

PROJECT SPECIFICATION

Pitch Perfect

Basic Functionality

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The app contains two scenes of content: one for recording an audio file, and one for playing the audio with different effects.	The app contains two pages of content (one each for recording and playing audio), and uses UINavigationController to navigate between these two scenes.
All UI elements (buttons and text) are appropriately formatted for iPhone and iPad Portrait and Landscape layouts.	UI elements are appropriately positioned on the screen for iPhone and iPad portrait and landscape layouts.

Actions and Outlets

CRITERIA	MEETS SPECIFICATIONS

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The app uses <code>IBAction</code> methods to record audio and playback sounds.	The app connects each button on the Storyboard to the correct <code>IBAction</code> method.
Labels and buttons are shown or hidden as appropriate.	In the first scene, the <code>Record</code> and <code>Stop</code> buttons are enabled and disabled appropriately. When no recording is taking place, the <code>Record</code> button is enabled and the <code>Stop</code> button is disabled. When recording is taking place, the <code>Record</code> button is disabled and the <code>Stop</code> button is enabled.

AVAudioRecorder

CRITERIA	MEETS SPECIFICATIONS
The first scene of the app uses <code>AVAudioRecorder</code> to record audio.	The app successfully uses <code>AVAudioRecorder</code> to record audio.

Delegates and Segues

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The app uses the <code>audioRecorderDidFinishRecording()</code> method to determine when the audio has finished recording.	The app uses the delegate pattern and implements the <code>audioRecorderDidFinishRecording()</code> method.

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The app programmatically triggers a segue from the first scene to the second.	The app does not use a Storyboard segue hardcoded to the <code>Stop</code> button. A segue from the first scene to the second is programmatically triggered via <code>performSegueWithIdentifier()</code> .

UINavigationController

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The app allows users to re-record audio after a recording is complete.	The app allows the user to re-record by navigating back to the first scene from the second.

Sound Effects

CRITERIA	MEETS SPECIFICATIONS
All sound effects are present and play properly.	The second scene of the app contains the following buttons for audio effects: Snail (slow), Rabbit (fast), Chipmunk (high pitch), Darth Vader (low pitch), Echo and Reverb. All six buttons work properly to play the associated sounds.

Code Quality

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Code is effectively abstracted.	Potentially repetitive blocks of code are effectively abstracted into reusable methods.
Code follows appropriate style.	Code adheres to Swift naming and style conventions .
Code is readable by others.	Code is readable and easy to follow. Any code that may be hard to understand is commented effectively.

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