

Portfolio

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This portfolio lists out three apps and a game app, all built using Xcode and Swift.

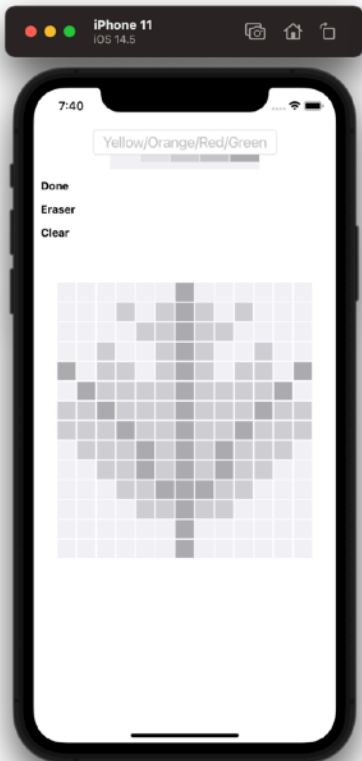
Project 1: PixelFall, a pixel drawing app

App Name: PixelFall

App Icon:



This is a pixel drawing app. To draw, one just needs to type in a color in the text field and tap on the little boxes.



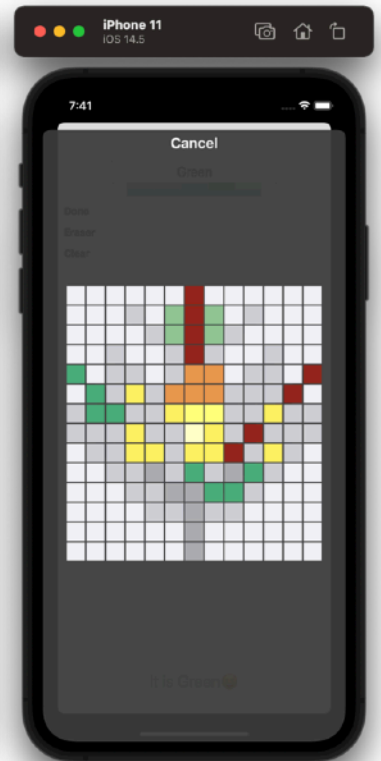
Screenshot 1



Screenshot 2



Screenshot 3



Screenshot 4

Features:

- * Languages: English and French
- * Function: Pixel drawing
- * For relaxation, full of colors
- * Model View Controller

Description:

There are 13*14 little boxes to fill in colors and four sets of colors available for use (yellow, orange, red, and green). The default image contours a maple leaf shape. Type a color in the text field to select one. When a color set is successfully selected, there will be a comment at the bottom of the screen. The “next color” is also shown below the color card. When clicking “Eraser”, the app goes into the eraser mode. In the eraser, tapping any box mode will erase the box’s color to its color as in the default maple leaf contour.

Catch phrase:

Be peaceful with PixelFall!

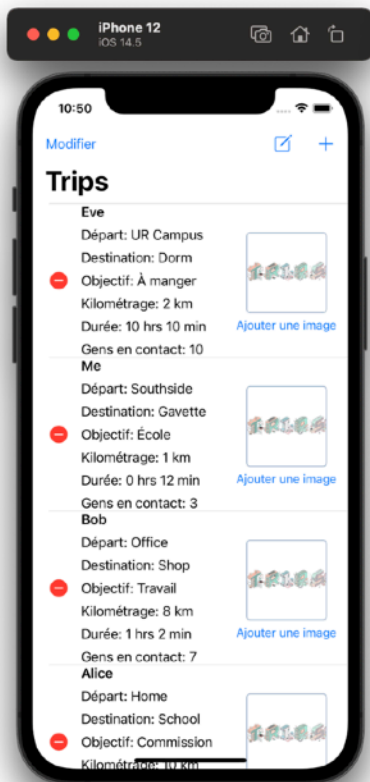
Project 2: Trips, an app for trip tracking

App Name: Trips

App Icon:



This is an app build with table view. One can use it to track their trips.



