Moveo task – Eden Todosi

Board Link

Github: edentodosi/Looper

I have created a board with 9 pads. Each pad has 2 logical states:

1. On (playing music)
2. Off (not playing music)

The user can select the pads he desired to play, and press the Play button.
After play was pressed, the board will play the music of the selected pads.
The looper will play all the pads simultaneously, and will restart when the music reaches the end.
Every time a selected pad is pressed, it's music will be stopped immediately.

While playing, if a new button is pressed, it's music will be added to the next loop cycle (if and only if stopped wasn't pressed before, in that case all music will be stopped).

If play was pressed, and the user did not select any pad, or the user unpressed all the buttons, the next cycle would start as soon as the next pad is pressed.

In terms of UX, I have created 3 different colors to represent the button status:

1. Red - pad is unselected, its music is not and won't play.
2. Green - the button is selected and will play in the next loop cycle.
3. Blue - we are in the middle of the loop, and this pad's music is currently playing.

Another UI feature That I have implemented:

There Is a logo of a speaker that represents what will happen on the next press, with description of what will happen on press:

Next press will play or stop the music.

Moveo Loop Machine

Press to stop

future funk beats	SilentStar OrganSynth	PAS3GROOVE1
GrooveB Tanggu	StompySlosh	electric guitar coutry slide
Bass Warwick heavy funk groove	stutter breakbeats	MazePolitics