

Audio Sampler iOS Application

Senior Project

Hunter Walker - Fall 2020

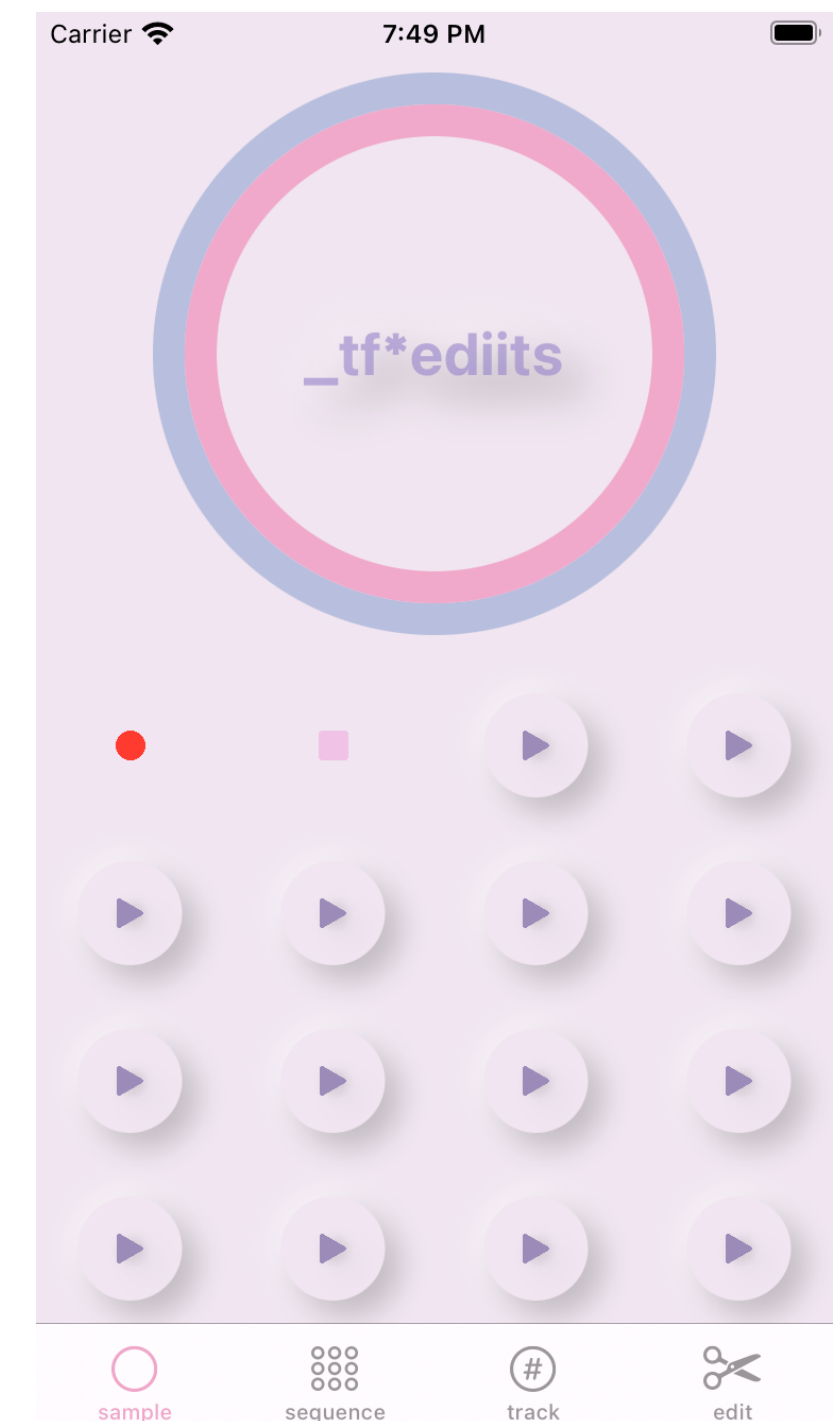
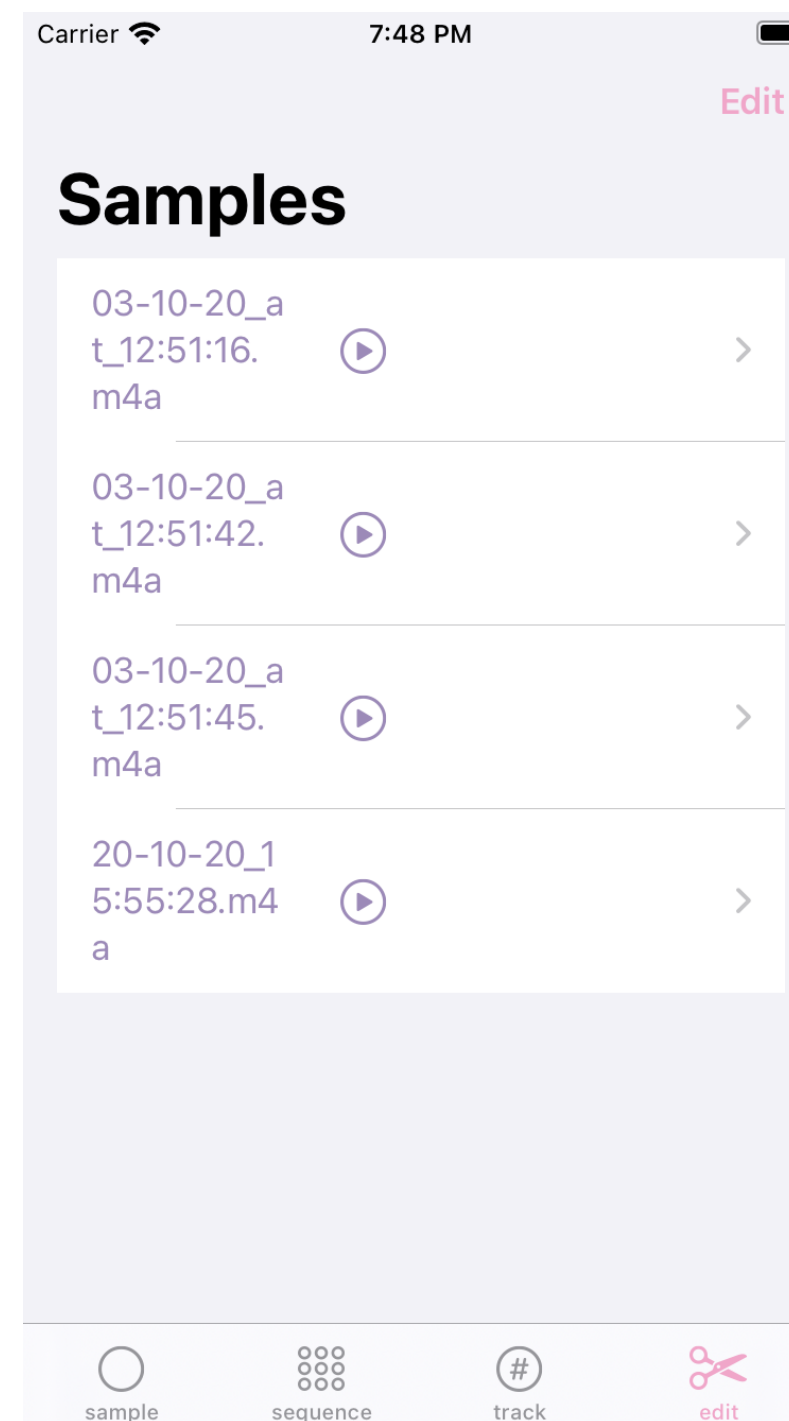
