

Place.io

Encontrando o lugar certo



Categoria : Navegação

Desafio

- Levar as pessoas aos melhores lugares possíveis.

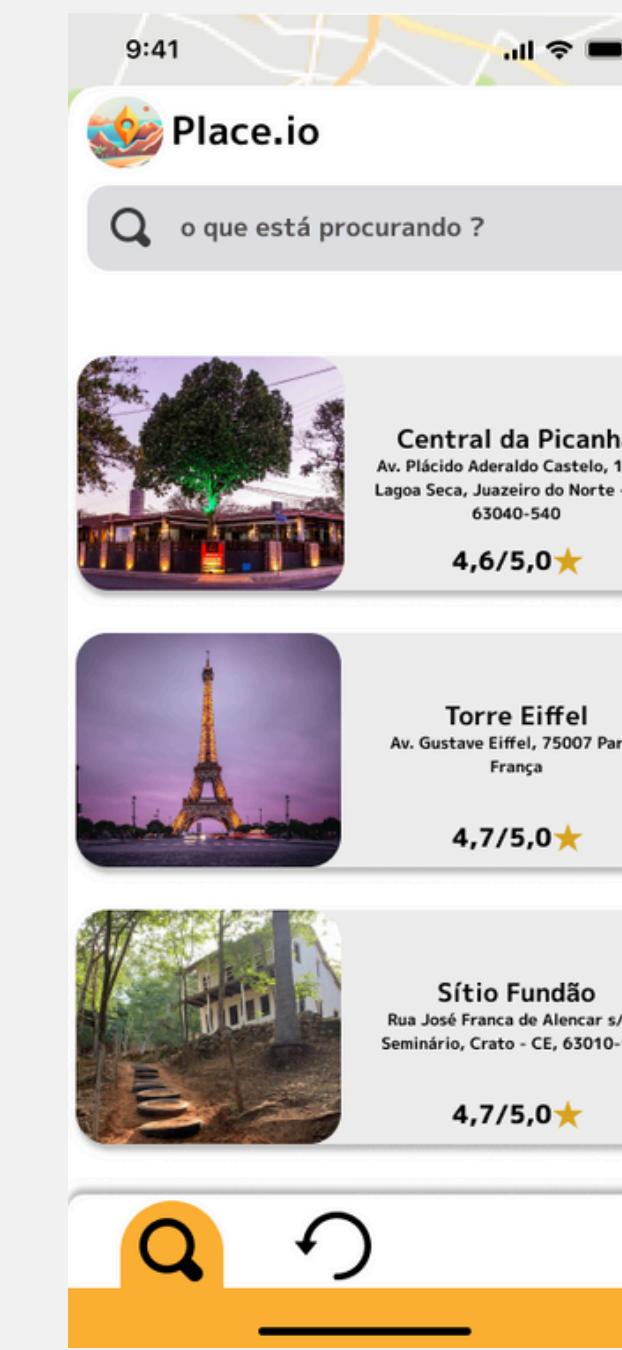
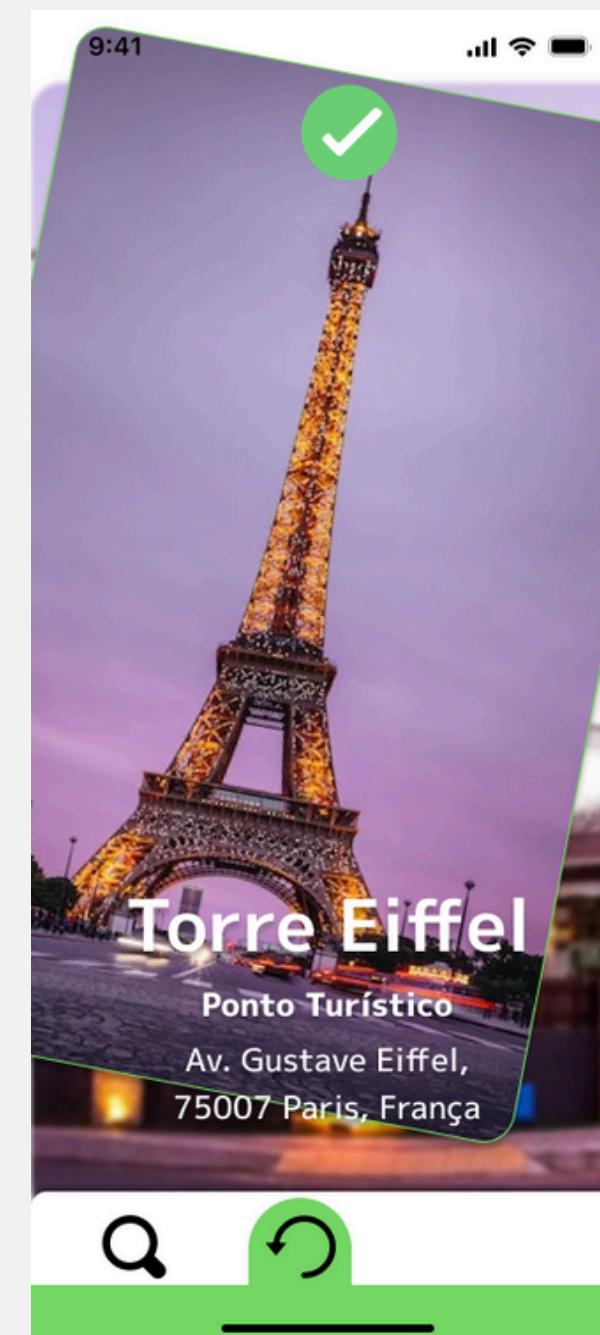
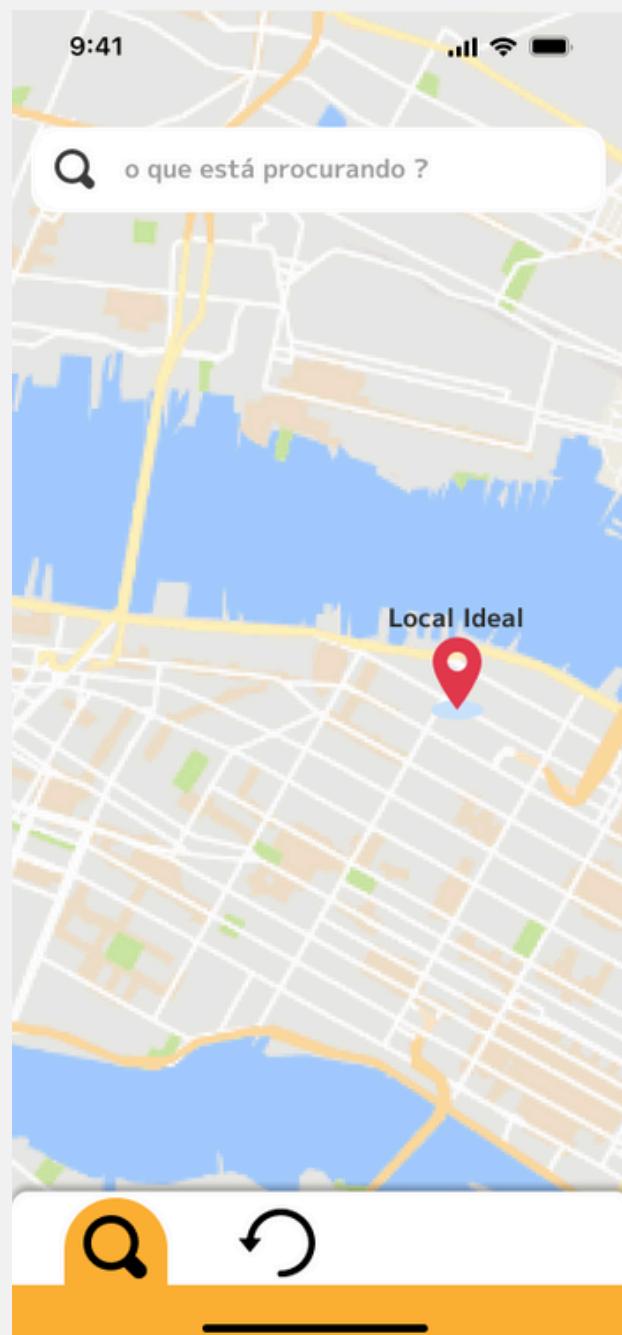


