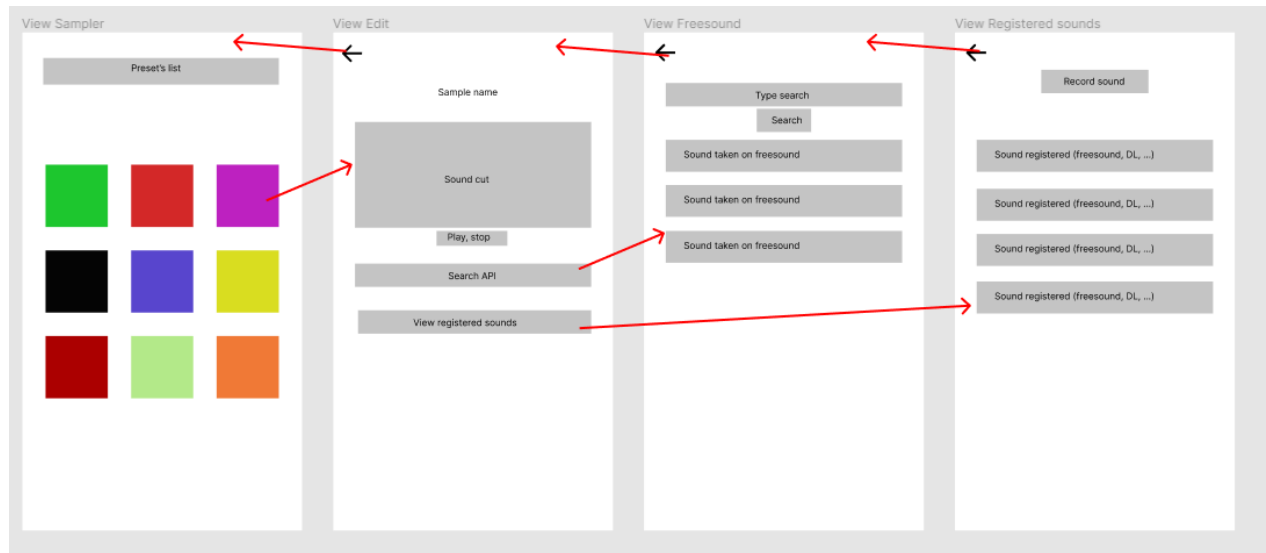


REACT NATIVE - SOUNDBOARD

Project Architecture



The view “Sampler” displays all of the buttons, and the list of preset with a drop-down menu. We can add a new preset in the menu as well.

If we press on a button long enough, it will navigate to the view “Edit”. If we do a simple press, it will just play audio.

In the view “Edit”, we can search new sounds on freesound’s API, we can edit the sound and cut it. We can play and stop the sound to preview it, and we can view all registered sounds.

The view “Freesound” displays a search bar and all the sounds we found on freesound that correspond with our search. On each sounds there is a button to select this sound, and a button to play it so we can preview the sound.

The view “Registered sounds” displays all the registered sounds, we also can filter them from their origin (DL, recorded, freesound). We can also record a sound on this view.

Sampler

All of the features on the sampler view are working fine. I reused some code that I made in C++ for a video game to handle the long press and simple press.

The buttons color up when there are sounds registered.

Edit

On the view “Edit”, I only displayed the name of the sound, a button to play the sound, and buttons to navigate to registered view, and freesound view.

I did not work on recording with the microphone, and the edit sound part.

Freesound

The view “Freesound” is working fine too, we can search for sounds, play them and select them.

Persistence

Redux is implemented on the project and stores the presets and the registered sounds (if we select a sound on freesound, it's registered).

So, what's missing ?

- Recording a sound is not possible
- Cutting a sound is not possible
- In the view “registered sounds”, I do not display sounds coming from your downloads folder