

SoundBoard report

1) The app

This web mobile app was created for all musicians who wants to make music anywhere, it's allow you to create beats very fast with any sounds that you want.

You can :

- Play sound by tapping on pads
- Edit the sound on the pads
- Download new sounds from the FreeSound library
- Record sound from your microphone
- Access to some sample that are already included

2) The project

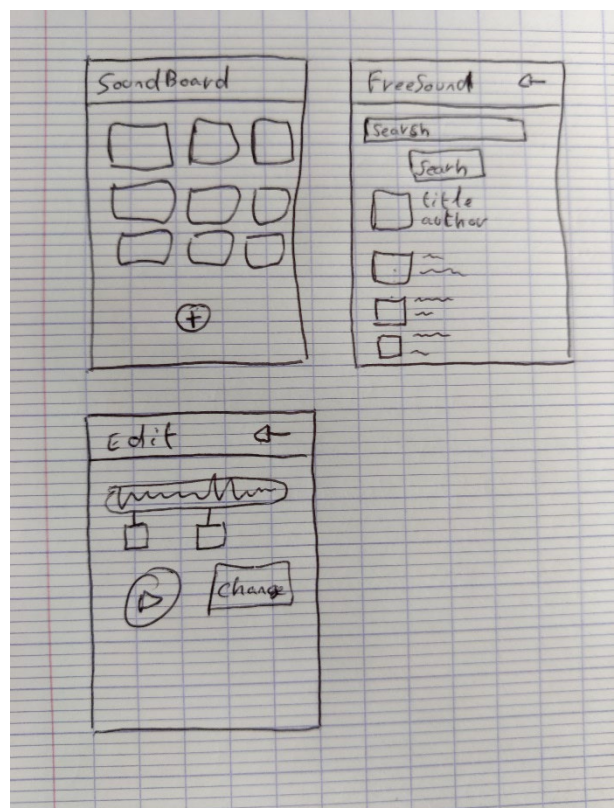
This project was created for a web mobile lesson, it is developed using React Native. Today the app doesn't includes all the features required, or a good design to be published on the market.

To create the app, I've began to draw some sketches to make a little idea of what it's going to look like.

So here is the drawings, there is the landing page with the pads, and a button to add some sounds. The FreeSound page, where you can search a sound in the online library. The edit page where you can cut the sound where you like and play it, and also change it from your local library.

To make this app, I had to use a persistent storage to allow the user to download or record some new sounds. So I used Redux persist store library which is very helpful.

I also had to make requests and fetch the FreeSound API to provide tons of sounds to the users. This was a little bit difficult because the API require a token and the documentation is a bit old. But I successfully manage to access the sounds.



Today the app look like this and need more work to be finished.

