

349 PROJECT

MUSICPLAY is a music and music live streaming platform. The creation of a native Android application or cross platform application is the goal of this project. Our best approach is to create a cross platform application using React Native. This will allow the user to navigate through the application as smoothly as possible when using an android. We will have access to the iOS application which will allow us access to the features we are required to implement on to the Android application. This project will primarily focus on the UX/UI design of the app and provide a seamlessly straightforward experience to the user.

Goals and objectives

Goals:

A smooth-running UX/UI application that runs on the Android platform. The application must maintain the core Music player features while incorporating a different work and a live feed that showcases the platform's capabilities.

Objectives:

1. Decide on the best UI frame to implement the UI.
2. Study how the UX/UI is implemented on the iOS app.
3. Identify the core features of music application
4. Recreate the home page to showcase live feed and streaming features

Design:

Design approach was to have the music player and future video player to be implemented in a widget on the bottom portion of the screen. Users would be able to scroll down and see different exploration sections. Instead of a drop down menu, we decided to go with a side bar that comes with a transition animation. Once the side bar is open, we show the Musolive logo and all the current options in the app. Profiles, and other tabs would be implemented as they finish.

Software Development Process:

Expo is a powerful environment for React Native which helps from the creation to distribution of our React Native apps. Without the need to directly use XCode (iOS) or Android Studio, Expo allows you to see your work-in-progress apps on a phone, emulator, or browser.