Solução

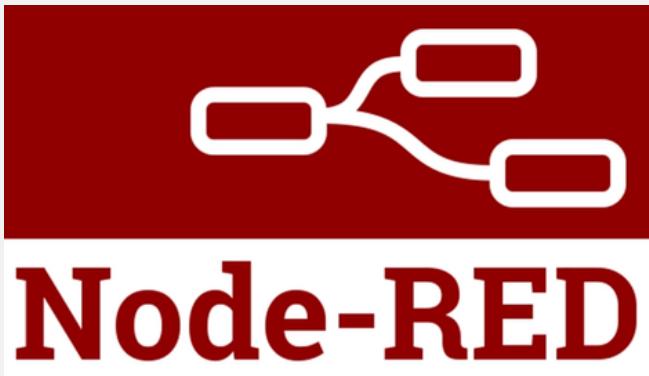
- Fazer com que as pessoas guiem umas as outras, por meio de um sistema de avaliações e comentários, além de um sistema que permite favoritar seus locais preferidos



Protótipo Figma



Tecnologias Utilizadas



Node-RED

01

Node-RED
Software utilizado para
formar o banco de
dados



Postman

02

Software utilizado para
editar o banco de
dados



03

MapKit
Biblioteca utilizada
para fornecer o mapa
para o App



SwiftUI
Better apps. Less code.

