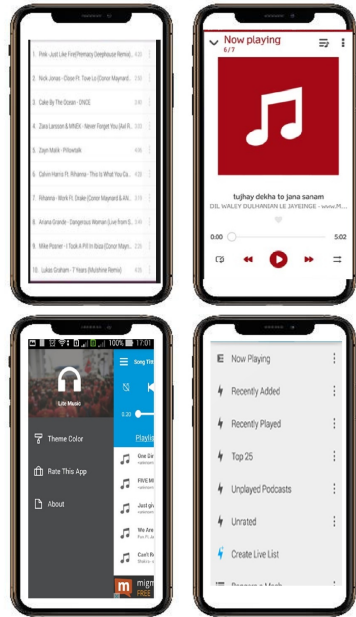


Proposal <ul style="list-style-type: none">- What problem does your app solve?- Be as specific as possible: how does your app solve the problem?- What is the mission statement? <p>This is a music player app. It allows user you listen to music on the go. Listen to while working out, commuting to work, for some distraction, and etc. User can listen to their favorite songs on their mobile whenever their want.</p>	Features <ul style="list-style-type: none">- What features are required for your minimum viable product?- What features may you wish to put in a future release?- What do the top 3 similar apps do for their users? <p>User can play, pause, skip, and go back to their music whenever they want. User can save their favorite music in order to make it easier to find their music.</p>	Model <ul style="list-style-type: none">- What data do you need?- Where will you get the data?- Will your data be stored locally or remotely?- How is your data related?- How will your data be represented in your app?- List all model objects with their properties and initializers. <p>Two major different activities.</p> <p>one to select music and one to control music volume, play, pause , skip , etc</p> <p>A wide variety of music to choose from</p>	View (Activity or Fragment) <ul style="list-style-type: none">- What activities do you need to create to meet each feature in your app?- How will the user navigate to each activity?- Revisit this regularly. Simplify each time. Focus on the user.- What view elements/animations will you use to create each view? 		
Frameworks <ul style="list-style-type: none">- What 3rd party frameworks are you considering using?- Do APIs require you to contact its maintainer to gain access?- Are you required to pay to use the API?- Have you considered using Google Play Services? (Maps, Cast, Fit)? <p>As of now not too sure what kind of framework yet</p>	Target Audience <ul style="list-style-type: none">- Who is your target audience? Be specific.- What feedback have you gotten from potential users?- Have you validated the problem and your solution with your target audience? How? <p>From the younger generation to the older generation. Athletes traveler musician</p>	Classes <ul style="list-style-type: none">- What Activities and fragments do you need for your app?- What other classes do you need for your app? (Consider model, network, purchase, data source, and other specialized components)- What will each class need to do?- What frameworks do you need to integrate?- Write out properties and methods for each controller object			
	Monetization <ul style="list-style-type: none">- What avenues of income does your app provide?- What features can you charge for in your app?- Is there a possibility of a subscription model? <p>Subscription type 9.99/mo or yearly plan</p>				
Research <ul style="list-style-type: none">- Research thoroughly before writing a single line of code. Solidify the features of your app conceptually before implementation. Spend the weekend researching so you can hit the ground running on Monday.	Prototype Key Feature(s) <ul style="list-style-type: none">- This is the "bread and butter" of the app, this is what makes your app yours. Calculate how long it takes to implement these features and triple the time estimated. That way you'll have plenty of time to finish. It is preferred to drop features and spend more time working on your MVP features if needed.	Monday <p><u>Suggested plan:</u></p> <ul style="list-style-type: none">- Implement model (data object)- Activities with mock data	Tuesday <p><u>Suggested plan:</u></p> <ul style="list-style-type: none">- Connect Activities/Fragments- Implement classes	Wednesday <p><u>Suggested plan:</u></p> <ul style="list-style-type: none">- Ensure that the Key Feature(s) is/are working.- Visual design.	Thursday + Friday Morning <p><u>Suggested plan:</u></p> <ul style="list-style-type: none">- Polish visual design and features

