* Quickly show the app
  + Explore
    - There are a bunch of beats that I can look at, of different categories
    - I can listen to the beats
      * Indicator of beat playing, when I pause it, it changes color
    - I can rate a beat
  + Cart
    - Above each beat player there’s a button which shows the cart and the price, if I click on it, then the beat gets added to the cart, and the button changes
    - If I go down then I can see it, and I can remove it from the cart
      * When I remove it, we can see the button of the beat changing
      * There are 2 points of entry to removing a beat: cart and explore
      * I can also completely clear the cart with one button
  + Then I can purchase the beats that I picked
* Show React components
  + App
    - Navbar component
    - Btw: Tippy allows for tooltip
    - Trans component: I pass it a key and depending on the language it will get that key from either the French or English translation.json
  + Home
    - Stores all the beat info
    - I create a grid with all the beats which get filtered depending on the type
    - The grid contains a bunch of BeatCard component
  + Component for the beats:
    - BeatCard
    - Contains a modal
  + Cart component
    - Contains a grid of BeatInCart components
  + Checkout
    - Error handling
* Switching between 2 languages, it’s at the top right
  + On click it automatically changes the language and we can scroll and look at the language being fully changed
  + If I go on the rate beat, which is a functionality that I’ll show in a moment it also changes language
* Heuristics
  + **Consistency**
    - Color consistency: the word “beat” is in purple
    - Icons consistency: the same icons are used to mean the same thing (cart, checkout, explore) and there’s a very similar style of icons
  + **Familiar language and metaphors**
    - The language is very simple, but not ambiguous. It’s specific
    - Metaphors, good icons chosen for each functionality: a cart, an audio icon for the beatwire logo, a start and the playing/paused indicators
    - Stars for the rating
  + **Simple, aesthetic, and functional design**
    - The UI is not crowded at all, low signal-to-noise ratio
    - It’s very simple
    - The color theme is easy on the eyes
    - Gestalt laws with the separation
  + **Freedom and control**
    - The user has the freedom to undo adding a beat to the cart
  + **Flexibility and efficiency of use**
    - Because adding and removing a beat from the cart is such a common action, I made the entry point for this action visible everywhere
    - So a user can a cart by clicking on a button above every single beat
    - The user is flexible to remove a beat in 3 different ways (explore, cart, and clear)
  + **Recognition over recall**
    - I made sure to separate my beats in 3 sections which makes them well organized and easy to remember
  + **Clear status**
    - The user knows exactly where they are in the process of signing up by looking at the number, also this section of the UI is small enough for the user not get lost
  + **Error prevention**
    - I added lots of error handling with form validation
    - The UI tells the user exactly what happened and if mistake
    - The date picker prevents errors completely by disabling previous dates
  + **Error recovery**
    - Again: the error messages are very clear, and visible because they’re in red
  + **Help**
    - Tooltips everywhere
    - Toast every time the user takes an action