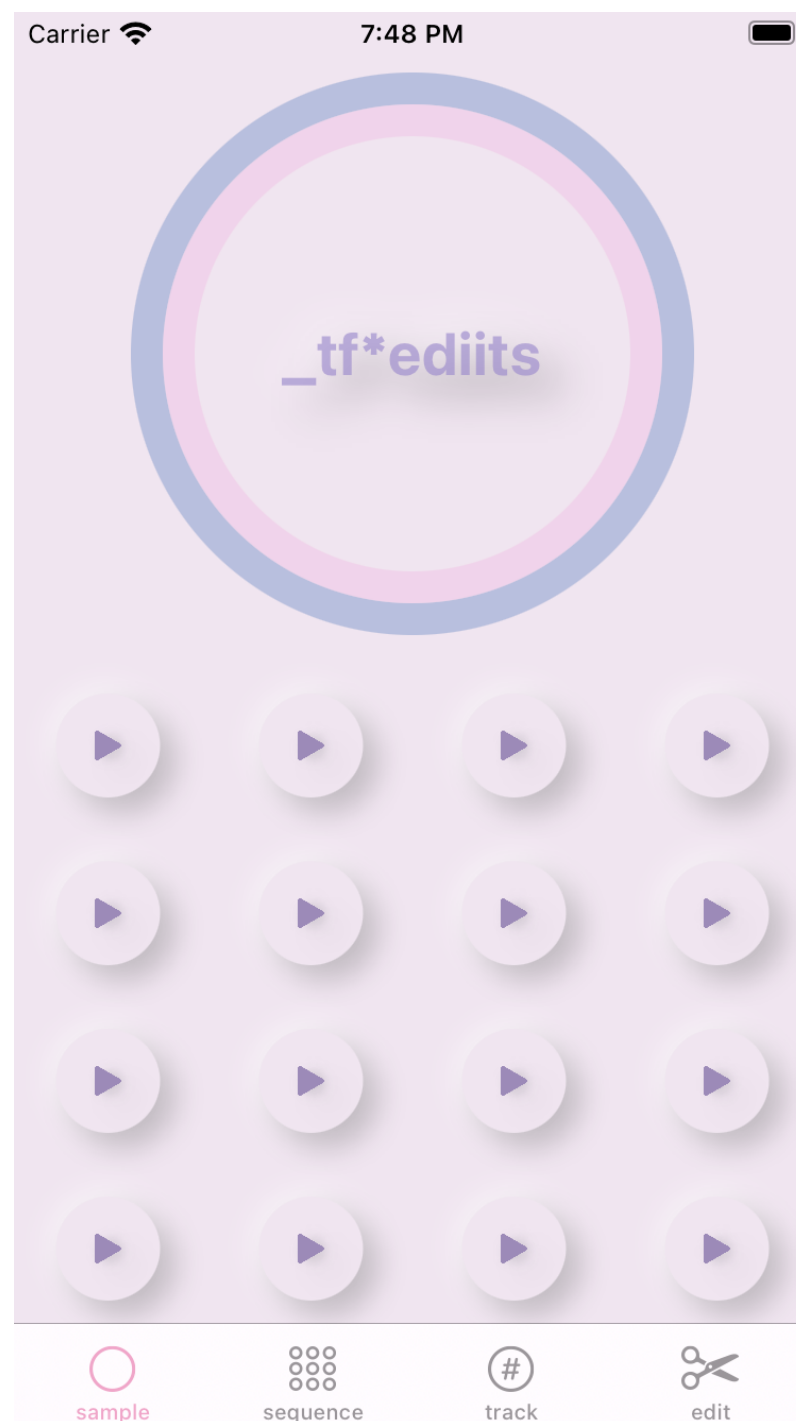
Young At Heart, Inc.