04

SwiftUI
Linguagem na qual o
App foi desenvolvido

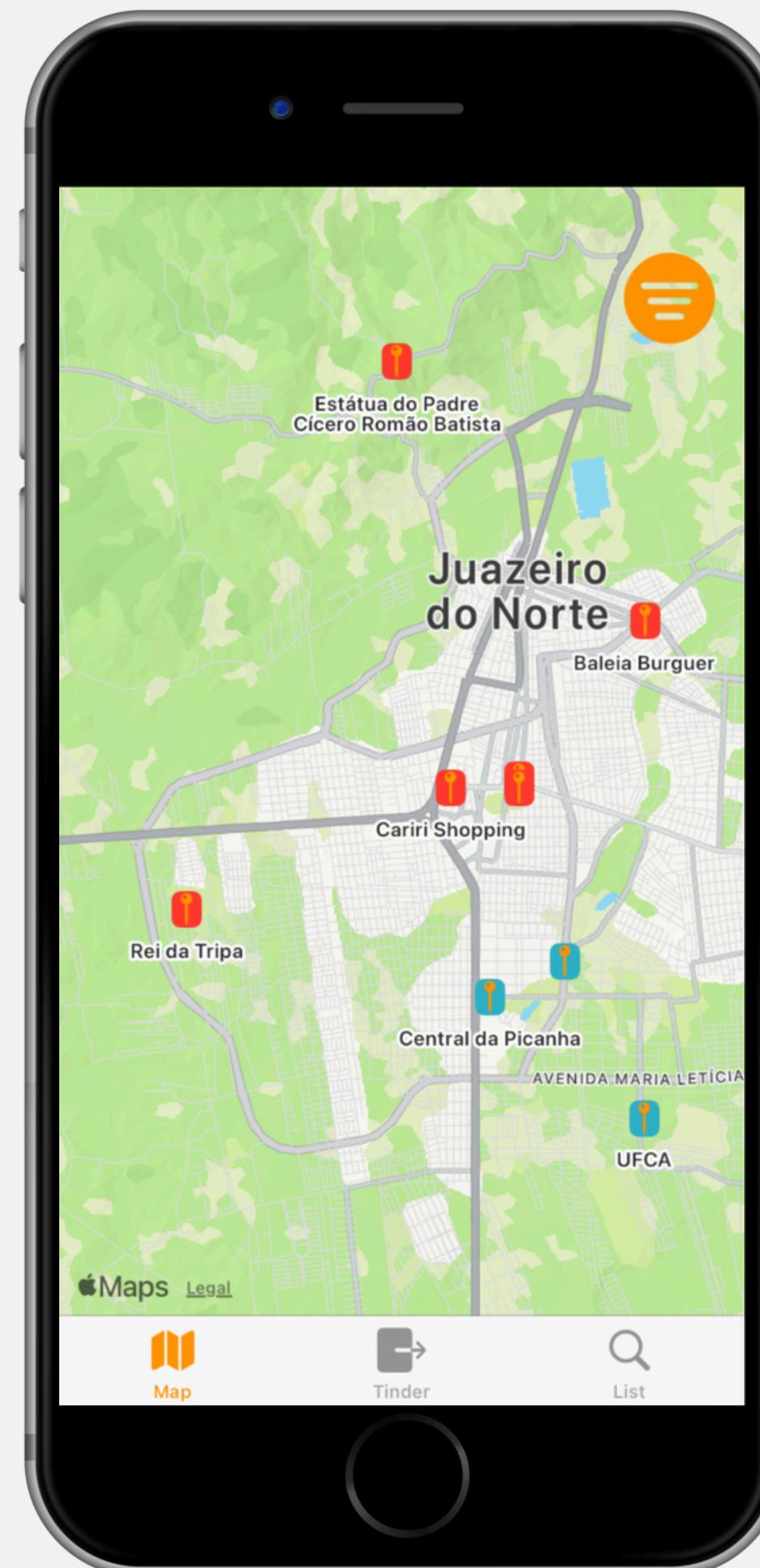


Cloudant
an IBM® Company

