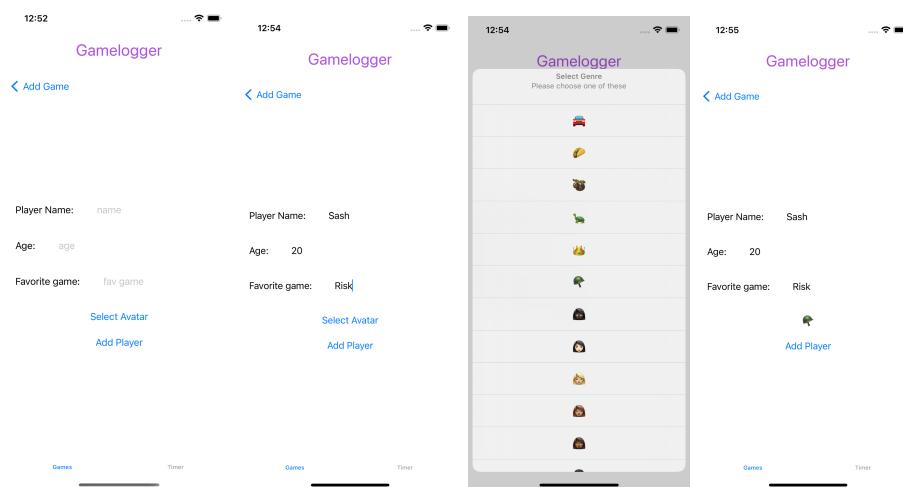
- An option for the user to upload a picture of the board after the game has been finished, in the case that the user wishes to look at a board in a game where they did particularly well
- Provide the user with their total wins and losses logged over all board games
- An in-game timer available for use cases in which the user wants to time turns or for games which require a timer
- An option for a user to upload a profile picture or choose an avatar
- A friends list / social functionality that would allow one user to see another user’s friends and board games logged
- Game specific templates for data entry (for example, specific templates for Monopoly, Chess, Risk, etc.)

