Midterm Progress Report
Elite Loot

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Purpose

- eBay would like to make use of recently released public APIs in order to explore the eSports market and target new customers.
- Currently, there aren’t any known products that make it easy for eSports fans to find merchandise and receive updates about their favorite games.
- The purpose of the eBay iOS eSports project is to develop an application that contains useful information about eSports and allows customers to discover eSports merchandise being sold on eBay.

Goals

Build an iOS application that:

- Helps eBay learn more about the eSports market and about new shopping opportunities
- Allows users to find and purchase eSports merchandise that is being sold on eBay.
- Creates an environment for millennial gamers to learn more about upcoming eSports events.

Design, Navigation, Twitter, Events

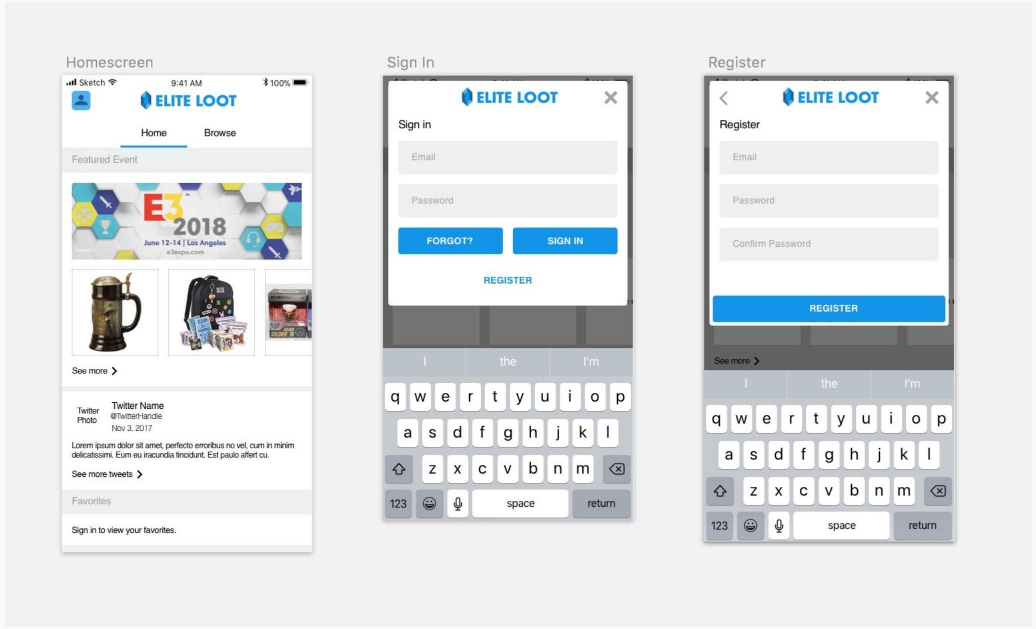
Responsibilities

- User Interface Design
- Navigation Bar
- Retrieving Twitter API Data
- Displaying Tweets
- Featured Events

User Interface Design

- Changed the color scheme from yellow to blue and created a logo for the app.
- Blue color scheme was more visually appealing and easier to read on white background.
- Made the design more consistent throughout the entire application.
- Provided teammates with design spec to follow.

ELITE LOOT



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Sign in to view your favorites.

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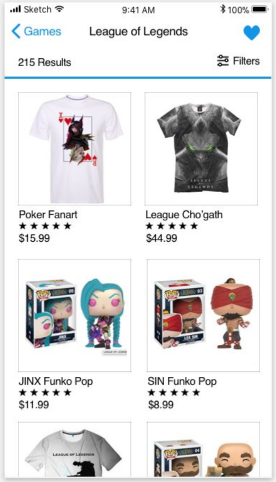
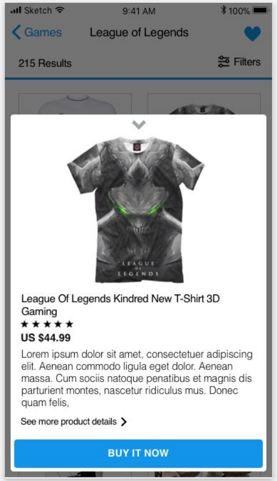
Game Browse



