Gabriel Chapel Advanced Mobile Application Development Project 1 Milestone 1

Description

The app I plan to develop for this project is an audio looper, which will be able to loop multiple recordings and play them back at the same time. For example, the user could record one track and then record another while playing the first one, in an attempt to layer both tracks and get a more complex sound. The user should be able to record one track at a time, delete tracks (perhaps only the last track recorded), and play all tracks at a time.

The inspiration of this comes from songwriting and the need to be able to record ideas in full, rather than having individual components (e.g. instruments) in completely separate files. This happens to me at work and at school, and my only option is to record the melody and hope I can retain any accompanying ideas.

Audience

This app is directed towards people who come up with an idea for a song but have no immediate access to a multi-track recording program or other instruments. It will provide a way to retain the initial idea in a single file as well as give the user an opportunity to hear all the components he or she records together.

Competition

The Voice Memos app stock that comes stock on an iPhone is a pretty good starting point for my app idea. It, however, can only play one recording at a time.

There are quite a few apps that already exist to accomplish my objectives, such as Jam Looper, which is very aesthetically pleasing and a good example for my app. Loop On is another app, but it is not very intuitive and crashes a lot. Multi Track Song Recorder is almost identical to what I had planned except it does not have a looping capability. The tracks just stop when they reach the end of the recording. My app will be a combination of the Jam Looper and Multi Track Song Recorder apps.

Content

I will fabricate the images needed for recording, playing, and stopping, and I will use the AVAudioPlayer and AVAudioRecorder classes for the functionality.

