Project Proposal: Music Sharing IOS App

<u>What the general topic of your project is</u>

I want to build an IOS app for people to share their music tastes. It will be a social media app where every day users can log on and post a song they have been listening to. They will also be able to scroll through a feed of the posts made by their friends. I am going to base the app off the popular social media app BeReal.

The core parts of the app:
- Users all receive a notification simultaneously once a day telling them to post
- User can open app and post the song they are currently listening to (or most recently listened to)
- To do this they could:
    - Type in the name of the song into a search bar
    - On the Spotify app, click the share button and be redirected to the app within the post being autocompleted with the song from Spotify
- The post will just contain the song name, no caption
- Once they have posted they can then view a feed of other posts made by their friends
- They will be given the option to react to other users posts with an emoji
- On their feed they can also click on the posts to be played a clip of the song

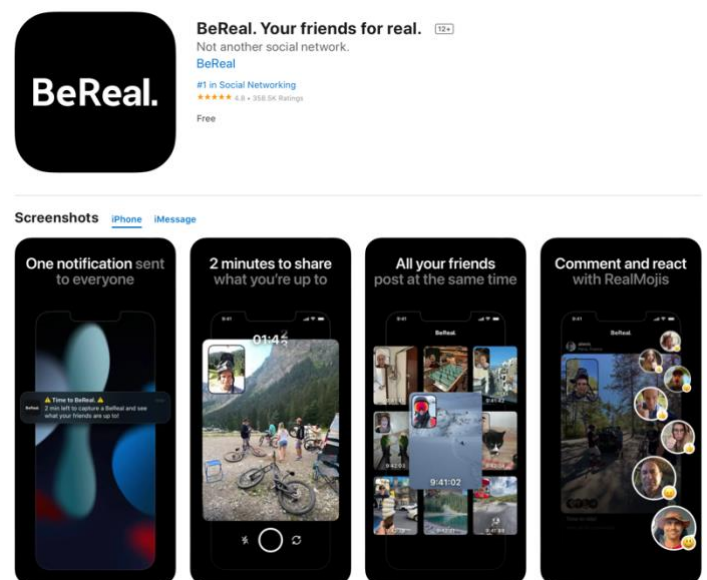<u>What problem you will try and solve, or question you will try to answer</u>

The average person spends around 20hrs a week listening to music and I don't think we have a good enough way of sharing what music we listen to. Streaming music is such an integral part of people lives and although we already have social media apps for people share pictures and videos of all other aspects of their lives, there isn't really a popular way for people to share their music tastes.

<u>What others have done in the area before</u>

BeReal - A French social media app released in 2020. It was developed by Alexis Barreyat and Kevin Perreau. After a couple of years of relative obscurity, it gained popularity rapidly in early and mid-2022.

My understanding of this app is that the creators are trying to encourage users to share a real portrayal of their lives. Often on other social media apps people paint a false version of their lives or sometimes just share the exciting parts of their lives which can be a very small part of their day to day lives. The app encourages users to be authentic.

Practically how the app works is that every day it randomly sends all its users an alert simultaneously telling them it's time to 'be real'. They are then given 2 minutes to take both a front facing and back

facing picture to post and if they post it late then the app lets other users know. Whether you are washing the dishes or working out at the gym, it can be amusing to see what you friends are doing in their day to day lives.

BopDrop – A similar app to BeReal where users share a song rather than a picture. Each day the app sends user an alert telling them to share their favourite song from a given genre.

BopDrop has some extra features which are like other social medias such as Instagram. On BopDrop you have a profile which show how many followers you have and how many people you follow. Your profile page also shows all the posts you have made and has links to your other social media accounts. You can also message other people through the BopDrop app.

How will my app be different?

One of my favourite features of BeReal is how it isn't based around status unlike Instagram for example. Instagram is all about likes, followers, comments… BeReal on the other hand has much less of that. You can't see how many followers someone has, and you can also only see a user's post and all the reactions and comments it has for one day. Even the user who made the post can't see comments or reactions on their own post once a day has past, they can only see the post itselft.

I think BopDop has failed in replicating what made BeReal so organic. BopDrop has profiles with likes, followers and comments which in turn makes it more like Instagram rather than BeReal.

To summarise, I'd like to build BeReal but for music sharing and I think if BopDrop's intentions had been to do this then they have done a poor job in doing so.

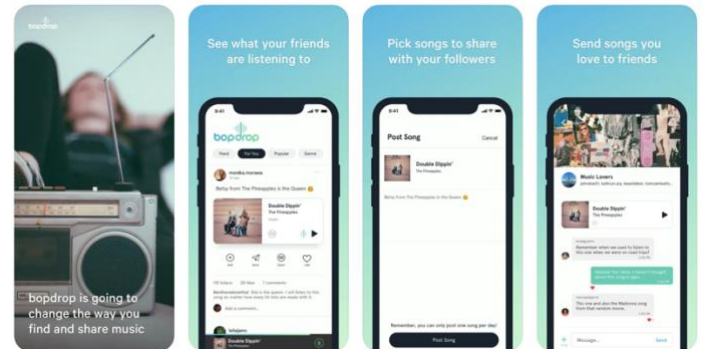What the challenges and difficulties and interesting parts of your project are

This will be my first time building an IOS app so I'm sure that will bring lots of different difficulties. I think getting music playback working well will be difficult. Also handling lots of different users and working out how to store all the data efficiently. Another difficulty will be building a secure server for the app and database to interact with.

Which methods you will be using to solve your problem or answer your questions

This is my first time building an app using Swift most of this will be new to me but I'm currently planning on coding the app using SwiftUI and then using Firebase to store all the user data. I will also use Google Cloud Functions to run server-side code for the app. This is where I plan to integrate the business logic.

What the major milestones in the project will be and when you will aim to achieve these

Week 4 – I'll aim to have very basic UI where a user can enter the name of a song that will then be stored on the DB and they will also be able to view other posts made

Week 7 – Project Inspection

Week 8 – Design and build a more polished UI, start looking into user authentication and business logic for more complicated requests with the sever

Week 12 – Spotify APIs integrated for searching for song names, displaying album artwork and allowing the user to preview 30s clips on the songs on their feed

Semester 2

Week 4 – Have some of the extra features implements: Reacting to posts, detecting songs playing using Shazam and then posting them, create a Spotify playlist of all the songs your friends have listened to today which users can add to their library

Week 6 – Aim to have everything completed

Week 8 – Project Demonstration