Product Details



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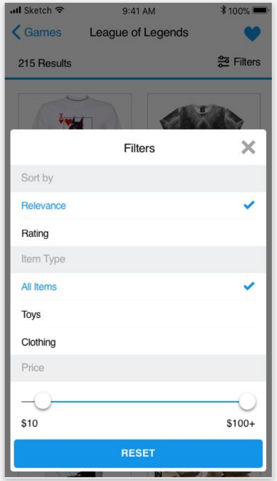
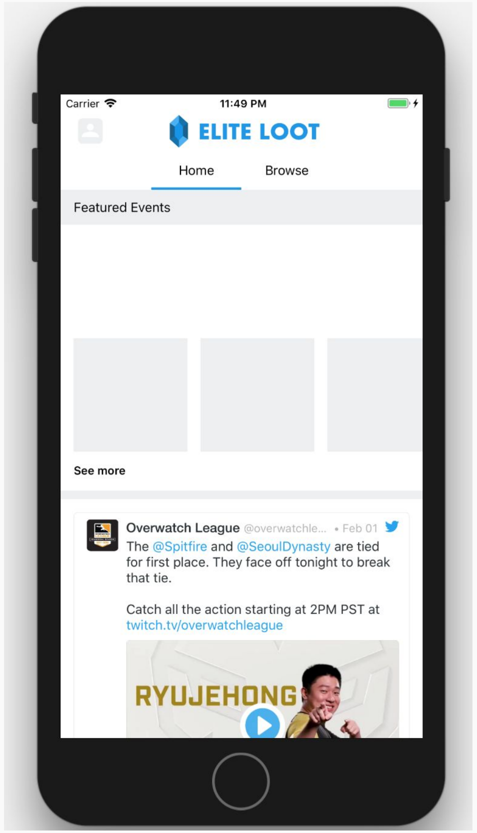
Filter



Navigation bar and events cell

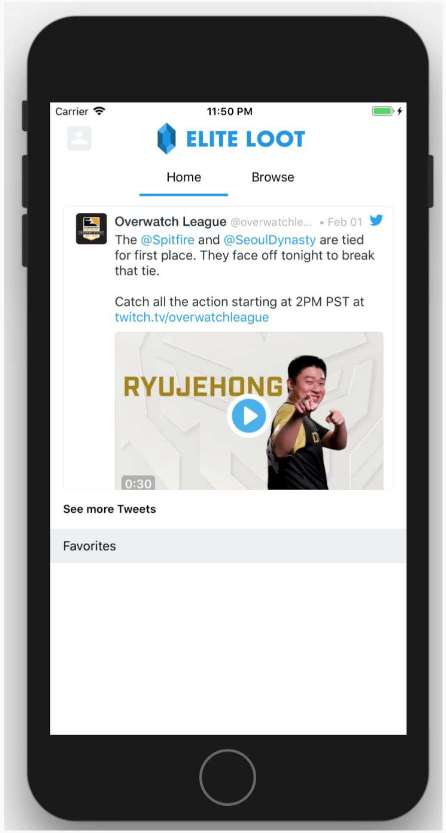
- Kia and I worked together to implement the swiping navigation bar
- Featured_Events cell will eventually contain banner for the featured event
- Added the carousel that Katherine made and see more button.
- Added headers to separate sections.



Overwatch League @overwatchle... • Feb 01

The @Spitfire and @SeoulDynasty are tied for first place. They face off tonight to break that tie.