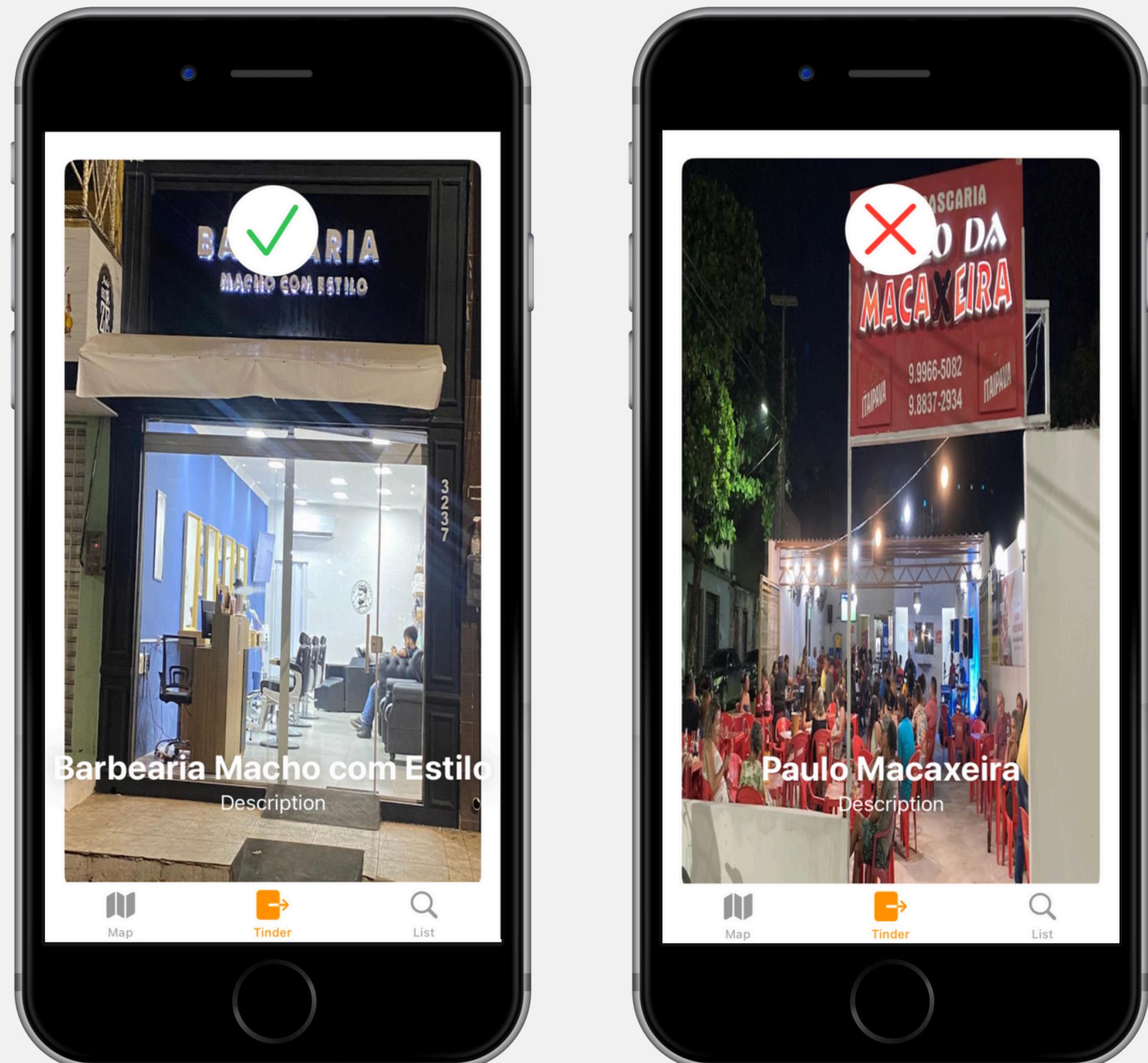
05

Cloudant IBM
Sistema em que
armazena o banco de
dados que alimenta o
App

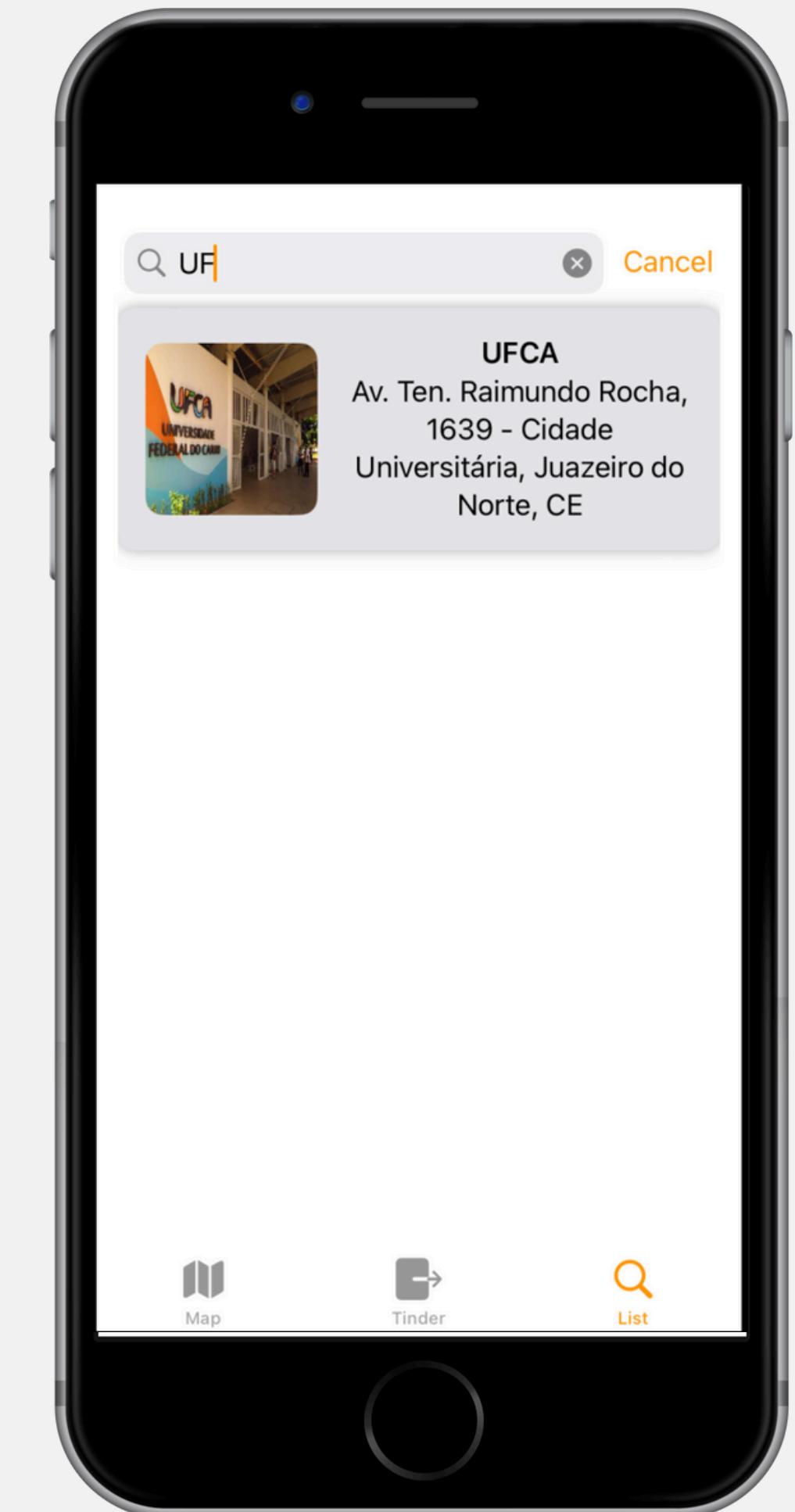
