Learning Log

# Sashimi ©️ 2024 Tom Keir

This document compares app features with the original documentation and shows any changes during development. Relevant justifications are stated below.

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| Commit 1: Initial Commit  Date: 4/03/24 |
| The first commit includes an events list as per the documentation:  The programmed events list offers a slightly different interface, with a collapsible sidebar rather than a persistent one (This allows the user to hide it when not needed). The list itself present as a Table rather than a list which improves clarity. |

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| Commit 2: ‘Add Event’ Dialogue  Date: 6/03/24 |
| A screenshot of a computer  Description automatically generated  The carnival sidebar now properly displays the carnivals with placeholders for name and date. A new ‘Add Event’ dialogue has been added (Currently doesn’t work.)  My programmed version uses the same design elements and layout of the controls, but with some slight readability improvements that better aligns with Apple’s Human Interface Guidelines. |

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| Commit 3: Tab bar, Athletes page stub, UI improvements  Date: 7/03/24 |
| The app now has a tab bar as per the documentation that allows the user to shift between Scoring and Athletes.  There is now a swordfish icon that serves as an app mascot. It can be found on the sidebar.  An accent colour can be found across the app.  I’ve made some padding improvements to the New Event sheet to improve useability. |

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| Commit 4: Event edit action, Athletes page.  Date: 11/03/24 |
| A new context menu can be activated by right clicking an event. These are placeholders, except for ‘Edit’ which brings up a currently blank view.  There is now an AthletesList page which is currently identical to EventsList.  However, I’ve elected to remove all instances of Athlete photos (Thus removing the need for and Athlete inspector sidebar.) This is because a name is all that’s really necessary and importing photos brings in some privacy concerns. |

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| Commit 5: Event View Sorting, Data code sorted  Date: 12/03/24 |
| Events can now be sorted by clicking the headings of the table columns. Ascending/Descending order can be toggled by clicking in the heading again.  This was not in the documentation, but was easy enough to implement and can prove very useful for the user. |

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| Commit 6: Right click > Score Event Functionality  Date: 13/03/24 |
| Using the context menu, clicking ‘Score’ brings up another blank sheet. |

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| Commit 7: New Carnival Form, edits to other areas  Date: 15/03/24 |
| I’ve added a plus button in the carnival sidebar that allows the user to create a new carnival.  The new carnival interface is a tab view with two (placeholder) screens, Carnival Settings and Athletes (where athletes may be imported soon from a .csv)  This was never a part of the original documentation as it was an overlooked feature. However, this is an important component of the app. |

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| Commit 8: Database Infrastructure  Date: 18/03/24 |
| I’ve improved the handling of carnival creation and editing by adding functions in a new CarnivalManager class.  This allows other parts of the app to easily manage carnivals using basic functions such as createCarvnial()    I’ve filled in the NewCarnival views, which a table for athletes and a form for Carnival settings. These still need some work, but there is no original documentation to go off. |

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| Commit 9: New Project Name, Carnivals have real names and dates  Date: 25/03/24 |
| I have renamed the Swimming Carnival Project to ‘Sashimi’. This is currently a codename but may stay for the future. This better aligns with the theme of marine life/fish.  I’ve also created a temporary icon which I will update in the future. This is just the Swordfish icon used elsewhere in the app. |

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| Commit 10: Ability to delete carnivals  Date: 28/03/24 |
| A screenshot of a computer  Description automatically generated  A new carnival deletion dialogue has been added. This was also not in the documentation but was a small addition anyway. This is crutial because it prevents accidental deletion of important data. |

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| Commit 11: Event Creation Functionality  Date: 12/04/24 |
| Events can now be created using the dialogue.  I’ve also added a temporary ‘Sample Data’ button for debug which creates some sample athletes and events. |

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| Commit 12: Fixed issues where views were not refreshing  Date: 12/04/24 |
| Tweaked my code to use @Binding variables rather than @State. This means passed in data is not a copy of the original and is instead to original instance of the data.  Views can now properly observe data and update automatically when data is added, deleted or modified. |

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| Commit 13: Event Deletion Function  Date: 13/04/24 |
| I’ve added a delete event dialogue to delete events similarly to deleting carnivals. |

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| Commit 14: Edit Event Ability  Date: 15/04/24 |
| I’ve created a dialogue like my ‘Add Event’ sheet to edit events. This is very similar to the documentation but with some slight improvements for clarity. |

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| Commit 15: Improved appearance of 'EditEvent' and 'NewEvent'  Date: 17/04/24 |
| I’ve simplified and reduce the size of the Add and Edit event sheets. The new designs use an appropriate stepper for Age Group rather than a TextField as only integers may be added. There are dividers between fields for clarity. There is now an ability for mixed age groups by unticking ‘Age Group’, which greys out the counter. |

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| Commit 16: Various Improvements  Date: 20/04/24 |
| I’ve made several small improvements. The app now appropriately displays ‘No carnivals’ when there is no open carnival. This prompts the user to seek the ‘Plus’ Button.  There have also been some new improvements to bring ‘AthletesList’ closer in line with ‘EventsList’ and some instances of code cleanup. |

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| Commit 17: Athletes Importing and List  Date: 21/04/24 |
| Athletes can now be properly imported from a .csv file, with a ‘?’ button which will soon provide some explanation for the user to clarify how to deal with these files.  Athletes may be manually added and removed with ‘+’ and ‘-‘ however they may not yet be edited. |

