



GIGL

Overview

User can read e-books, watch video summaries and also listen to audio books of selective content in Hindi and English (with more active Hinglish) on GIGL App. We focused on Frontend application development, iOS and Android Development of both audio and video module.

Challenges

- Youtube like audio book requirements – both UI/UX.
- Clarification on the requirements – whether Udemy or youtube is needed.
- Integration of User purchasing data.
- Compatibility and adaptability of UI vis-à-vis different devices.

Technologies Used

- Android & iOS
- Kotlin
- Swift
- SQLite

Solutions

- Device compatibility testing and subsequent development and alignment with modifications
- Key ID generation of each book to get a track of purchasing data
- Backend URL generation for youtube channel of GIGL–pasted on frontend.
- Designs from Udemy and audio/video effects from youtube

