

halfstep High-fi Prototype README

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Our prototype was built using Xcode to be executed on an iPhone running iOS 11. It is available as a .ipa file from our website. For devices that have been added to Stanford's provisioning profile, the .ipa file can be installed via iTunes.

Limitations

This is a proof of concept prototype, and many features that would be present in the final application were not included in this implementation.

- Users cannot send recordings to each other
- Users cannot see recent events, other goals, and achievements on friends' profiles
- There are no branched lessons where the order in which they are completed does not matter
- There is no way to see a user's profile from the news screen
- The notification for sending love simply appears on the screen instead of being a pop-over
- There is no progress bar that shows progress through a user's current level on the goals screen
- Users cannot directly message each other
- There is no way to edit a user's own profile
- There is no curriculum
- There is only one type of lesson, "record yourself playing this:" while we would like to implement multiple-choice, ear training, and other exercises
- There is no way to see who has added you and that you can add them back or reject

The application has a "Wizard of Oz" feature surrounding the audio processing evaluation where it always tells the user to try again before automatically giving them success.

The application also uses hard-coded data for the goals, lessons, and friends. All data is persistent between sessions, however.