Tela do Mapa



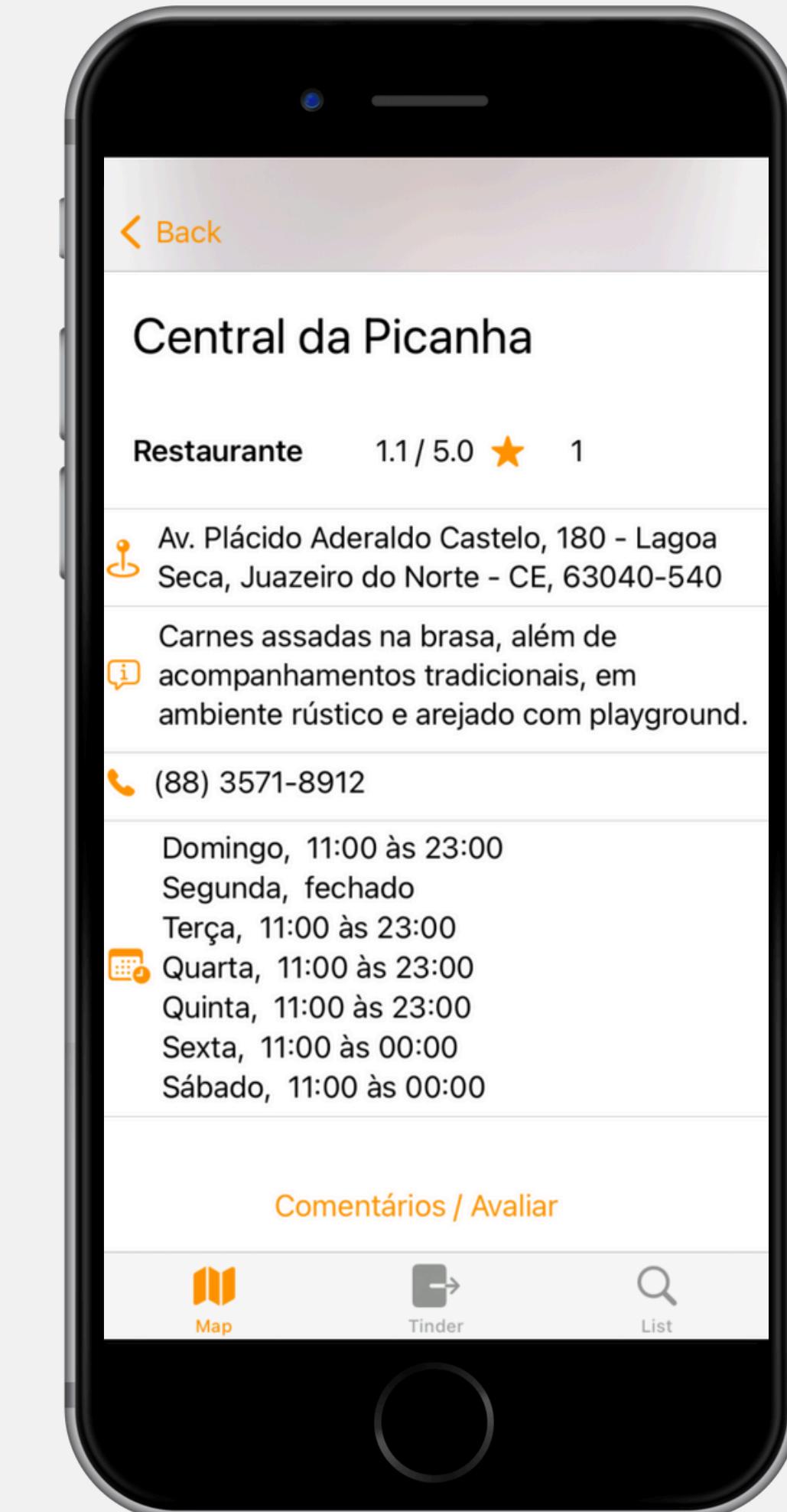
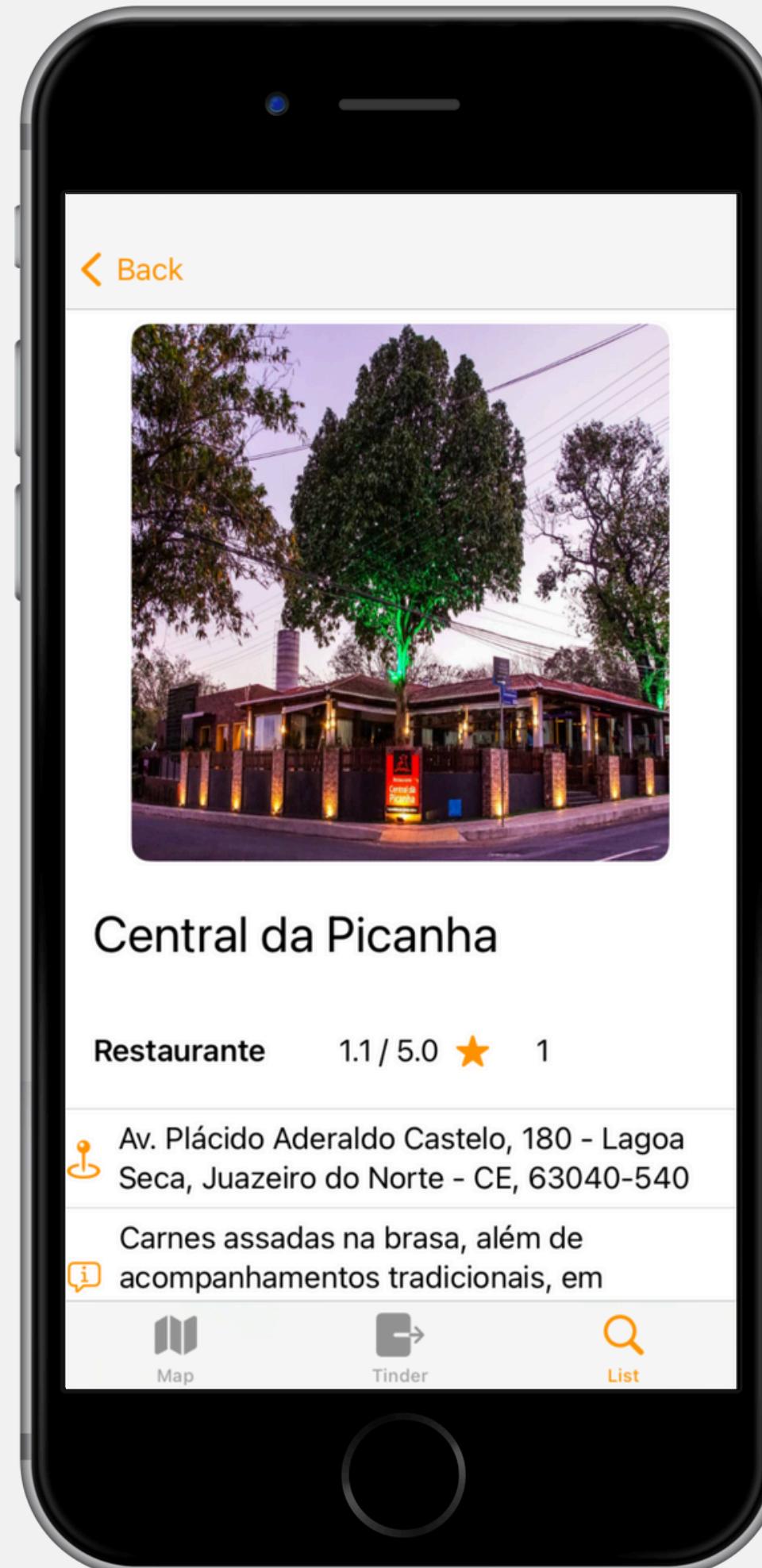
Tela Tinder