Catch all the action starting at 2PM PST at twitch.tv/overwatchleague



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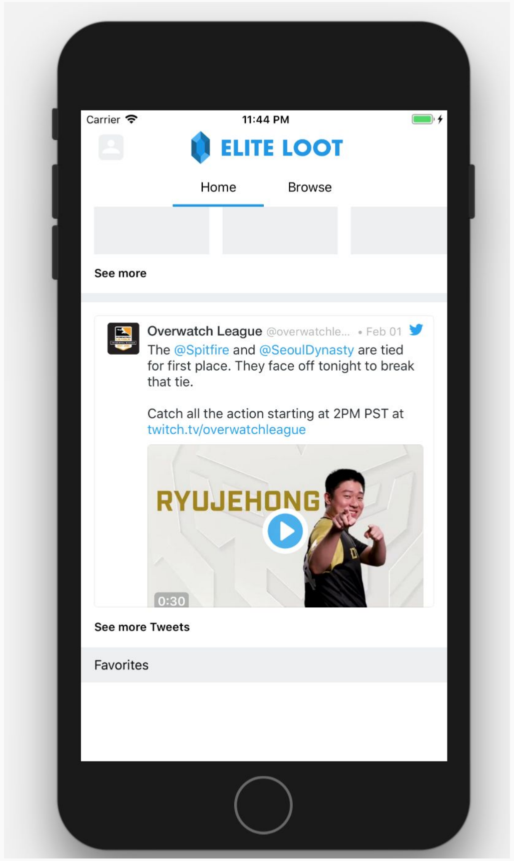
Displaying home screen tweet

- Implemented the Twitter_Cell and it currently displays a static tweet from Overwatch League
- Added the see more Tweets button to which navigate to the Overwatch League Twitter Timeline.



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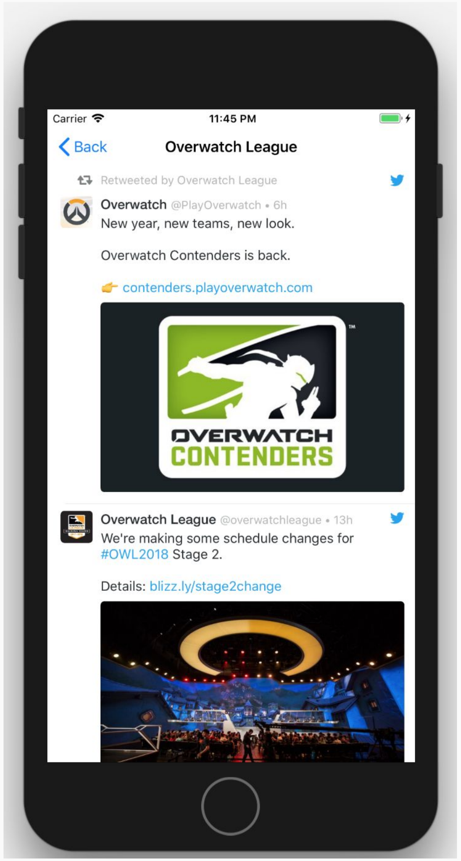
Displaying twitter timeline

- Timeline was implemented with a TWTRTimelineViewController and a delegate so that the view controller can be pushed when selecting a button in the twitter cell.
- Used guest authentication and the official Twitter API and iOS Kit.



Retweeted by Overwatch League

Overwatch @PlayOverwatch • 6h
New year, new teams, new look.

Overwatch Contenders is back.

👉 contenders.playoverwatch.com

Overwatch League @overwatchleague • 13h
We're making some schedule changes for #OWL2018 Stage 2.

Details: blizz.ly/stage2change

Remaining Work

- Retrieving the most recent tweet from a targeted account
- Dynamically sizing the single tweet cell
- Adding event banner to the featured events cell
- Populating the featured events carousel with merchandise
- Small design tweaks
- Refactoring and cleaning up code

Problems Encountered

- Used “Lets Build That App” YouTube channel as a resource for learning iOS
- Choosing view controller for the navigation bar and home screen.
- Getting twitter to authenticate properly.
- Retrieving the dimensions of the tweet view cell before displaying the cell in my view controller.