Screenshot 1



Screenshot 2



Screenshot 3



Screenshot 4

Features:

- * Languages: English and French
- * Function: tracking trips
- * Utility app, provides statistics of trips
- * Uses CoreData

Description:

This app allows one to track a trip with title, departure place, destination, purpose, milage, duration and number of contacts on the way. One can also add an image to a specific trip in the table. Moreover, it shows statistic of one's trips in a statistics page.

Catch Phrase:

Use Trips for your trips!

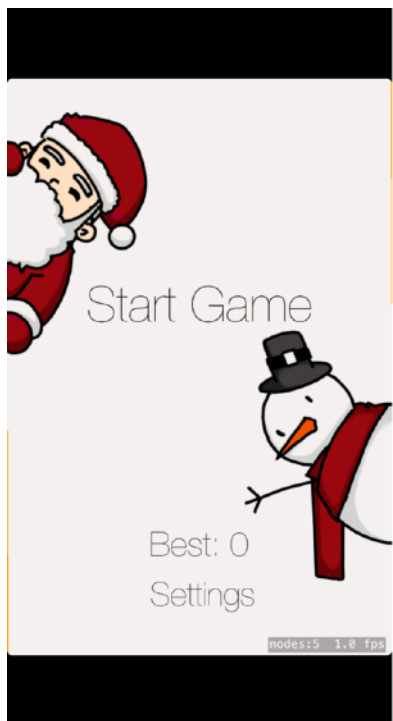
Game: Santa Claus Adventure, a small arcade mobile game

App Name: Santa Claus Adventure

App Icon:



This is a little game app. The player's goal is to pick up more gifts without colliding into moving obstacles.



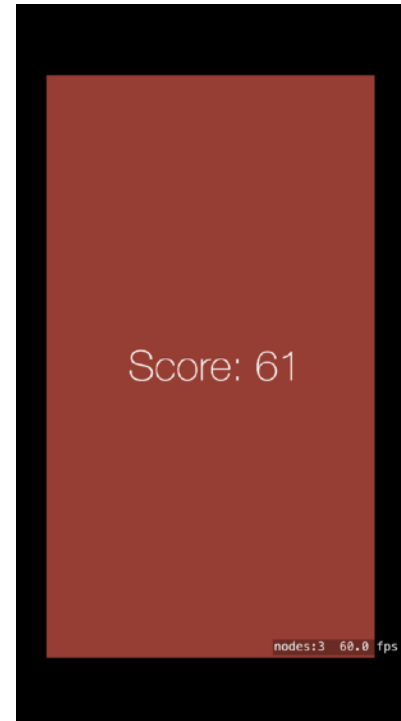
Screenshot 1



Screenshot 2



Screenshot 3



Screenshot 4

Features:

- * Language: English
- * Function: an arcade game
- * With adjustable game difficulty
- * Uses SpriteKit

Description:

Santa Claus is on the way to give gifts to the children. He must be careful to avoid vehicles, snowmen and Christmas trees. He can be picking up the presents that were dropped from the careless drivers. The screen is divided into two, one can type on the screen for Santa to switch lanes. One can also adjust the game difficulty or turn on/off the music in the game settings page.

Catch Phrase:

Ho ho ho!

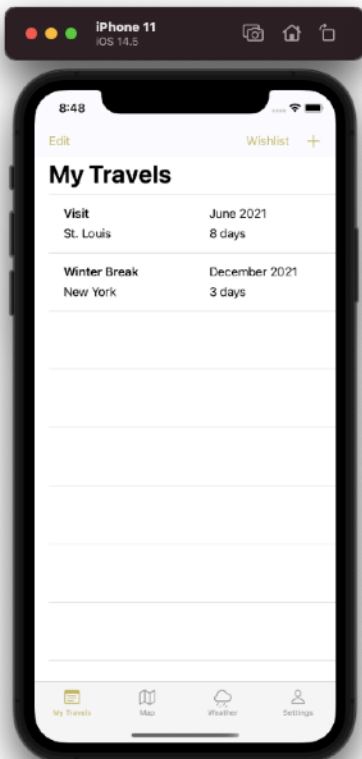
Project 3: On the Road, an app for your travels

