

Project Part 9 Document

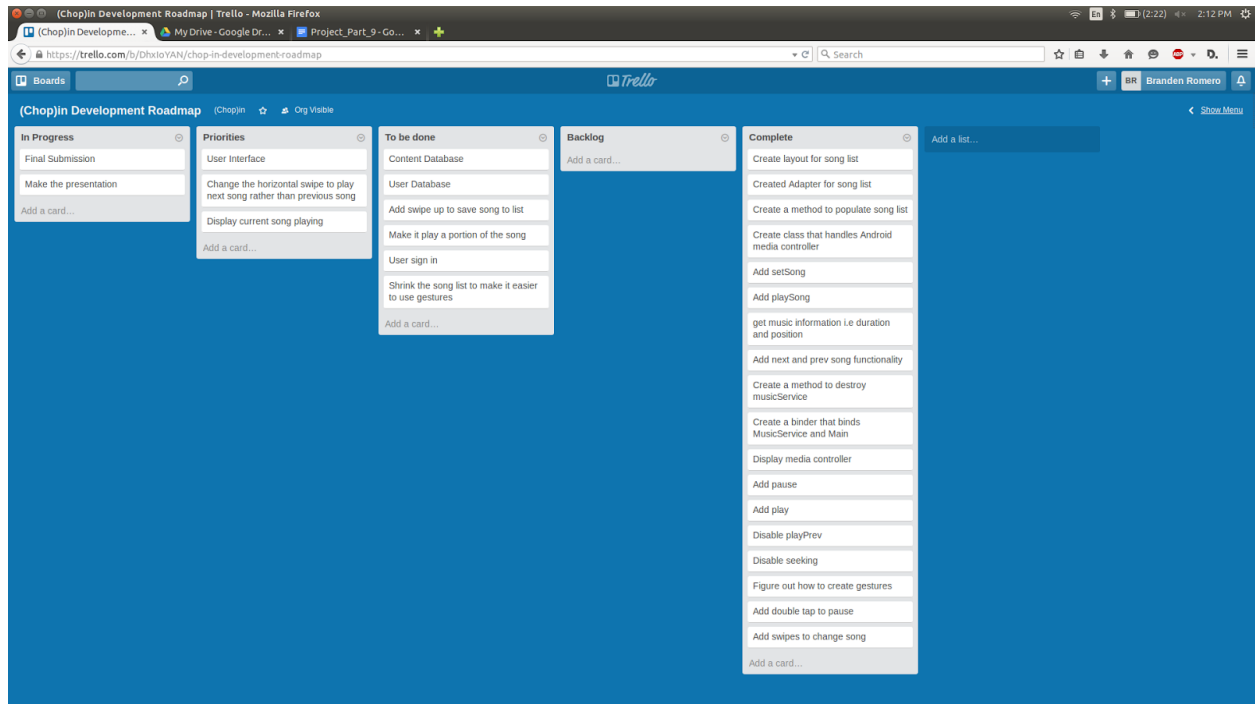
Title: (Chop)in

Who: Mason McNutt, Branden Romero, Slaton Spangler, Cameron Tierney

Methodology: Waterfall, pair programming

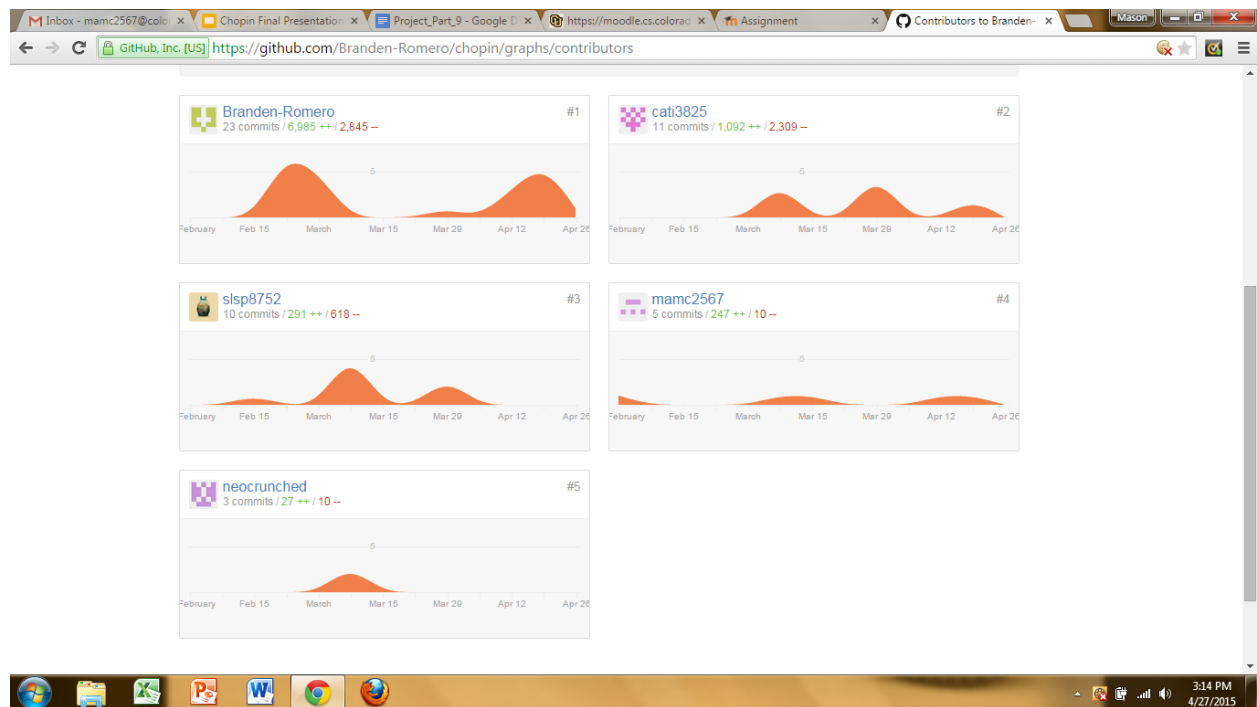
Project Tracker: <https://trello.com/b/DhxloYAN/chop-in-development-roadmap>

Project Plan:



VCS: <https://github.com/Branden-Romero/chopin>

VCS Screenshot:



Deployment: Our app is deployed to slideme.org: <http://slideme.org/application/chop>

To use our app, download the .apk file from the link above and then follow these instructions (you will need an android device or emulator):

<http://www.ubergizmo.com/how-to/how-to-install-apk-files-sideload-on-android/>

If you do not have an android device or emulator, please contact a member of our group and we will provide you with one to test our app.

Note: you will also need at least two songs stored locally on the device to be able to test the app functionality.

Notes on functionality:

Swipe any direction: Indicates disliking a song, skips to next song

Double tap: Indicates liking a song, plays full song instead of clip

Single tap: Restarts current short clip

Hold: Pause/Play

Differences from initial proposal:

- Swipe left/right has been changed to any swipe indicates disliking a song and double tap indicates liking a song.
- Due to copyright permissions, music is now stored locally.