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| Commit 18: Athletes use Date format  Date: 24/04/24 |
| Athletes now contain a proper birthdate using Swift’s Date datatype rather than previously using ‘String’. This change has been reflected across the app. |

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| Commit 19: Major Improvements and Additions  Date: 25/04/24 |
| I’ve added some crucial elements of the app.   1. Athletes can now be edited, however not in the same way as in the documentation. Rather than using an inspector sidebar (An unnessecary waste of screen space.) and each Athlete in the list is now made up of pickers and TextFields. 2. I’ve implemented the athlete selection for the ScoreEvent function. My implementation is unfinished and is missing the soon to be implemented search and filter functions. My implementation is otherwise the same, with some scrollbars that appear only when needed to reduce clutter. The ‘Edit Event Settings’ button was not implemented as it creates a view hierarchy clutter. However, I’ve realised there is no need to filter/search athletes as the athletes are already filtered FOR the event. |

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| Commit 20: Athlete Scoring and Ranking  Date: 28/04/24 |
| Athlete scores can now be input in the scores interface that is shown after selecting athletes. My implementation is mostly the same, with some missing elements yet to be created. Currently hitting finish displays a primitive list of calculated ranks in an alert. |

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| Commit 21: Including Project Gantt Chart  Date: 5/05/24 |
| The weekly project plan update is now in this Repo |

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| Commit 22: Create README.md  Date: 6/05/24 |
| Set up basic GitHub ReadMe. |

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| Commit 23: Added Placeholder Menu Commands  Date: 7/05/24 |
| I’ve setup some placeholder menu bar commands to soon control the entire interface using the macOS menu bar.  \*This was later removed for being unnecessary as this is not a large application. |

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| Commit 24: Merge branch 'main' of <https://github.com/tomk9126/Sashimi>  Date: 7/05/24 |
| Fixing Github problem. |

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| Commit 25: ‘AthletesList’ changes and ‘NewAthlete’ Ability  Date: 15/05/24 |
| To reduce lag problems, editing athletes must be done by clicking the option in the toolbar (or right clicking) for each athlete. This is similar to how EventsList works.  Options in the toolbar now have dividers to break down options for user clarity.  There’s a new sheet for Creating Athletes, which works exactly like the Create Event sheet. |

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| Commit 26: EditAthlete Functionality  Date: 16/05/24 |
| I’ve created another dialogue for editing athletes, which is also similar to EditEvent. |

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| Commit 27: AthletesList search function  Date: 16/05/24 |
| I’ve added a Searchable element in the toolbar of Athletes List which allows for a very quick filter of Athletes by name or letter, or Gender. This was not in the original documentation, but I felt it was a very important addition as Carnivals may have hundreds or thousands of athletes. |

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| Commit 28: Export Athletes as CSV  Date: 19/05/24 |
| Using the upload button in the AthletesList, the entire Athletes list may be exported as a .csv file. This uses the system built-in export panel. |

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| Commit 29: CarnivalList updates  Date: 20/05/24 |
| A screenshot of a swimming carnival  Description automatically generatedI’ve added a ‘X’ button the the carnivals in CarnivalList to allow quick closing. All instances of ‘Delete Carnival’ have now been renamed to ‘Close Carnival’ as carnivals are not actually deleted as they are stored externally. When we ‘Close’ them, we are just removing them from RAM. |

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| Commit 30: Improved Save/Load  Date: 27/05/24 |
| Save/Load panels are no longer using Import/Export macOS panels. This was an oversight on my end. I am now using the built in NSOpen and NSSave panels from macOS. This does not affect the user at all, but is the better thing to use as a developer. |

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| Commit 31: Welcome screen  Date: 28/05/24 |
| I’ve added a brand-new welcome screen to soon appear before the main screen when the app is launched.  This was not included in the original documentation but is a great addition as it guides a new user with a button ‘See Documentation’. |

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| Commit 32: Scoring Functionality  Date: 3/06/24 |
| I’ve completed the scoring functionality, which now displays a proper ranks list. This list can be easily exported with a button and placed anywhere on the user’s system as a text file.  This score data is also permanently stored within the carnival itself, where the EventsList will display ‘Scored’ beside the carnival. Ranks may be reviewed or rescored. |

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| Commit 33: Fixed Xcode missing plist and entitlements files  Date: 4/06/24 |
| Fixing Xcode entitlements issue. |

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| Commit 34: Removed incorrect test functions  Date: 6/06/24 |
| Deleted test functions that were fundamentally incorrect. |

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| Commit 35: Streamlined athlete data import page experience.  Date: 12/06/24 |
| I’ve cleaned up the appearance of the Athlete Data Import table with new buttons to export the data and search the list. The search Text Field appears when the button is pressed and closes when it’s not needed. This could not be implemented easy given the structure of this view and had to be created manually, but it does work fine. |

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| Commit 38: Final Updates  Date: 20/06/24 |
| The scoring interface is now fully working, but I’ve made some changes to the way ranks are displayed:  New Method:    A screenshot of a computer  Description automatically generated  Documentation:  (The choice to remove Athlete filter options and ‘Edit Event’ button have been previously discussed).  Previously Ranks would be instantly displayed after ranking. However, this feature has been removed to significantly reduce the view hierarchy clutter which can lead to lag issues. The client would also score multiple events at once, making this popup annoying.  Ranks can now be viewed (now at any time) by clicking the button in the Event Toolbar. The results may be exported just the same.    There is now a new icon for the app to signify the end of this assignment. This icon is shown everywhere, including on the icon for .carnival files. It’s not a perfect icon, but it’s good enough for now. |