App Name: On the Road

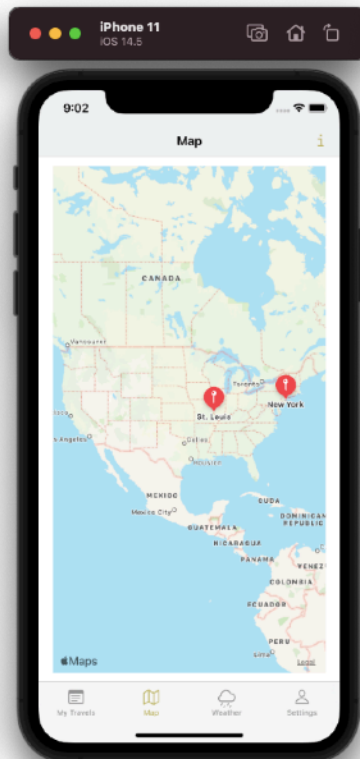
App Icon:



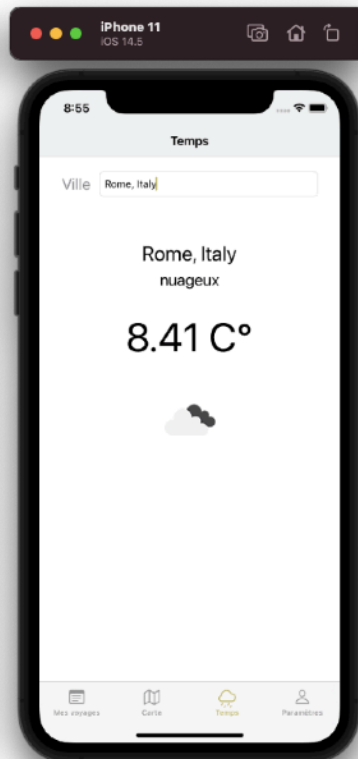
This app is designed for your traveling. You can record your travels, add places to your wishlist, do searching on where to go, check on weather at places, and it also marks places you have been to on a map.