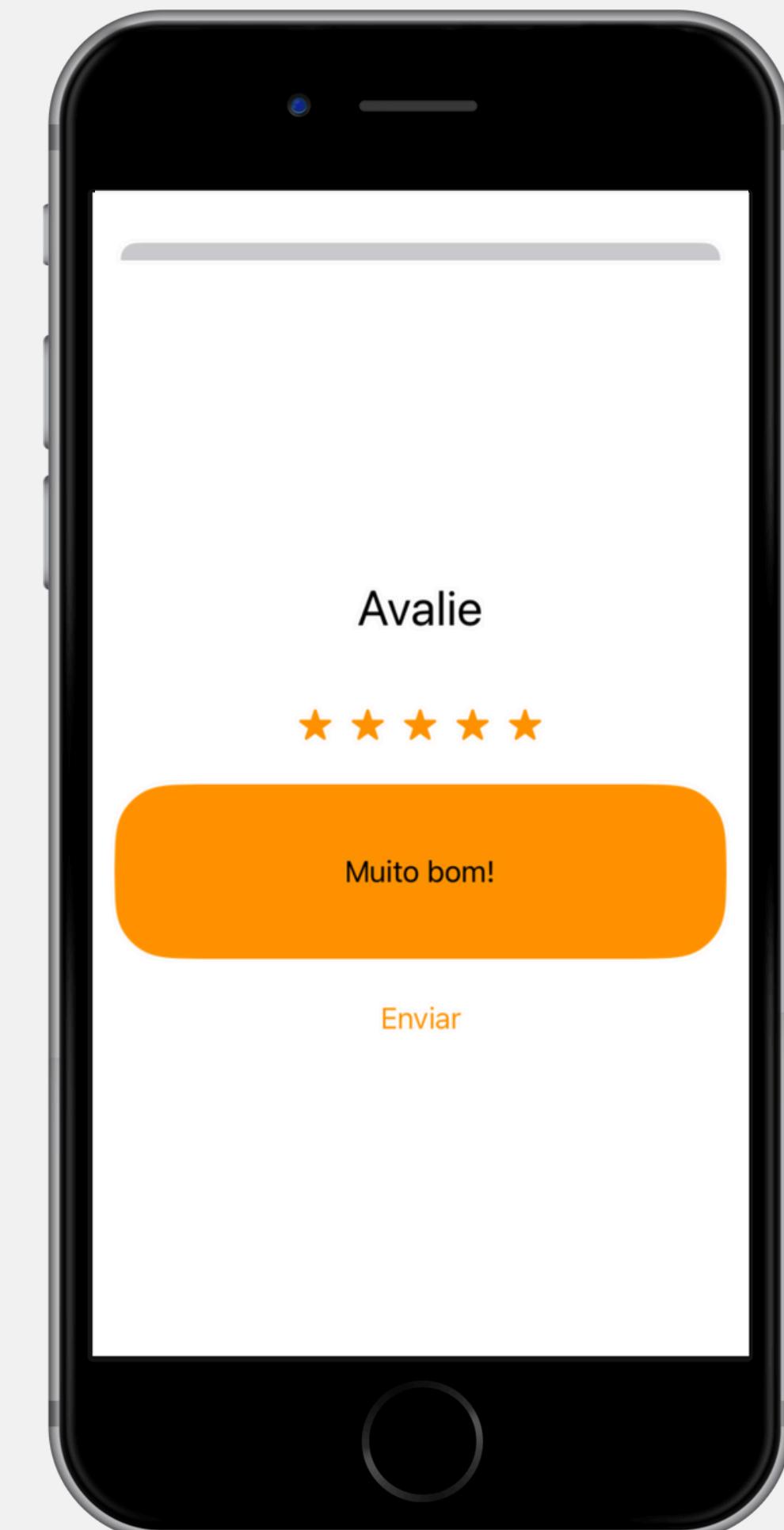
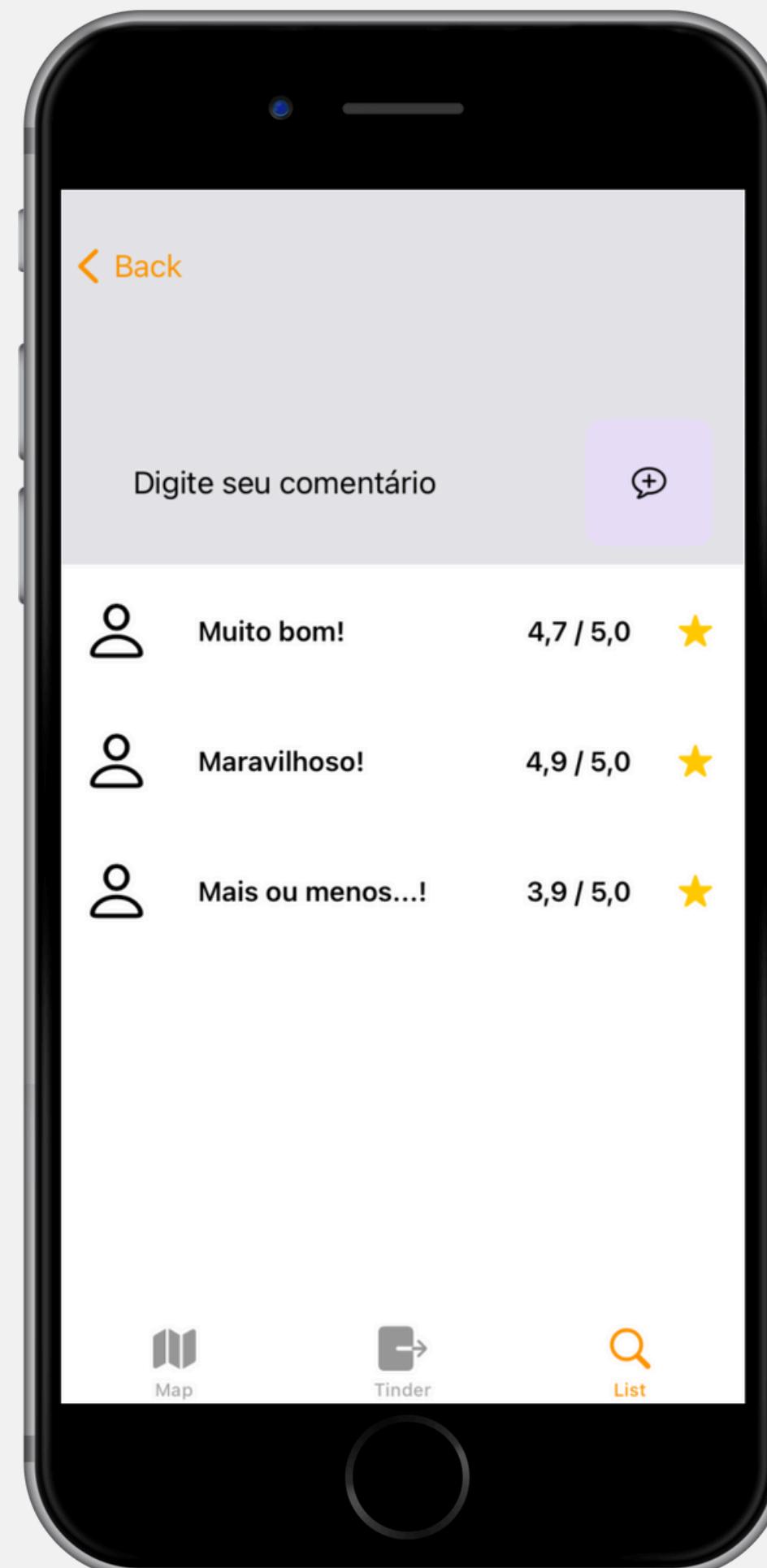
Tela de Listagem