Client

- What is Young At Heart?
- Why does a mobile application make sense for the business?
- What is the application and what is a sample?

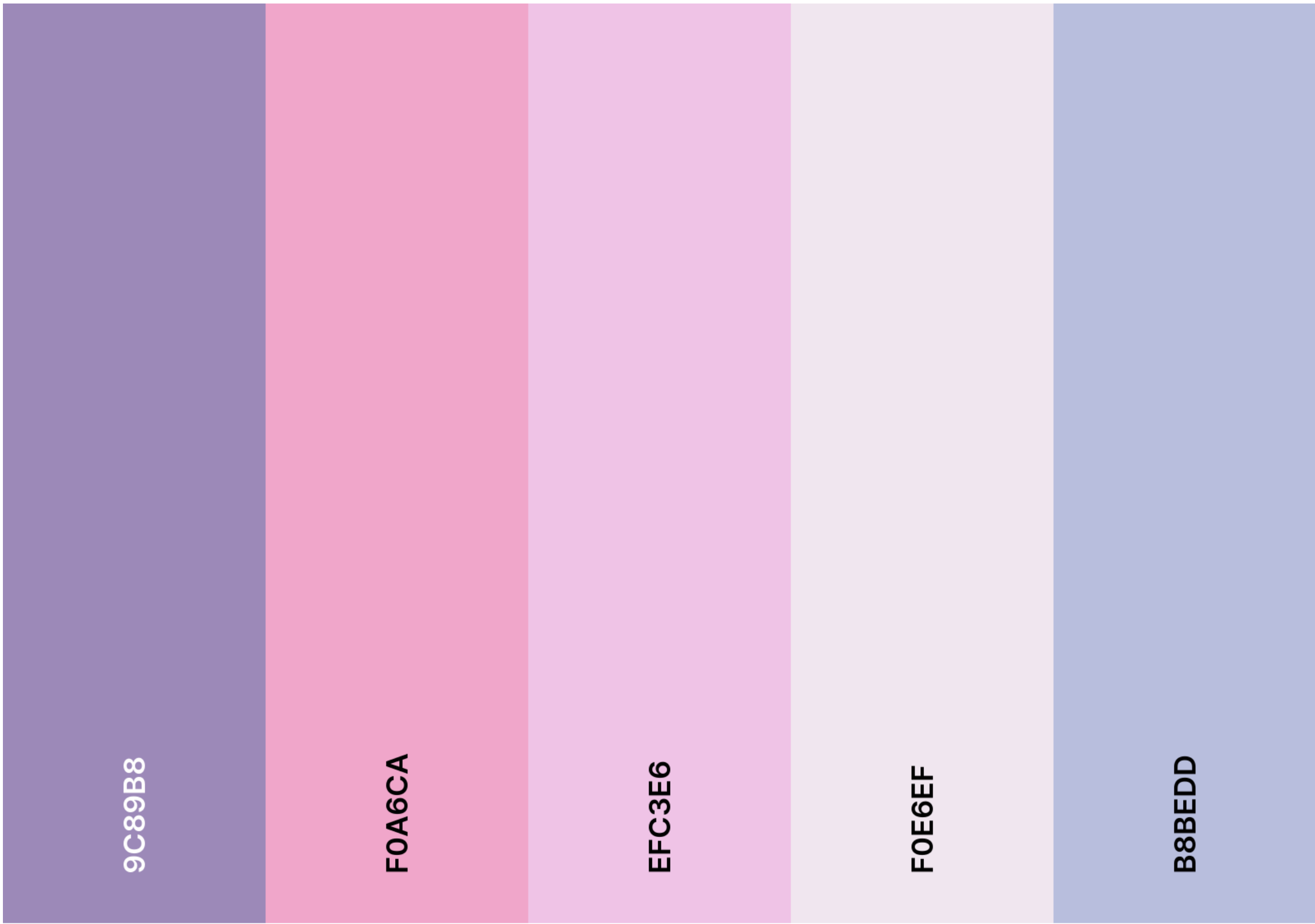
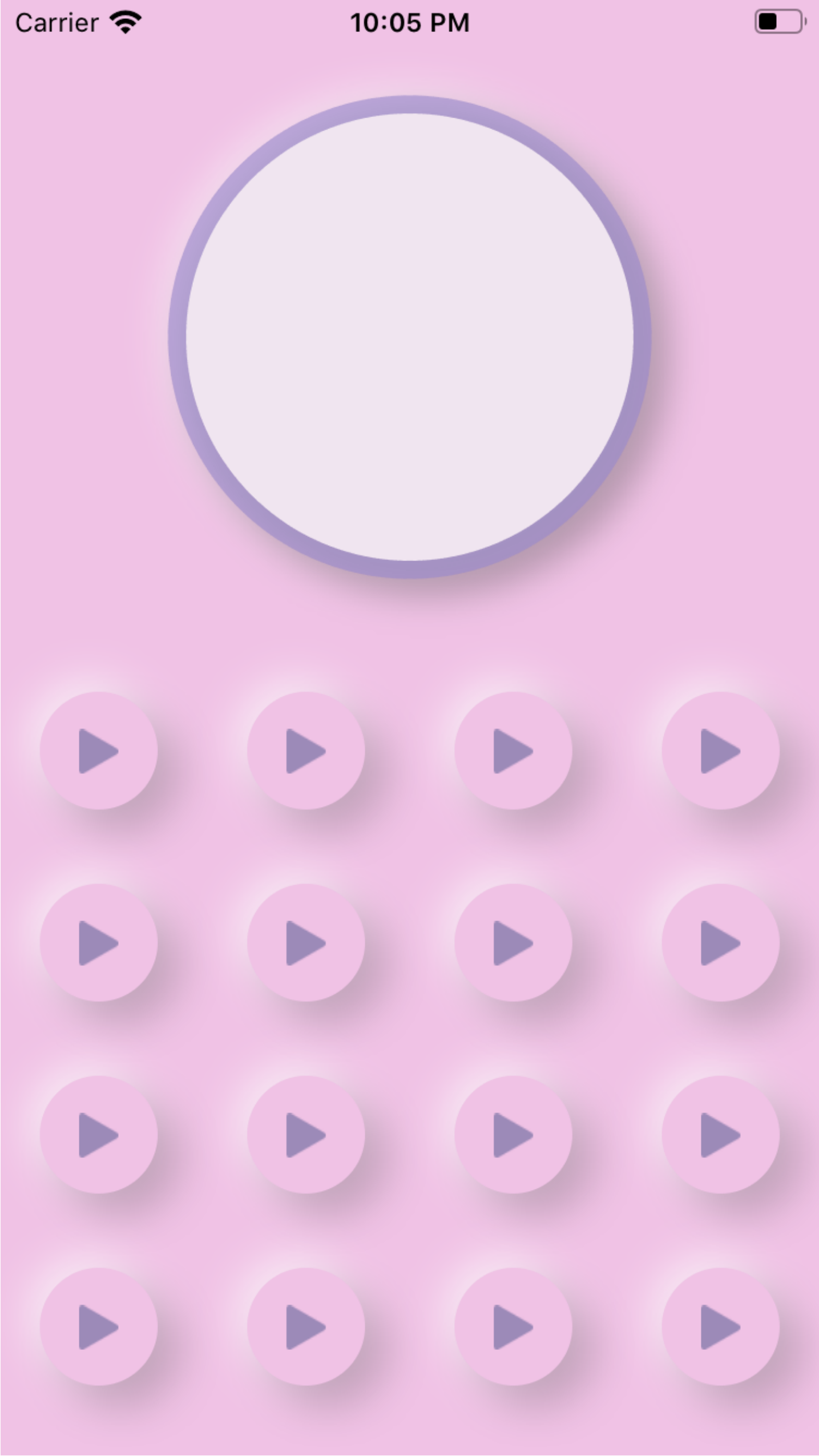
Objectives

