

An anonymous location based image sharing community for iOS



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Public feed

content is from both

New and ho[.] categories

Optional on liner title

rating system
helps determine

Food of images

on based nymous

Content has limited

Scrollable image feed

Images are of a fixed aspect ratio



original photo sharing: only photos taken with camera in app at post time can be posted. This ensures temporal relevance



DESIGN

Core Features

- Users browse through limited amount of recently posted images
- Fresh feed shows images in chronological order
- Hot feed shows most popular pics ranked by popularity
- Users can up vote or down vote images, up voted images appear higher on the 'hot' feed, images with many more down votes than up-votes eventually disappear, images with comparable numbers of down and up votes are neutral up to a threshold, at which point they become ranked higher
- Me shows pics user has up voted (stored locally permanently in app's photo album in iOS system photos)
- Optional image title is the only text a user can post, small character limit to fit on a single line

Stretch Goals

- Pic'd shows pics user has upvoted (stored locally permanently in app's photo album in iOS system photos)
- Pac shows pics posted by users who have upvoted (pic'd) your pics
- Safari (now shown in diagram) shows random stack of fresh and hot images outside of your location range
- Users can reply to images with their own (each original image can start a thread of replies)
- Optional publicly viewable image location

Utilized Frameworks

 CloudKit Framework provides user management, cloud photo and metadata database management, AVFoundation for taking taking photos, Photos Framework or Core Data Framework for local photo storage, UlKit Framework for Ul, Core Location framework for location tracking



CHALLENGES AND RISKS

- Decide whether to implement on iOS or Android
- If implemented on Android, Figuring out which frameworks to use, how to run the service, learning ADK.
- If implemented on iOS, learning to code in Swift and/or Objective-C, as well as how to work with iOS Frameworks, other iOS API's and frameworks.
- Managing complexity: what is stored locally? What is stored in the cloud? What data should be publicly visible vs privately visible?