

GROUP NAME: BETA

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Music Player for Android

Product description: The Android platform provides resources for handling media playback, which apps can use to create an interface between the user and their music files. We will create a basic music player application for Android. The app will present a list of songs on the user device, so that the user can select songs to play. The app will also present controls for interacting with playback and will continue playing when the user moves away from the app, with a notification displayed while playback elapses.

The target audience of this product is ordinary music listener using an android device. The most important feature of this app is that it's extremely simple and easy to use. It won't confuse ordinary users with features like equalizer bands, sound effects, audio enhancer etc.

Rather the user will open the app and it will immediately show the list of all the available songs on user's device. A user can click on any song he wants to play and it'll start playing the selected song. He can jump forward or back within a particular song. A user can jump from one song to the previous song or the next song on the list.

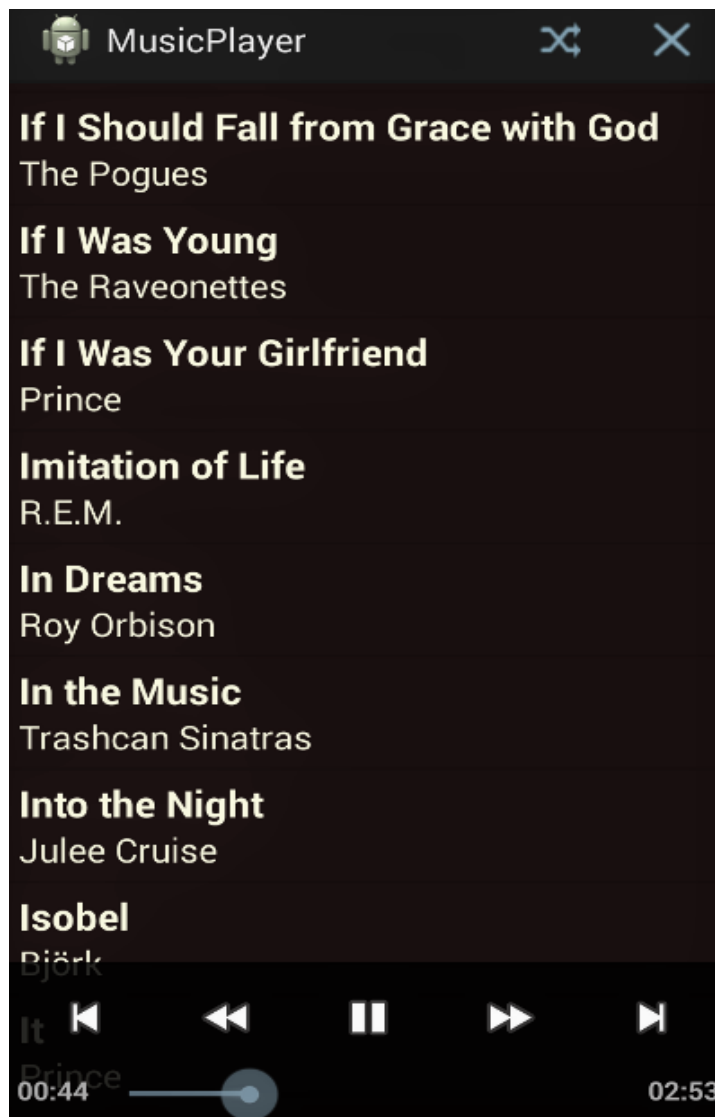
If the user moves away from the app, it'll still present controls for interacting with playback and will continue playing, with a notification displayed while playback elapses.

The major problem with this app is that the listener will have to compromise with the sound quality or effects as there're no such available features. The user

cannot customize the sound effects as they want. That's why we're thinking about adding an feature called equalizer in our app. It'll have a standard range of equalizer band. We're also thinking about adding a looping feature so that an user can select a song to play that'll repeat itself until the user stops it.

The app will have an option named "Help" where we'll put a description about how to use this app for the users.

UI Diagrams: We will create a clean interface that's simple and elegant to use.



It'll display the list of the songs you have on your device.

It'll have a start/pause playback button.

Two buttons for jumping back and forth within a song.

Two more buttons for jumping to the next song or the previous song of the list.

It'll also have a time indicator to see the length of the song.

Use Cases: An user will click on the icon of the app on his device that'll open the app with a display that'll show the list of the songs on his device.

He/she will touch on the song he/she wants to play and it'll start playing the selected song. It'll also display the length of the song and five different buttons with five different purposes as explained above.

If an user wants to jump back and forward within a song, he/she will touch on the icons that looks like two arrows following each other. If the left sided icon is selected, it'll move the song backward in time and the right sided icon will move the song forward in time.

If an user wants to stop playing the song, all he/she has to do is touch on the middle button which is pause/play button. By pressing on this button an user can stop and start playing a song.

Sometimes some problems that an user can face is that if new songs are saved in the device or old ones are deleted ,the displayed list may take some time to update according to the changes in the file stored in the devices. In that case, user may select a song that's no more available to his device.

Process: The programming language we'll use for this app is JAVA. Our preferred IDE is Eclipse. We'll let the IDE create a main Activity class and layout file. For some of the code we'll use ,we'll need a minimum API level 16, so we will need to take additional steps to support older versions. For a quick solution, there's also a great collection of android app templates over internet.

We'll stick to portrait orientation for simplicity.

Each member of our group has specific roles to play on this project.

Project managing: Ruhel Ahmed Raktim

UI design planning: Md Mamun Ali

UI design implementation: Sarfaraj Rahman

Java Programmer: Md Zahirul haque

Usability and Features handling: Daniel

The discussion session with the whole team is essential. We need to hear out everyone's opinion about what they want to do and how they want to do. We need to have realistic and reasonable approach at every step. Right Now we're worried about writing the core code of the app. It's not something we can't overcome. After working until now we all came to this conclusion that a good communication between team members are really important.