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SwiftUI *for the user interface*

**Codable / JSONDecoder /
JSONEncoder** *for structured
data handling*

AVFoundation *for music
and sound integration*

Asset Catalogs *for visual
resource management*

Native support *for Light and
Dark Mode*

WORLDFRAME

Technical Foundation of WorldFrame

WorldFrame is a fully native iOS app designed and developed in Swift 5 with SwiftUI, combining modern Apple technologies with a clean, data-driven architecture.

The app's gameplay systems, level logic, content structure, and legal information are managed through locally integrated JSON files, enabling a lightweight, scalable, and maintainable application design. Key resources include structured datasets for country attributes, gameplay criteria, progression logic, and legal content.

To ensure performance, consistency, and seamless platform integration, WorldFrame relies exclusively on Apple-native frameworks for data handling, audio integration, visual resource management, and native Light and Dark Mode support.

WorldFrame is intentionally built without external dependencies, resulting in a streamlined and platform-optimized user experience.

