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Throwback

Going off my original concept from project one, I would like to improve the functionality of the application. For build two, the AVSpeechSynthesizer will be implemented to verbally recite the text generated about the location selected. On top of this, there will be stop, play, and pause buttons. Potentially, a rewind or skip back button as well as a jump forward button could be implemented. Using the scrollable text field, I would also like the user to be able to select where they want the speech to start within the text. Secondly, I would like to use the Location and Mapkit to give the users the ability to choose locations near them geographically to learn about. Time permitting, I will also expand the app in terms of overall locations and content.

Pseudo Code:

Import MapKit and AVKit

Var scrollable text field

Var picker

Var button X 3 (play, pause, stop)

Var mapview

Action that takes input from picker and generates content

Action that puts content into text field

Action that activates speech synthesizer and makes its input the content in text field
and begins reading

3 actions attached to buttons responsible for turning on specific buttons and
disabling others depending the user input (play, pause, stop)

Mapview with pins attached to specific labels that can alter content in scrollable text
field (mapview attached to location settings)