User Interactions

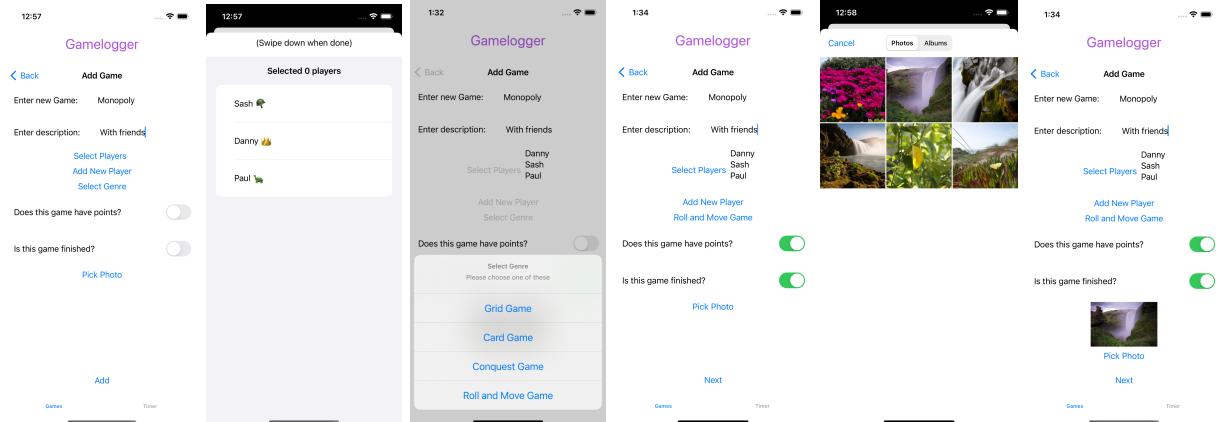
Adding a new Monopoly game



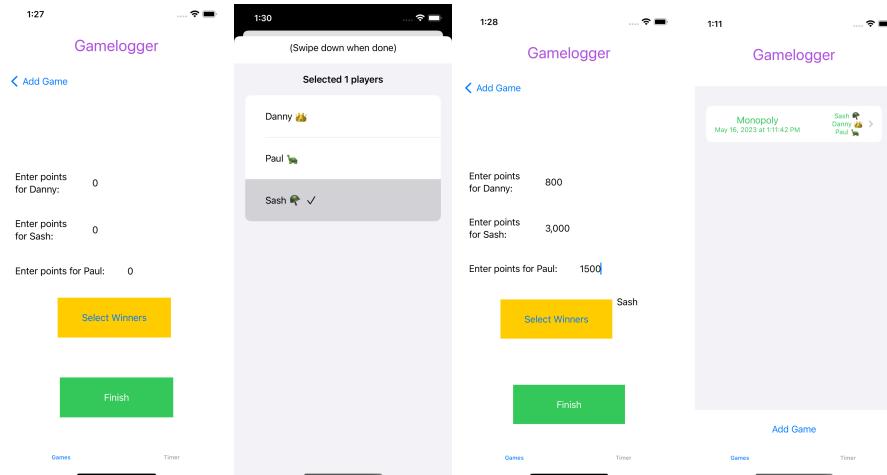
Creating a new player named Sash



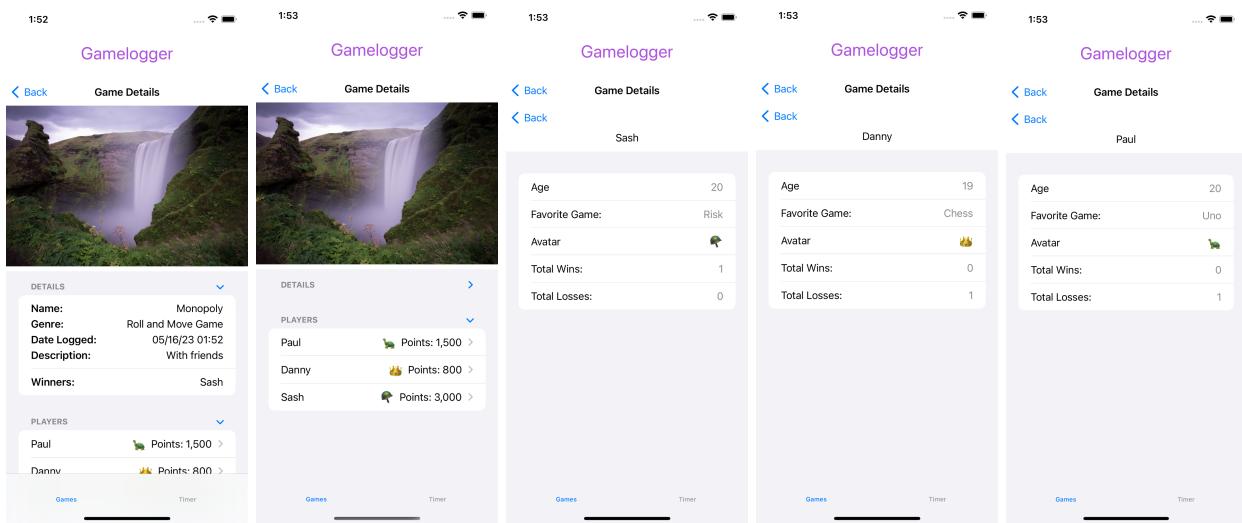
Adding players to the game, selecting the genre and the board photo (optional)



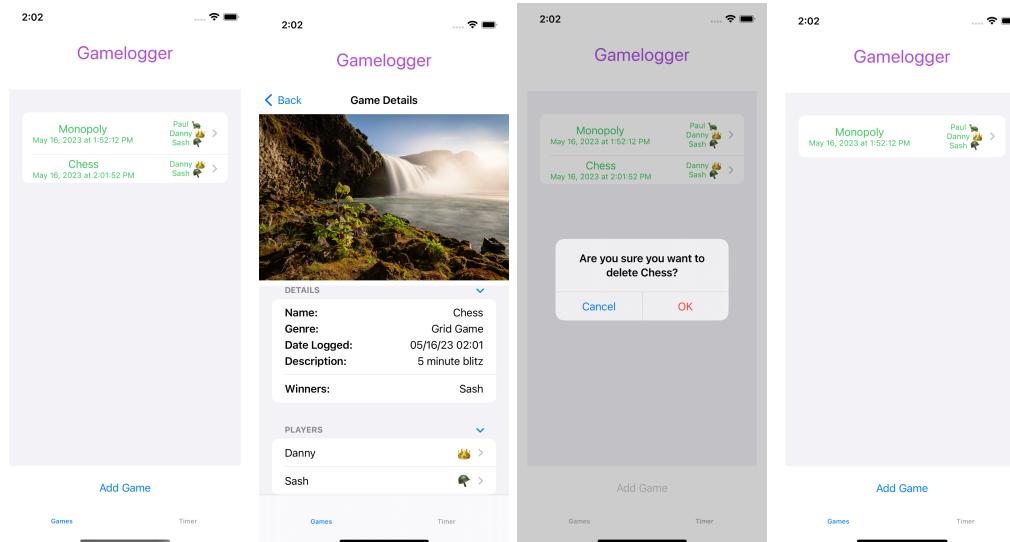
Assigning points and winner(s): Optional view, only if has points or is finished was toggled on