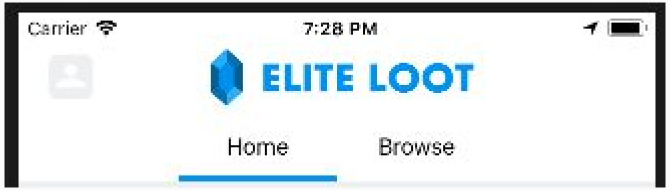
Authentication and Database Storage

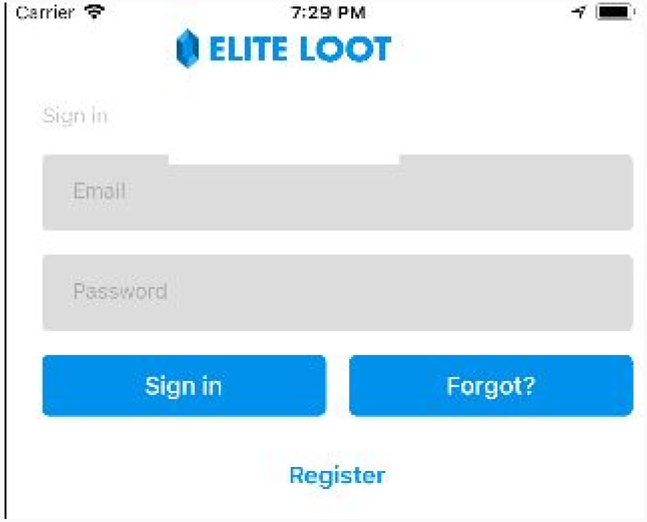
Responsibilities

- Login Screen
- Register Screen
- Firebase Authentication
- Firebase Data storage
- Logout Screen
- Browse specific item

