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Multimedia: Final CA

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Overview

For my mobile application choice, I decided to do something that I would personally use daily. I set out to build an app that had all my most used guided meditations and soothing sleep sounds that help centre me when I'm feeling the stress of college or daily life. I have already had some great feedback from friends and family on how to improve the app in the future. Main features are the audio files, as mentioned, for sleep aid and self-help. The other demonstrates video playback with a follow along video that can be used at any time throughout the day.

The mobile icon and logo were created in Photoshop. The first thing users will see after clicking on the "Z" icon on their Android device is the Splash Screen. This screen is shown while all the files are loading up. The splash screen sees the Zen App logo fade in from the background to give the app a more professional feel with some Animation. Once the files are loaded, the next screen the user will be brought to is the Main Activity. I used the main activity for all my sounds. Ranging from beach sounds to campfire crackling. The user interface is very intuitive with all the links to the sounds embedded in large buttons that spread the entire width of the user's screen with helpful images and text to show all the different sounds available. As I had added more sounds than intended, I put them all in a Scroll Layout to make it easy for the user to get to the hidden sounds that are out of screen.

At the top of the activity, I created a navigation bar that links to all the other activities. The Nav Bar has Sounds, Guided and Breathing. In the Guided Meditations activity, I used big buttons with bright colours with each meditation title in the middle. I used both Linear Layouts for this (Vertical / Horizontal). Each audio track is roughly 30 minutes long.

Because the tracks are so long and the files themselves were quite large, I linked my application to Firebase Storage and linked all the audio files directly to the corresponding buttons to make the app size dramatically smaller. And because of this, I needed a new way of creating the media player for each audio track.

The last activity is the Breathing Activity. It is a short video that users interact with and should feel a little bit calmer and more focused afterwards. Something I use daily.

After I got the core functionality working with Firebase, I wanted to add at least one more language to the "Internationalization" part of the project. I decided to go with Spanish.

Play Store









