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PROJECT DESCRIPTION

For producers to sell beats, find producers to collab with, and engage with artists in the music community

For artists to purchase beats, collaborate with other artists in opens, and engage with fans/artists within the music community

For fans to group-buy unreleased tracks, engage with artists, producers, and fellow fans within the music community

PROJECT GOALS

Implemented payment system between sellers and buyers

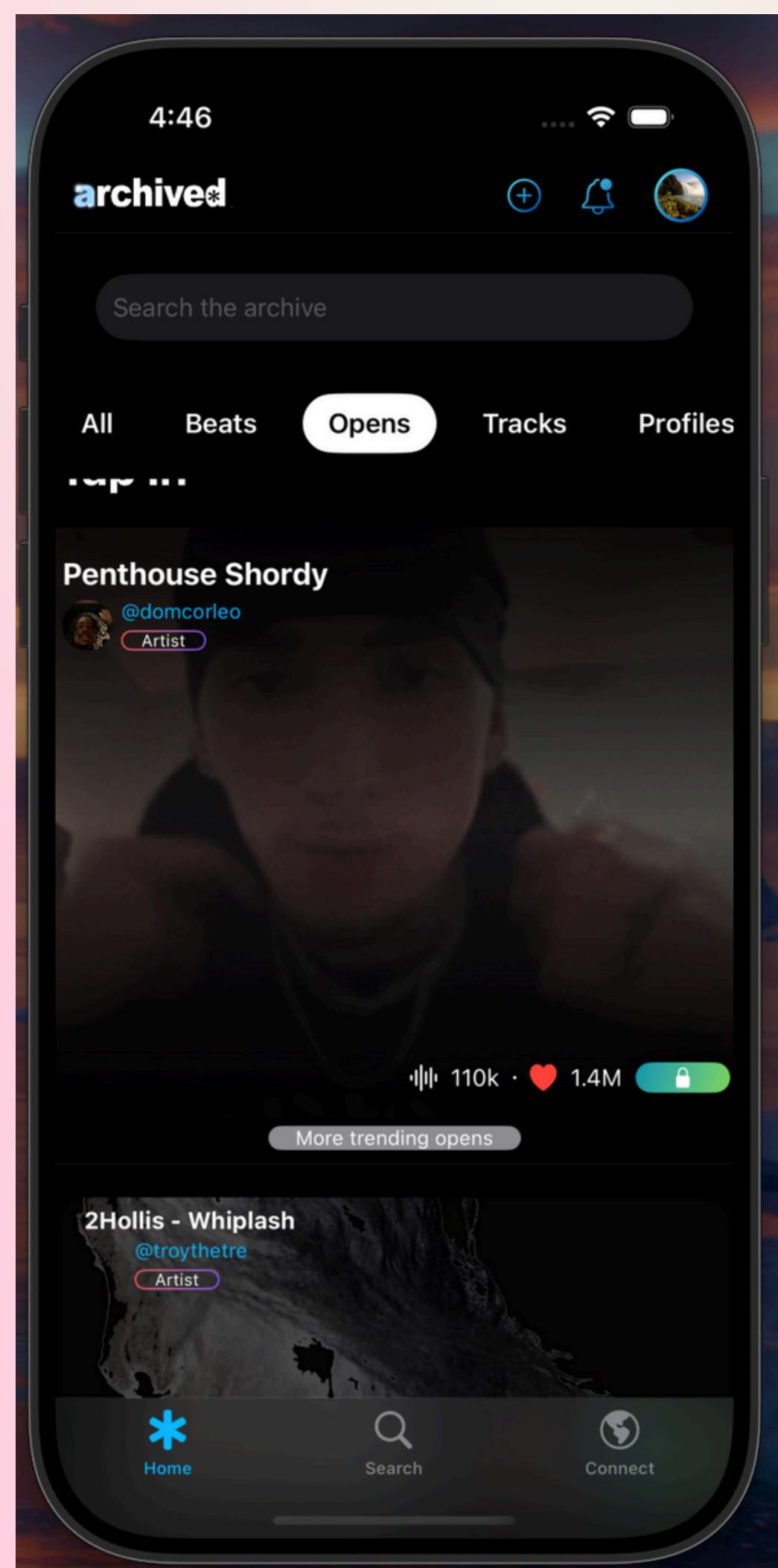
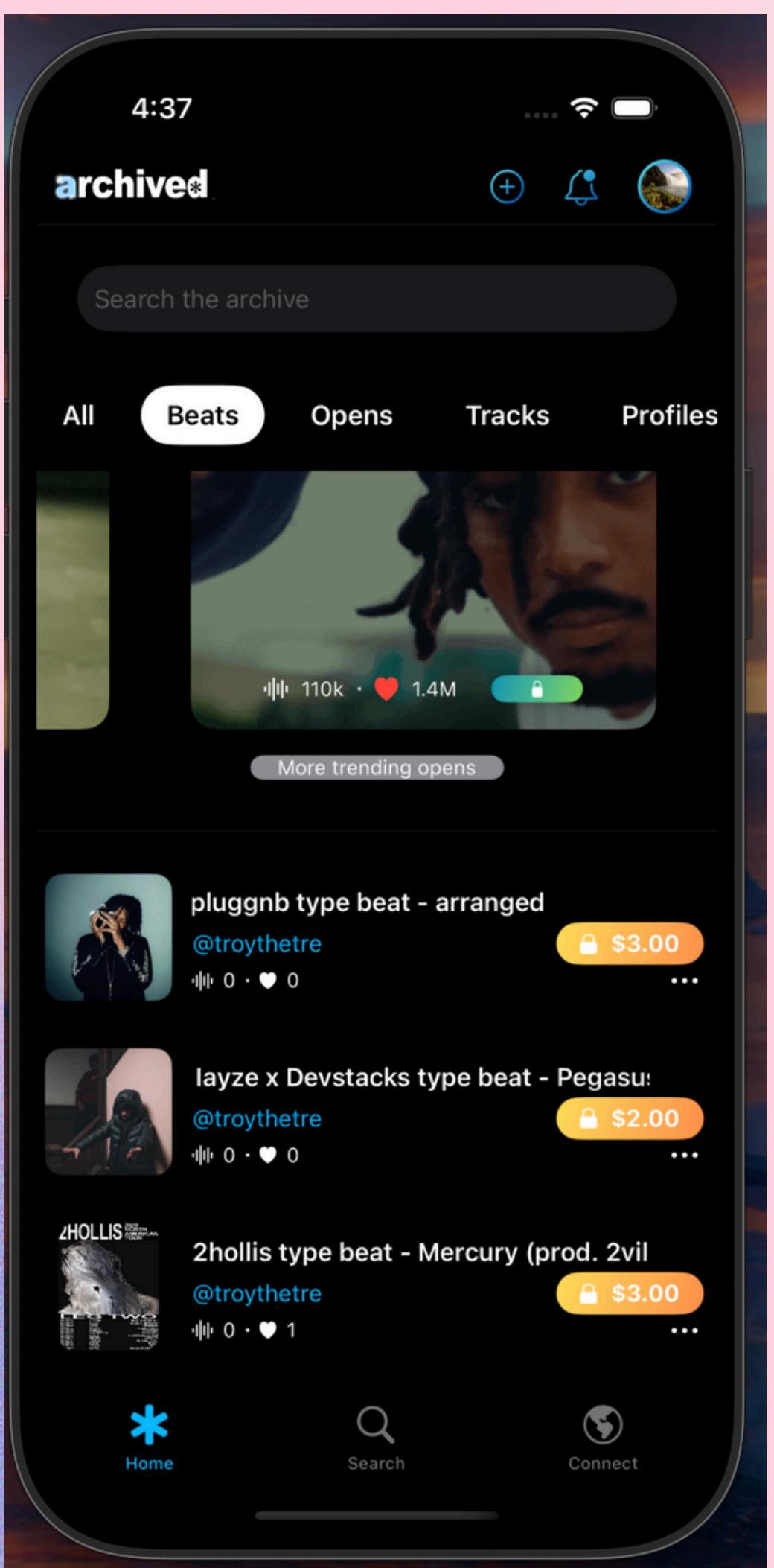
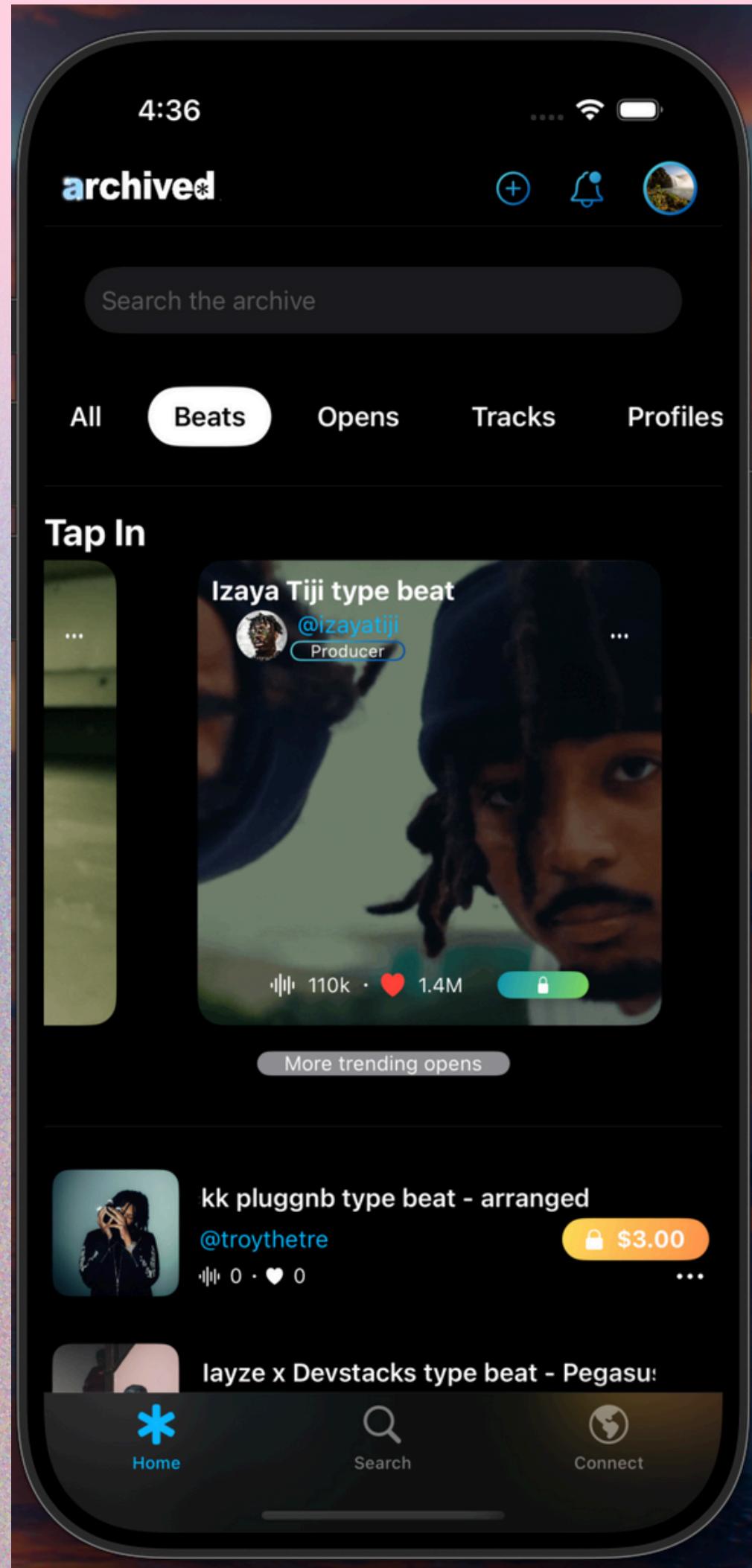
