LICENCE PROJETS
WEB ET MOBILE

SOUNDBOARD

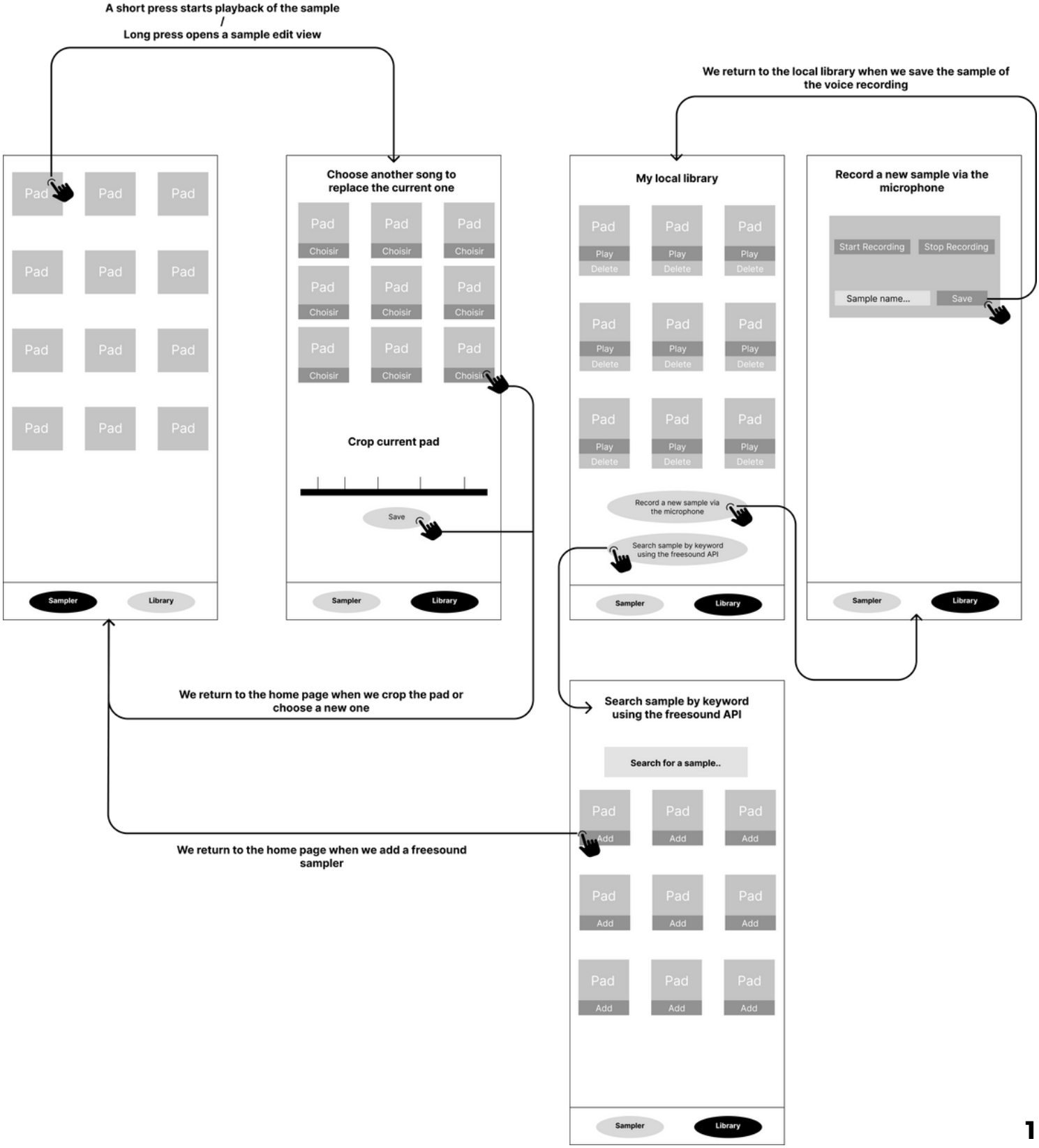
RAPPORT

YOUNES BAALI

SOUNDBOARD

PROJECT ARCHITECTURE

i started by making a conceptual version of the application, in the form of a graphic explaining the relationships between each view and button which you can find below :



SOUNDBOARD

RAPPORT

For the Application phase I created 2 screens, : Sampler and Library.

Sampler

This screen will show the pads to play or to edit.

- normalPress leads to playback of a pad.
- LongPress leads to a page (**SamplerEdit.js)** which you can change the actual pad by trimming (i didn't finish the trimmer, so it doesn't work), or by getting a new one from the local library. By clicking on a new pad, it will replace the pad that you selected.

Library

This screen **(LibraryView.js)** will give the ability to see :

- Local library, this page will show the list of pads that are on local.
You can play them by clicking on the button Play or you can delete by clicking on Delete.

- Record a new song for the pad **(Record.js)**
You can record a new pad song, by clicking on **Start recording** on the button in the center, when finished you can click on **Stop recording**. Now you can name your pad and add it to the local library by clicking on Save/Add.

- Search in freesound database using Api **(Search.js)**
You can also search for some new pads on freesound, all you have to do is type the name of sample that you want in the input, once you have the lists of results, you can click on add. And it will be on the local library.

<u>Problems that i encounter with</u>
It was hard to use the react-native-trimmer to edit the pad selected.
for the iPhone version it's really weird, sometimes it doesn't show all the components in the app, like in the local library it just don't show the local pads.. so i worked using the web view.