- Fully functional sampler fundamentals (recording, storing and playback)
- Intuitive and visually appealing yet extremely simple UI
- Usable within the context of writing or performing music



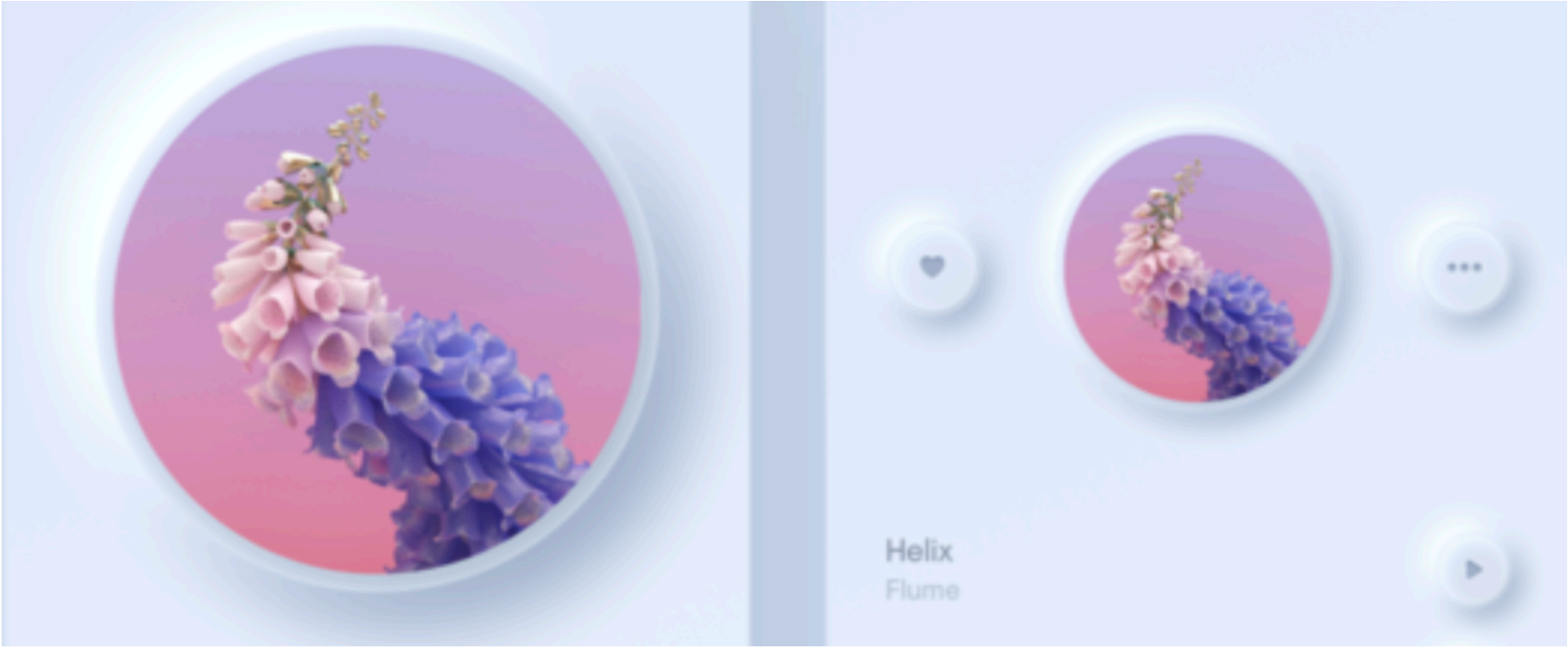
Background

- Had the idea for the project shortly after starting the business
- Future additions include the progress slider, the sequence window, tracker window, editing window, physical unit, sample sharing, video inclusion and more.
- Why Swift and SwiftUI?



Sampler

coolors



Project Timeline

- Make timeline in numbers
- Gestures vs buttons, permission to use microphone

Requirements

- Not many, my judgement was mostly trusted
- Some requests for future advanced features such as vintage emulations by decade

Quality Assurance

- Regularly tested within Xcode iPhone simulator and on my own device
- There are still bugs within the application that I need to work out before I, or Apple, would consider it ready for the app store

Implementation Thoughts

- Callback future additions from bullet 3. Physical component, sequencer, tracker, sharing capabilities, future products.
- Performance and song writing on the go

Conclusion

- Roadblocks
- Looking back and looking forward