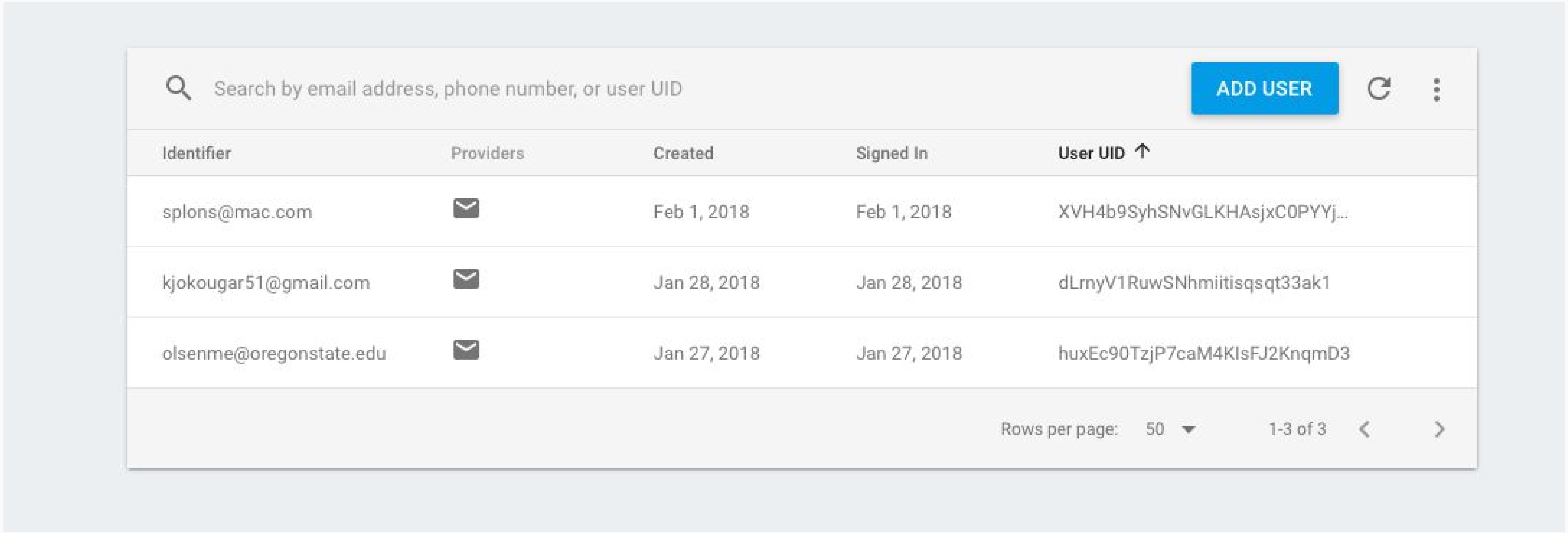
Current State of Project

- Firebase project set up
  - SDK configured
  - Necessary pods installed
- Working proof of concept Authentication implemented
- Custom login page nearly complete
- Database model mapped out
- Proof of concept database storage





Proof of Concept- Authentication



Search by email address, phone number, or user UID

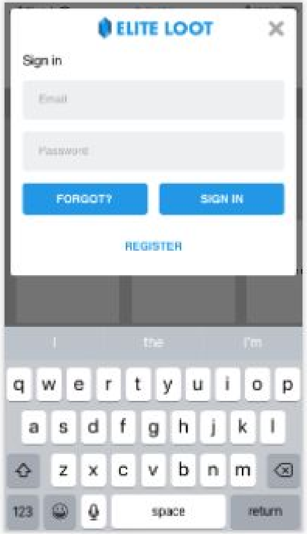
Identifier	Providers	Created	Signed In	User UID ↑
splons@mac.com	✉	Feb 1, 2018	Feb 1, 2018	XVH4b9SyhSNvGLKHAsjxC0PYYj...
kjokougar51@gmail.com	✉	Jan 28, 2018	Jan 28, 2018	dLrnyV1RuwSNhmiitisqsqt33ak1
olsenme@oregonstate.edu	✉	Jan 27, 2018	Jan 27, 2018	huxEc90TzjP7caM4KIsFJ2KnqmD3

Rows per page: 50 1-3 of 3

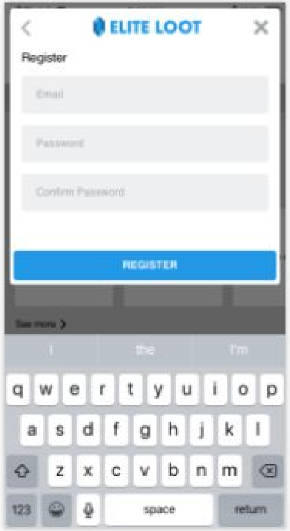
What’s left

- Finish Sign in Page-end of this week
- Implement Registration Page- end of this week
- Implement Database Storage in Firebase-week 7
- Implement back end Authentication and hook it up to login and registration views
- Testing
- Additional cleanup of UI

Login and Registration Screen Designs



Sign In



Register

Problems Encountered

- Proof of concept authentication solution does not allow for enough UI customization for login and registration pages
- Merge Conflict on Auth Branch->Master
- Email input container getting chopped off

Solutions to problems encountered

- Needed to re implement login and registration pages using customized views
- Forgot to fetch before pushing
- Logo needs to be adjusted to eliminate excessive outside border

