

## Iteration 1: Speculate Phase

(As a quick side note, I'm utilizing this nasty-looking pdf doc because my portfolio site is going through some technical issues, thanks to Adobe. So, until that gets fixed, this will be the format for these iteration turn-ins.)

For my ChordJam app, I have broken up all the features into subcomponents to be completed with rough estimated expected timelines:

### High Priority

- Display chord images based on user's selections from given options in a spinner ~1 week
- Option to remove selected chord images and rearrange dynamically ~2 weeks
- Save displayed progressions for later viewing in internal storage ~3 weeks
- Be able to access and load previously stored progressions ~3 weeks

### Medium Priority

- Ability to edit previously stored progressions ~2 weeks
- Be able to add, remove, and rearrange using drag and drop touch gestures ~3 weeks
- Display items in a scroll view to allow for adding at least 8 chords with adequate spacing ~3 weeks
- Make app adaptive to landscape with different layout ~3 weeks

### Low Priority

- Ability to add custom-made chords from touch selection on displayed fretboard which will display as an image ~4 weeks
- Play audio clip of a selected chord ~4 weeks

### Extremely Low Priority

- Develop app for iOS ~2 months

These are some rough time estimates and it's very likely that some of these will have to be shifted around as I conduct more research with some of the more advanced features. However, there's also some overlap between some of these features with some of them being closely related to each other.

I have been able to identify some of the key building blocks with the resources that will be needed to create the high and medium priority items which includes responding to user selection, [handling internal storage data](#), [implementing drag and drop](#), [creating an adaptive layout](#), and [integrating the scroll view](#). The documentation links are enough to get me started

with additional resources (like YouTube) that will be acquired as needed. But this is enough to prove the feasibility of the high and medium tasks.

**For iteration one my objectives will be to have an app that can add/remove chord images with images that dynamically rearrange, have a working proof of concept for the saving and loading an image in internal storage, and research the drag/drop methods.**

I have provided a basic paper prototype for my UI (shown below) that I plan to refer to for my app but will be flexible and allow the possibility of changing to other layouts in case there are some flaws in my design. This is getting done in the initial phase to utilize any feedback I get before getting too far ahead in the implementation.

