Baby App To Do (Items 1 and 2 will be the most “difficult”)

1. ~~Determine how we are going to do text translation (i.e. convert word lion to the Spanish word for lion)~~
   1. ~~Do not think we want to use Bing API as this is only free for 2,000,000 characters/month.~~
   2. ~~I have not been able to find a free API that we can use that will do this text translation for us.~~
   3. ~~One idea, and this would be tedious, would be to add to our “regular” resource file or some config file for ALL of the animals/pics and what their translation is for each of the 9 possible languages. For example, a config setting for LionFrench, LionItallian, LionChinese...So if we have say 200 different pics, with 9 different languages, that would be 200\*9, or 1800 config settings~~
   4. All that is left now is as we get new pics from Kevin:
      1. Move to appropriate folder in AppSolution
      2. Load pic into collection in MainPage.xaml.cs
      3. Add to text to resource file and then for each of the 9 resource files right click and select generate machine translation.
      4. In DisplayPicture.xaml.cs add a case statement for that animal in the GetText proc.
2. Continious Play – The guts of this is already coded (for now it is called ContiniousPlay method in the MainPage code behind). Simply iterate through the selected category.
   1. Stuck on how to implement/initiate this code (i.e. where does it live and how does it get kicked off, how does it handle user turning off continuous play mode)
   2. Need to decide how we are going to let user turn on and off continuous play mode (do not think it should be from Options page as this is not accessible enough) (Also probably do not want to allow continuous mode play for trial version)
   3. As far as where to put this continuous play mode “button”….My first thought is we could simply have a play/pause button on the appbar, BUT you are only allowed 4 buttons, and as of now I have these 4 buttons designated as the way to switch categories (BabyAnimlas, BabyMiss, Animals, Misc are the 4 categories)

TJY UPDATE: For now the play/pause button is on the top next to the Baby Sounds app name.

1. Need to introduce Pivot Pages so user can move from page to page.
   1. App needs to be smart enough to not let user move to page if they only have trial offer.
2. We need more sounds and pics (below web sites are what I used, but they do not have enough)
   1. <http://www.animal-sounds.org/>
   2. <http://www.clker.com/>
3. Add icons for appbar
   1. I tried adding a pic for the BabyAnimal category, it shows but the elephant does not have color. I also tried adding a pic for the Animal category and it simply shows a block???? Do we need separate icons for our app bar 4 categories?
4. Why when app is run the first time does the first voice sometimes not play?
   1. Have not noticed this lately.
5. Need to introduce background music (similar to Iphone app). This is not the animal sounds, but baby type music that is always playing in the background (code to play this is already there, just need to find the music and wire in the code. PlayMusic method)
   1. FYI: media element allows for pausing sound, Soundeffect does not allow for pause/stop so NOT good for background musisc.
   2. FYI: Could not find events for sounds so can not tell when a sound is finished playing, so as a result I am using a timer to build in a delay so most likely sound will be finished playing.
6. Advertising
7. ~~Size of pics on grid needs to be uniform.~~ 
   1. Not sure I did this correct as each row is height 225. Do I make this Auto? A percentage where each box is 1/3?
8. ~~Default settings initially so this way when person runs app for first time they get sounds and text.~~
9. ~~Need to make sure text of pic fits for when up to 3 languages chosen.~~