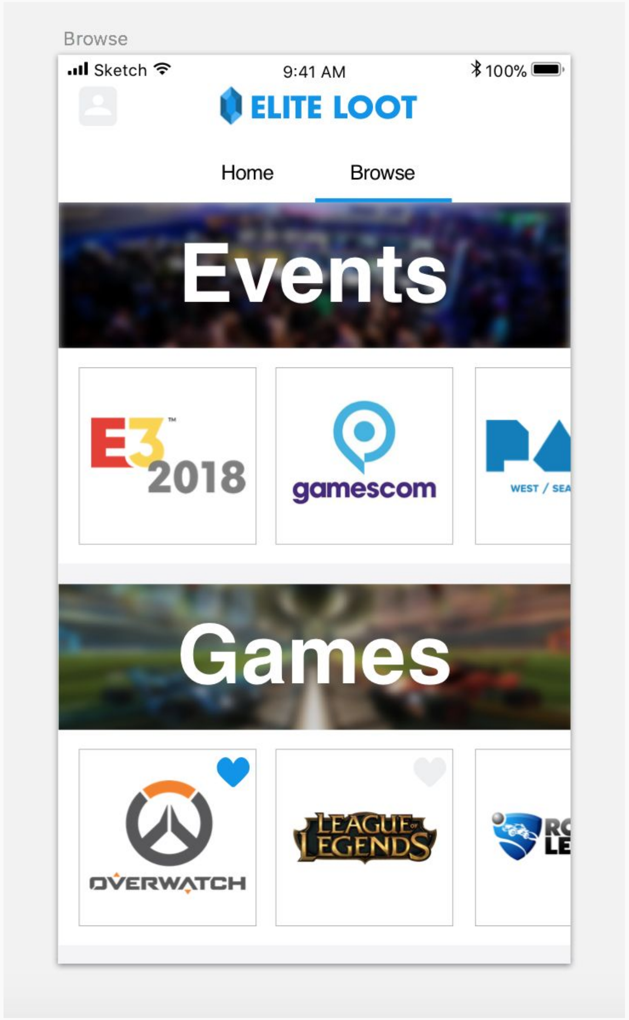
Browse Screen and Favorites

Responsibilities

- Design of Browse Screen
- Favoriting a Game from Browse Screen
- Displaying Favorited Games on Home Screen
- Merchandise Carousel

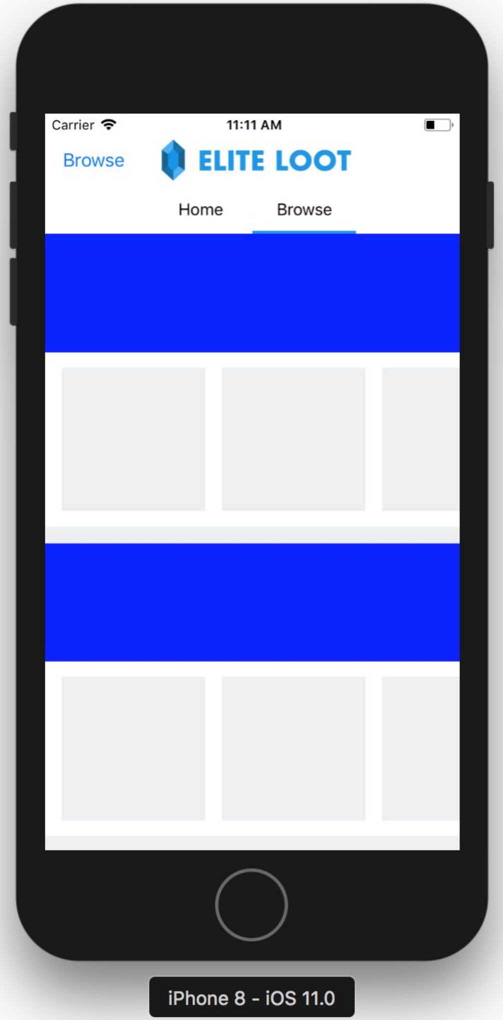
User Interface Design

- Changed the sizing of items to match correct proportions for iPhone 8
- Inserted images for events and games header
- Inserted images for various events and games on carousel
- Used heart instead of star for favorites since star icon will be used for ratings on merchandise screen



Browse Screen

- Created merchandise carousel
- First UICollectionView is the two cells
    - Subview 1: Top image
    - Subview 2: Second UICollectionView
- Second UICollectionView is the bottom half of the first cell
    - Contains third UICollectionView
- Third UICollectionView
    - Contains as many cells as there are items to select



