**Project: Sleep Easy**

**By team: L.A.P**, group 6

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**Project Overview**

Sleep Easy is an application that will allow users to create a sound board of various natural sounds and play them at any volume level for any period of time. The purpose of the application is for user to use the created sounds to help them sleep at night and at the end of the time limit they give the application will shut off.

Our team will be using the BA-A251 Mac Lab computers running Xcode version 11.3.1 to design, build and run our application using Swift. In addition we will be grabbing our natural sound effect from <https://freesound.org/>, which allow use to download mp3 and wav sound effect to implement into our application. We will also use various free images websites to help with the design and look of the application.

For communication with team members we will be using Slack, which we have set up a group for our team, and WebEx for when we need to discuss things more in depth. We have proven to communicate on a regular basis, and we will continue to stay well in touch throughout the process of our Sleep Easy project.

**Functional Requirements / Use Cases**

The Sleep Easy application will have a number of features which are outline in point form below and can be seen in figure 1 and 2 in our project design portion:

* Home screen will feature login information user needs to enter and a login button to enter the main application.
* Upon logging users will move to the currently playing screen which will feature what is currently ready to play and a tab options to jump to the Playlists screen. In addition, there will be a list of the user’s favorite soundtracks and 3 buttons to select from on this screen:
  + Pervious, which will navigate to the pervious soundtrack that was playing.
  + Next, which will navigate to the next soundtrack in you playlist folder.
  + Logout, which will log the user out and return them to the Home screen.
* Favourite will feature a list of the user’s favorite soundtracks, which can be selected on the playlist screen. If the user simple wants to play their favorite sounds they can click the soundtrack they want in the list and it will start.
* Playlist will have a list of tunes for the user to choose from and show the title and length of the soundtracks. It will also feature a check box to favorite soundtracks and a tab to go to the Create Tune screen.
* Create Tune will allow user to grab sounds and make personal soundtracks out of them and add them to their personal playlist with a title and give a time limit for the soundtrack.

**Project Design**

Figure 1: basic flow diagram for application

A picture containing timeline

Description automatically generated

Figure 2: Basic design of application screens

Graphical user interface, application, Teams

Description automatically generated

**Work Assignments**

This is the layout of our team’s roles and who is responsible for what key aspects:

* Home screen design and functionality with buttons – Luke Murdock
* Currently Playing Screen design and functionality with buttons – Ownership: Parth Bhavesh Kumar Bhatt
* Playlist Screen design and functionality with buttons – Ownership: Luke Murdock:
* Create Tune Screen design and functionality with buttons – Ownership: Adam McNown:

The Swift Classes we will use will be:

* Player Mode: Would run currently playing tune, with the ability to change songs using a next or pervious feature. Ownership: Parth Bhavesh Kumar
* Creation Mode: Gather data from user input to add a new soundtrack to playlist. Ownership: Adam Mcnown