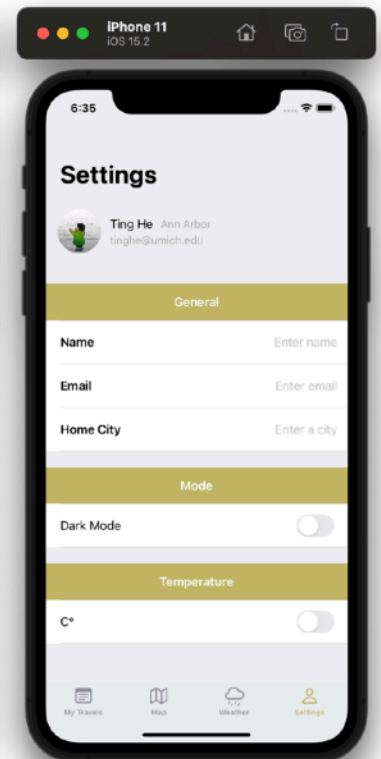
Screenshot 1



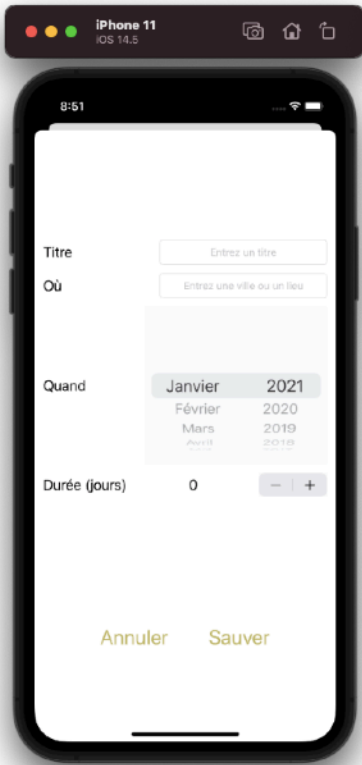
Screenshot 2



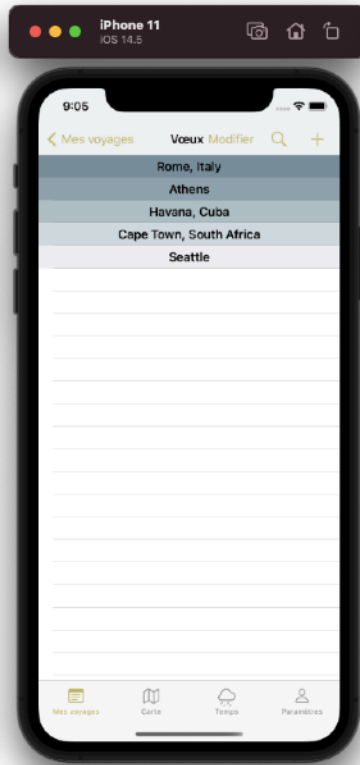
Screenshot 3



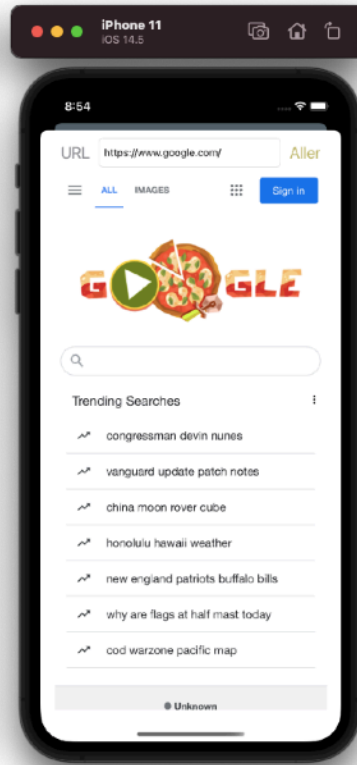
Screenshot 4



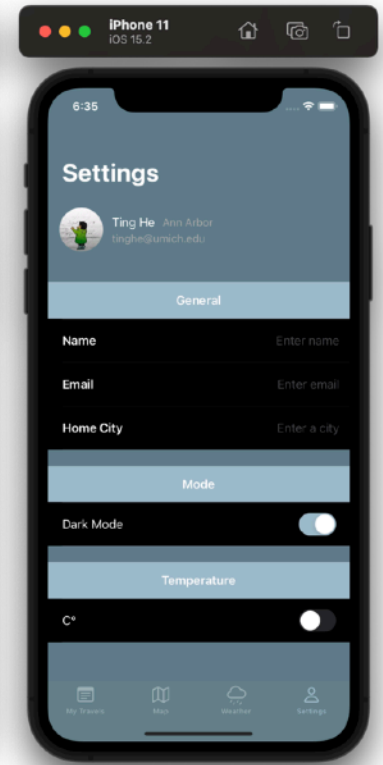
Screenshot 1



Screenshot 2



Screenshot 3



Screenshot 4

(Some of the screenshots are in English, some in French)

Features:

- * Language: English and French
- * Function: an app for your travel, including map, weather, and search
- * Supports dark mode
- * Uses CoreData and API
- * Swipes and Animations

Description:

This app is built using both CoreData and API (OpenWeatherMap). It uses a table to record travels and an ordered one for wishlist. One can also search to find somewhere they want to go. In “Map,” it marks places on the map that one has been to and shows total travel # in its info page. “Weather” is for searching weather at a city/location. In “Settings,” one can change the name/email/home city displayed and switch on/off dark mode or switch on degree unit (C°/F°).

Catch Phrase:

We are always On the Road.