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SOUNDS NOW

Introduction

- The android project being implemented is a revolutionary Music Player app called 'Sounds Now'.
- This app is not just like any ordinary music application, we have tried to implement a concept will be a huge add on over a normal music player.
- Along with offering a clean and user friendly interface we aim to provide the user with custom playlists from within the collection of his/her music library based on the circumstances.

Purpose

- Motivation to put up a quality product **absolutely free** without ads.
- Most music player apps not satisfying or giving a friendly feel.
- Keen on making an app which will replace the default Google Play Music app by many android users.

Designing Methodology

- The coding of the application will be done in java.
- Eclipse IDE will be used for coding.
- The designing of the interface of the application will be done using photoshop, CorelDraw.
- All the images that are needed will be kept in the drawable folder.
- Android Sliding menu will be used for navigation.
- We intended to add gesture controls to play the next song etc...
- A separate class will be created to handle and control the playlists.

Software/Hardware Requirements

- A minimum SDK version of 2.1
- Target SDK version of 4.4
- An Android-enabled device.
- At-least 25MB of free storage space on the device.
- Widget support only for 3.0 and above android software versions.
- 500MB RAM.

Future Expansion

- Future music players will abandon the compressed MP3 file and use a new generation of high-resolution media files to produce music in HD.
- The media players will provide high-bandwidth access to home media servers, allowing access to an unlimited library of high resolution music and video.
- Integration with home audio systems and automobiles will provide access to a single media library possible from almost any location, for any application.
- This will act as a catalyst for the recorded music industry, and inspire a new generation of performing artists with access to these tools.