# App: Swave (pronounced “sc-wave”) Developer: Todd Gavin

## App definition statement

This is a concise definition of your app's purpose (elevator pitch). Resources: [Apple](http://www.apple.com/business/accelerator/plan/define-your-app.html) and in the [Human Interface Guidelines](https://developer.apple.com/library/ios/documentation/userexperience/conceptual/mobilehig/Process.html).

## Key Features

* 3 – 5 core features

## User Profile

Target audience could include gender, age range, interests, etc.

* Age Range: 15 – 30
* Interests: Surfing and Water Sports

## Technology Items

* 2 Third-party API / web service / REST service
  + Magic Seaweed (MSW) Surf API
  + Firebase
* 2 Apple Frameworks
  + Core Location / MapKit
  + EventKit

## Wireframes

You can include hand drawing that you convert into digital images or use a tool such as Balsamiq or Marvel. Put the images in this document.

## Ideas So Far:

* Creating a token-gated ticketing service for specific NFT owners
  + API: Alchemy NFT API and Ethereum Provider API
  + Frameworks: PassKit and Core Location/MapKit
* This app allows you to mix two songs together from Spotify using the iPhones Accelerometer
  + API: Spotify API, Google Sign In, Firebase
  + Frameworks:
* SWAVE – this app allows you to get surf reports and connect with fellow surfers that have the same skill set. It matches you with surfers and matches you with a day/location to go surfing.
  + API: Surfline API OR MSW API, Google Sign In, Firebase
  + Frameworks: Core Location/MapKit, EventKit, Messages
* Something with NFC tags