

Coke Teens 3.0 MPC AHH Build Plan - 3.12.14

MPC Player with mobile, visualization and share components

Technologies

Backbone.js - Application state

React.js - View management

Howler.js - Audio playback

Easel.js - Canvas visualization

PubNub - Interface between mobile and desktop

Timeline

Week 1: 3.10 - 3.14

Weds

- Complete build plan
- Research technologies

Thursday

- Create test iOS page for dismissing header and footer to inform design
- Setup development environment
- Begin researching approach

Friday

- Begin stubbing out tests
- Begin stubbing out components

Week 2: 3.17 - 3.21

Monday

Stub out application models
Begin writing out application modules

- Kit selector
- Drum selector
- BPM

Tuesday

Pattern sequencer
Velocity
Editing sequencer
UI show / hide

Weds

Mobile UI Development

- Sequencer Interface

Thursday

Mobile

- MPC interface

Friday

Begin wiring up Desktop components

Week 3: 3.24 - 3.28

Monday

Begin wiring up Mobile components

Tuesday

Continue wiring up desktop components

Weds

PubNub integration

Thursday

Continue wiring up components
Audio visualization interface

Friday

Finish component development and audio visualization

Week 4: 3.31 - 4.4**Monday**

Begin CSS development

Tuesday

CSS development

Weds

CSS development

Thursday

CSS development

Friday

CSS development

Week 5: 4.7 - 4.11**Monday**

QA

Tuesday

QA

Weds

QA

Thursday
QA

Friday
QA

Structural Outline

An outline of all structural components which will need to be wired together.

User Interface

Start

Logo
Start Btn

Create

Kit Selection Carousel

- Label
- Left / Right Arrows

Mouse / Mobile Toggle

Visualization

- Canvas-based
- Play / Pause btn
- Interfaces with audio data to produce waveform

Interface

- **Drum Selection Squares**

- Six options
- Use indicator

- **Sequencer**

- Edit pattern button
- Single sequence row which can expand upwards to 6-8
- 8 Sequence beats
 - Each square toggles velocity > Off. Four states

- **BPM Indicator**

- Label
- Plus / Minus buttons
- Share Beat button

Share

- Canvas Visualization
- Play / Pause Btn
- Create your own Jam btn
- Lookup is handled via querystring

Mobile Controller

Sequencer

Top

- Play Btn
- Kit Carousel
- BPM Indicator
- BPM Locked

Middle

- Drum Selection
- Live Jam

Bottom

- Sequencer
- Expand Sequencer

Live Jam

MPC Live Player

- Grid of 16 triggers
- Edit button

Instrument Selection

- Kit Type Carousel
- Draggable Instruments to Pads
- Delete Drums Button (?)
- Save button
- Back to sequencer button