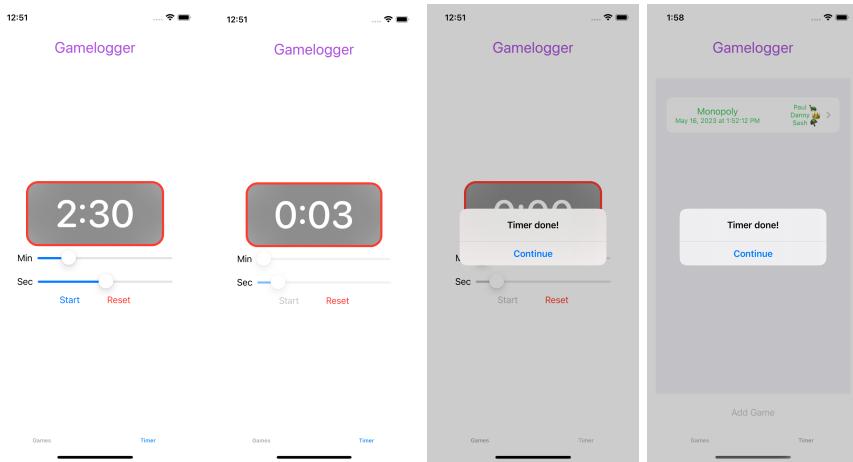
Viewing a stored game: With navigation links to statistics of each player (Note total wins/losses)



Deleting a game: Hold press on game view in dashboard



The Timer tab: Displays a timer of up to 10:59 seconds, alerts user when countdown reaches 0



The Development Process

We took a divide and conquer approach for most of the development process for this Gamelogger. We begin our endeavor to make the next big thing by creating the Main view and Timer view. I (Danny) was tasked with creating a game dashboard that would house all the games in a list for viewing and managing and be the foundation of the app's capabilities. Simultaneously, Sash was working on creating a built-in timer so that users could set time limits for moves or other purposes from within the app. Once these views were complete, we began working on what would soon be the guts of the app.

We decided that the app would revolve around Game and Player structures whose state would be tracked and stored in respective json files on the users device. Users may find games.json and players.json in the Files manager which contain all the data pertaining to their game and player entries in the Gamelogger app. Setting this up was one of the more challenging of our tasks, however, once this was completed we were able to move on to the more visually appealing process of designing the views our users would see.

Once again, Sash and I split up our assignments and I went off to work on the views that would collect and display the core games details and images while he was working on the player details views and setting up the many navigation links for the users ease of access.

Understanding how to use the PhotosUI library and how to access the Photos app was a fun challenge which was not covered in class that we undertook. This allowed us to implement an image displaying feature that allows users to store captured pictures of in-progress or finished board games inside the game structures themselves for future reference. Throughout this journey, we learn so much about iOS application programming and the software development process.

We had an absolute blast creating this project and hope you enjoy the final product.

Possible Future Directions

As a board game hobbyist, I (Sash) look forward to using this app with my own family when I play board games. We're also looking into implementing more features such as the ability to edit a game and making the user interface more fancy. We'd also like to integrate more game personalization with things like game-specific data entry templates. We'd also like to possibly create a hyperlink directory with links to PDFs of rulebooks to the most popular games that users can use as a reference while playing a board game.

In terms of publishing, there aren't any certain plans to make this app available on the App Store at this stage of development. We'd like to do some more testing with real-world users, implement more features, and develop a cleaner look for the app before we consider launching it into the world. The social networking direction is also a very interesting one, considering we started developing this app with an app like Letterboxd in mind. While we did bite off a little more than we can chew at the time, now that there is a foundation with the basic functionality of

the app, we feel more comfortable with looking into how to implement a friend network and the ability to interact with other users. However with this model, we might make it so that you can only create your own user profile and you “tag” other users that you play with similar to how you would tag other Instagram users in a group picture.

The experience of developing this app was quite rewarding in itself so even if this app doesn't top the App Store charts, at least it was a real fun project to work on that we learned a lot from. To whoever's reading this, thank you so much for everything this semester. Good luck with everything in the future. Gamelogger devs signing out. ❤️