Remaining Work

- Insert images for events and games on browse cell
- Populate the item carousel for events and games with relevant content
- Ensure that when event and game is clicked the proper merchandise screen will appear
- Favoriting from browse screen feature
- Favorites displayed on home screen if user is signed in

Problems Encountered

- Lack of iOS development knowledge
- Unsure of where to start with development
- How to split up the initial UICollectionView

Solutions to problems encountered

- Needed to update CocoaPods to get the project running
- Will showed me the “Let’s Build That App” Channel on YouTube to help get me started
- Used three nested UICollectionViews to allow for both a header image and a item carousel in the same cell

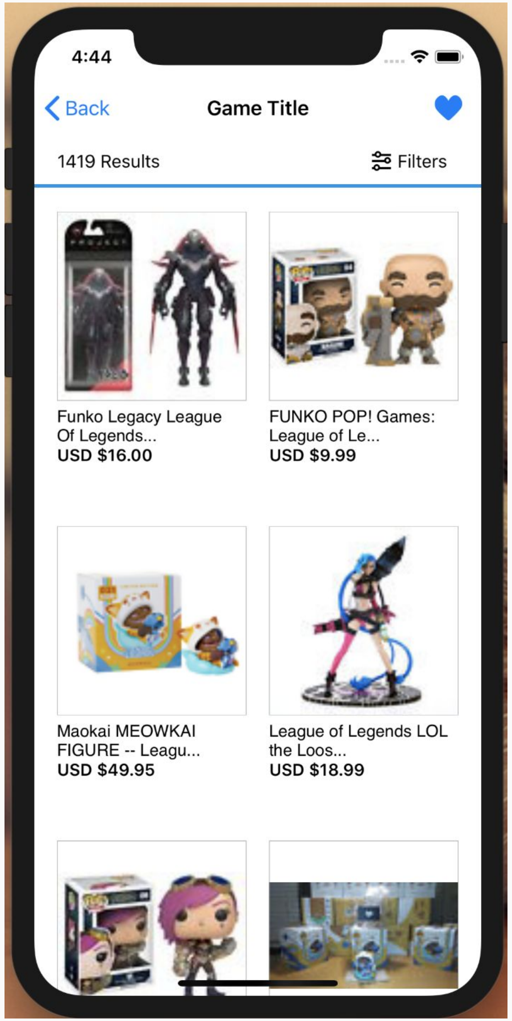
Merchandise, Buy , Filter

Responsibilities

- Browse Specific Game
- Filtering
- Displaying Items Details
- Browse API

Browse Specific Game

- Reused the Menu bar from home page to show number of results returned and filter button
- Used CollectionViews to show the merchandise retrieved from the API
- Used a UIImageView and UITextView class to display the image and item summary details
- Added Pagination



Funko Legacy League Of Legends...
USD $16.00

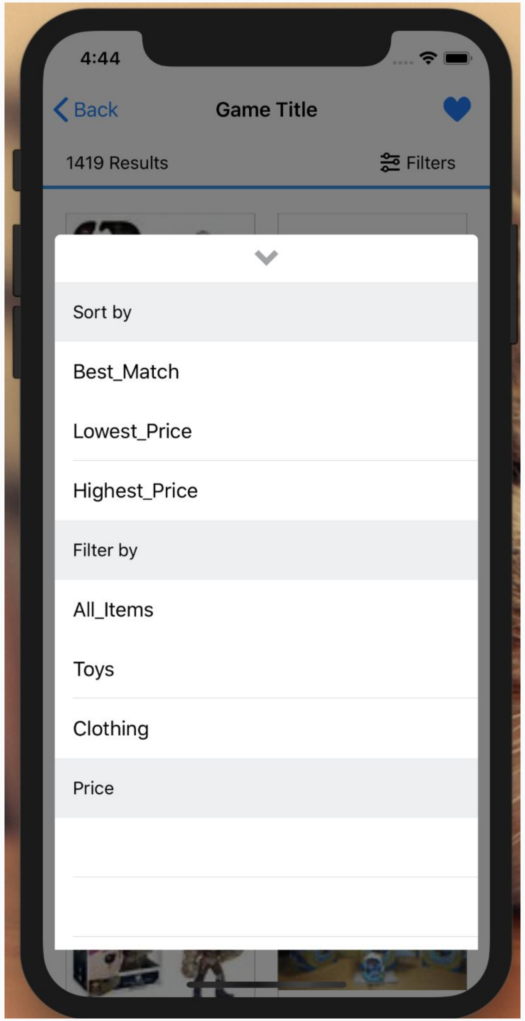
FUNKO POP! Games: League of Le...
USD $9.99