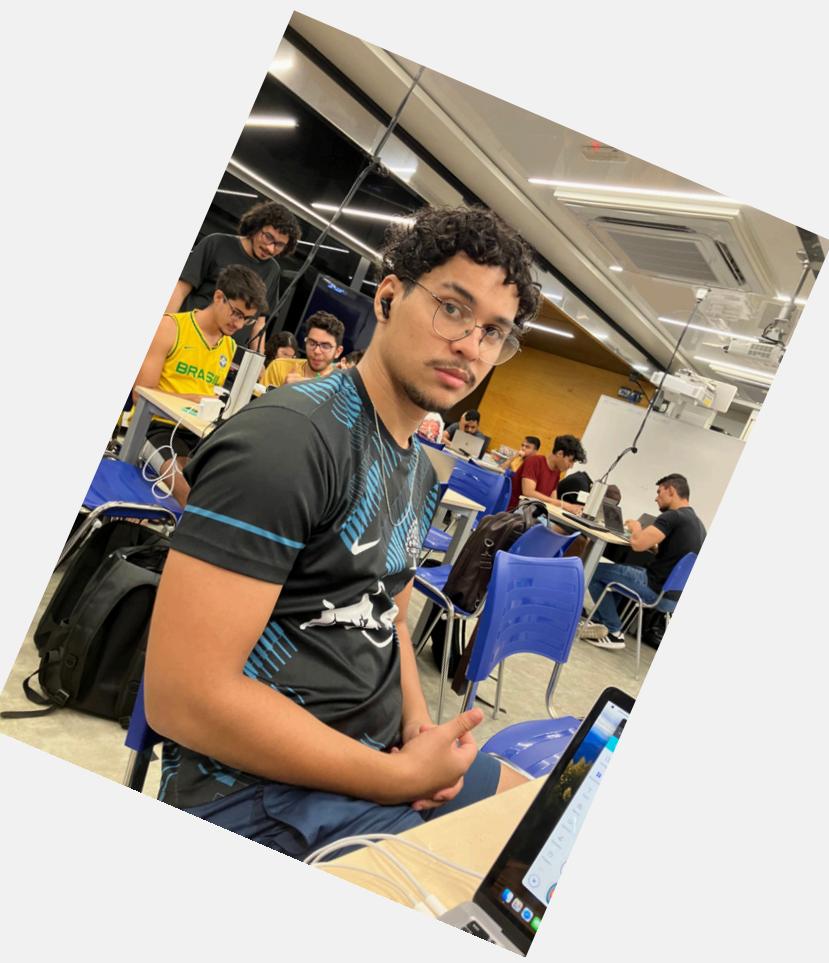
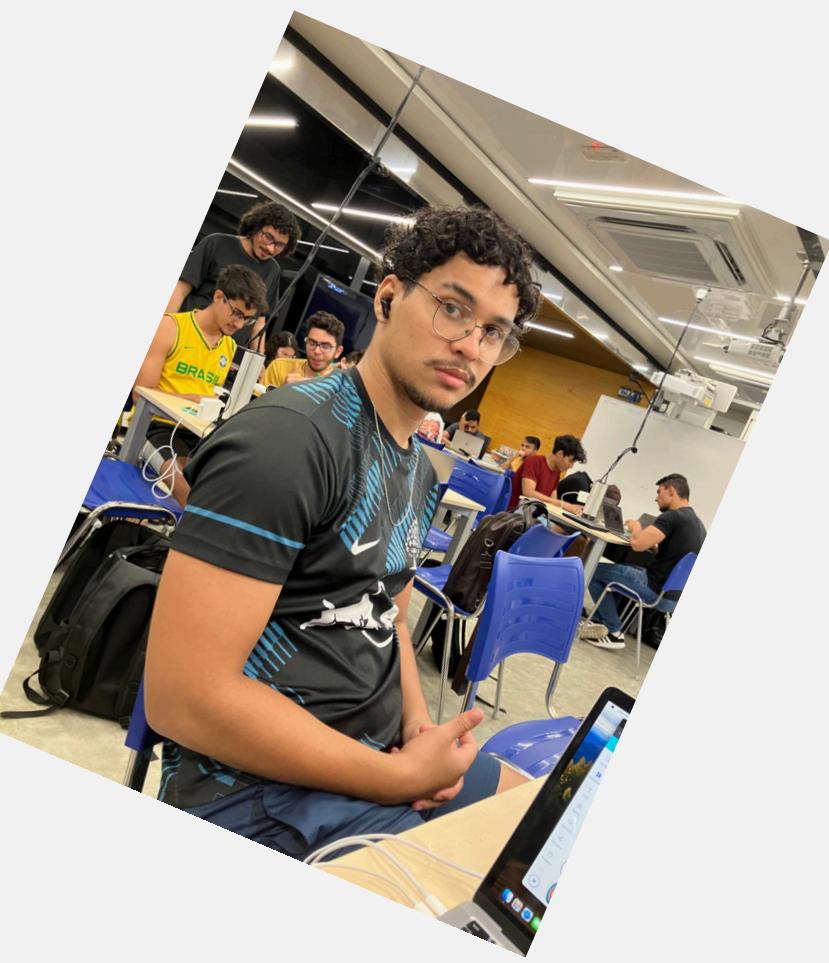
