#### **Welcome to Claudio**

Claudio is an Android application that allows you to play your audio books. It can also synch your listening sessions through multiple devices, and help you store your audio books in the cloud for easy acces.

# Why?

Users have not been introduced to this cloud service feature before, and we believe it to be essential in providing a seamless audio listening experience.

# How?

The application will consist of two main views which can be swiped between. One will be the player view and the other the collection of audio books the user has. The content in the bookshelf will be synchronized with the cloud service, and it can be uploaded to the cloud service as well.

### **Features**

- \* Basic media player functionality: the user can play audio files and playlists of audio files. Standard controls like pause, play, stop, seek, etc. that affect the playback flow.
- \* The application saves bookmarks: they indicate which tracks and which time the user stopped listening to the audio book. The information is stored locally, and the user can then, using this, choose to resume their listening session.
- \* Cloud-based storage of bookmarks: if the user has registered a personal account to save bookmarks, they are uploaded to a central server (the "cloud" service). These can then be synced to the device on which the user chooses to log on to their account, so that users can choose to listen to audio books in sync across multiple devices. The requirement remains that a copy of the audiobook exist on all devices.
- \* Cloud-based storage of audio books: in addition to the functionality described above, the user can also choose to upload their audio books to a central server, where they can either be streamed or downloaded. This eliminates the requirement that the audio book has to be available locally to the user on each device.

Roles in the project:

Product owner: Fredrik Åhs Scrum master: Marcus Parkkinen

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#### Chosen license

Since we are looking to create a commercial product, it is justified that we use a license that prohibits others from using or changing our code for their own commercial purposes. A license that would meet this and other requirements are:

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