Maokai MEOWKAI FIGURE -- Leagu...
USD $49.95

League of Legends LOL the Loos...
USD $18.99

Filtering / Sorting

- Used struct and enum for each section
- Showed the sections and rows using a single UITableView
- Added animation to present this page modally from the bottom



Sort by

Best_Match

Lowest_Price

Highest_Price

Filter by

All_Items

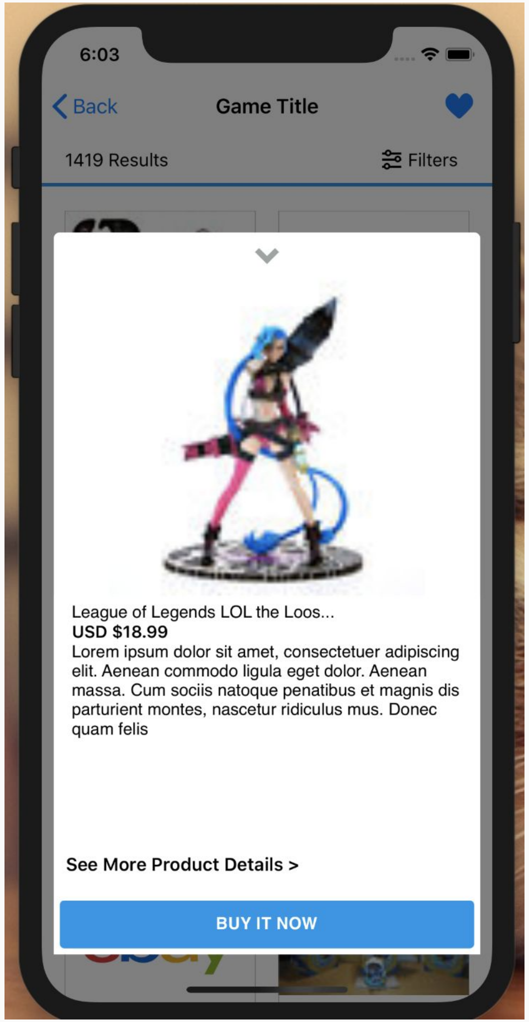
Toys

Clothing

Price

Displaying Items Details

- I reused my merchandise cell that already contained the image and details to create the page.
- Details option was also added by overriding the original method.
- This page and sorting both use the same parent view.



League of Legends LOL the Loos...
USD $18.99
Lorem ipsum dolor sit amet, consectetuer adipiscing elit. Aenean commodo ligula eget dolor. Aenean massa. Cum sociis natoque penatibus et magnis dis parturient montes, nascetur ridiculus mus. Donec quam felis

Remaining Work

- Finish the filtering and sorting functionality
- Request token dynamically rather than statically
- Add Buy Now functionality
- Refactor more code

Problems Encountered

- The Home page navigation not fully working through the transitions
- Issue with Pod installations with our client
- Token expiring every few hours

Solutions to problems encountered

- Completely changed the implementation of the Home and Browse navigation
- Created ReadMe Instruction for the client to successfully download and run the build
- Creating a handshake framework to check token status