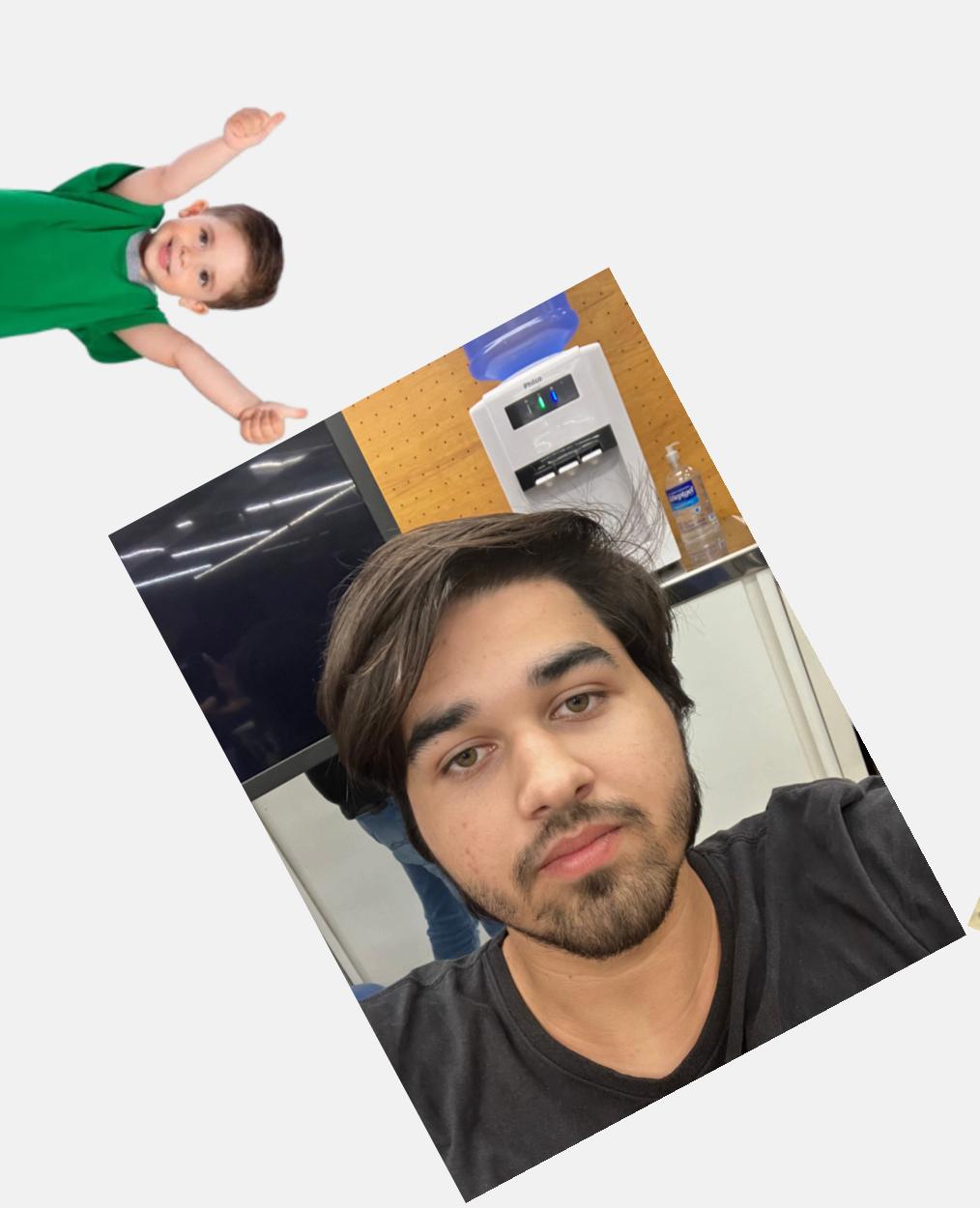


Tela de Informações



Avaliações





HACKA
TRUCK Maker
Space

Thank You!