Rough Outlines of the classes I built or know about. The ones that aren't mentioned were built by Keren.

Models
- SPModel
  - Singleton that retains current playback state and interface state.
  - Used as an access point by other SP classes to find out information about the current video and current UI state

Views
- SPOverlayView
  - Sits on top of SPVideoReel. Shows/Hides various parts of video player interface
- SPShareRollView
  - View that appears when +Roll button hit
- SPVideoItemViewCell
  - The cell in BrowseViewController for each videoFrame
- SPVideoItemViewCelllabel
  - Custom label with insets, to create border effecton on UILabel

Controllers
- SPShareController
- SPVideoDownloader
  - Downloads videos onto hard disk
  - Deletes videos from hard disk
- SPVideoExtractor
  - Singleton that maintains a queue of videos that are going to be extracted for playback
  - Extract YT, Vimeo and DM videos by creating an invisible UIWebView and listening for an mp4 link.
- SPVideoScrubber
  - Singleton that controls the universal video player scrubber, which is now a set of two progressViews (one to show amount buffered, and one to show amount of video that has elapsed).

ViewControllers
- SPVideoPlayer
  - Contains AVPlayer and AVPlayerLayer, which are used to play a video.
  - One ShelbyPlayer per videoFrame NSMangedObject.
- SPVideoReel
  - Contains horizontal UIScrollView, where each page contains the root view of a SPVideoPlayer object.