direct-messaging connection view to engage with producers, artists, and fans

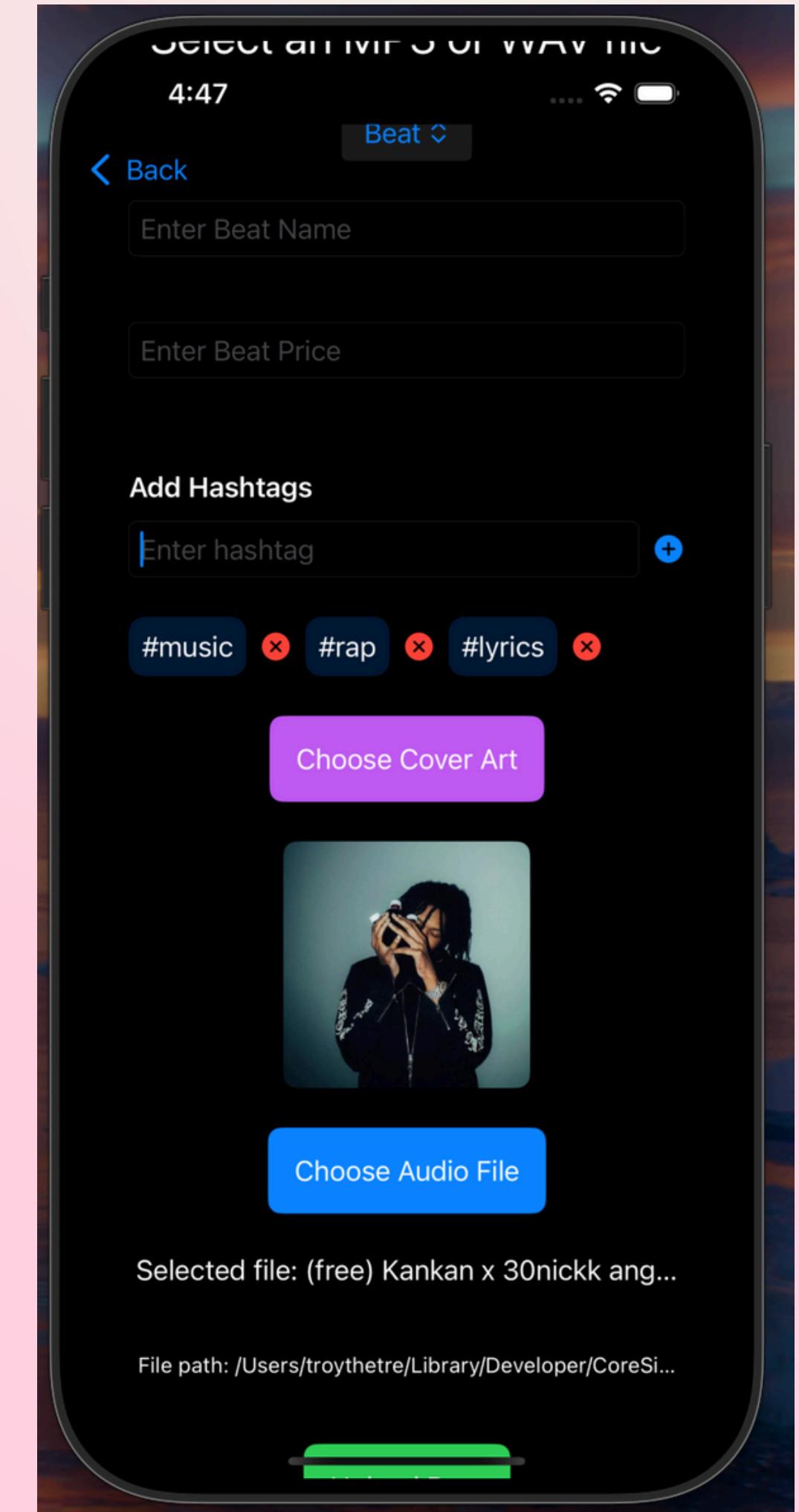
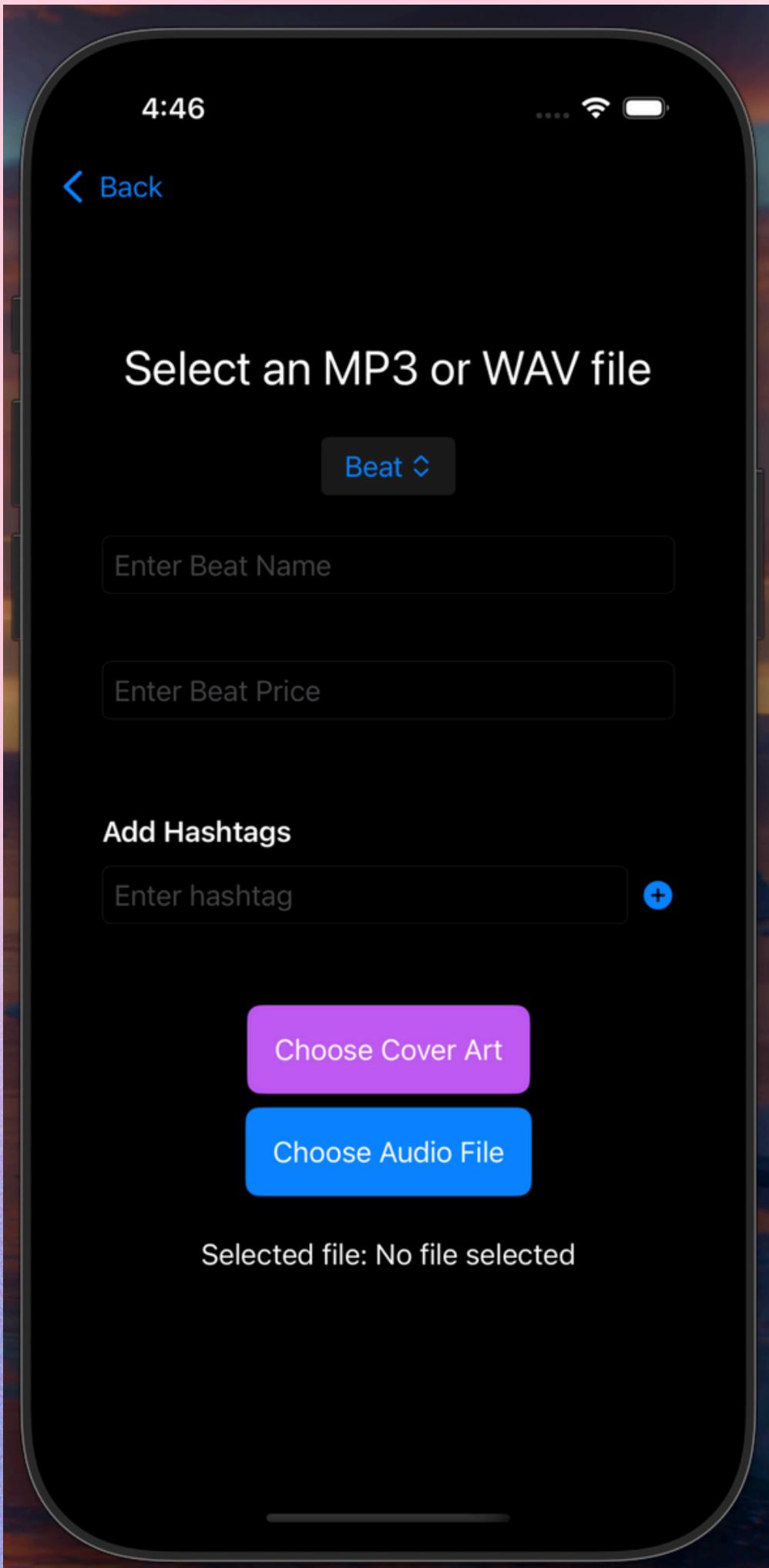
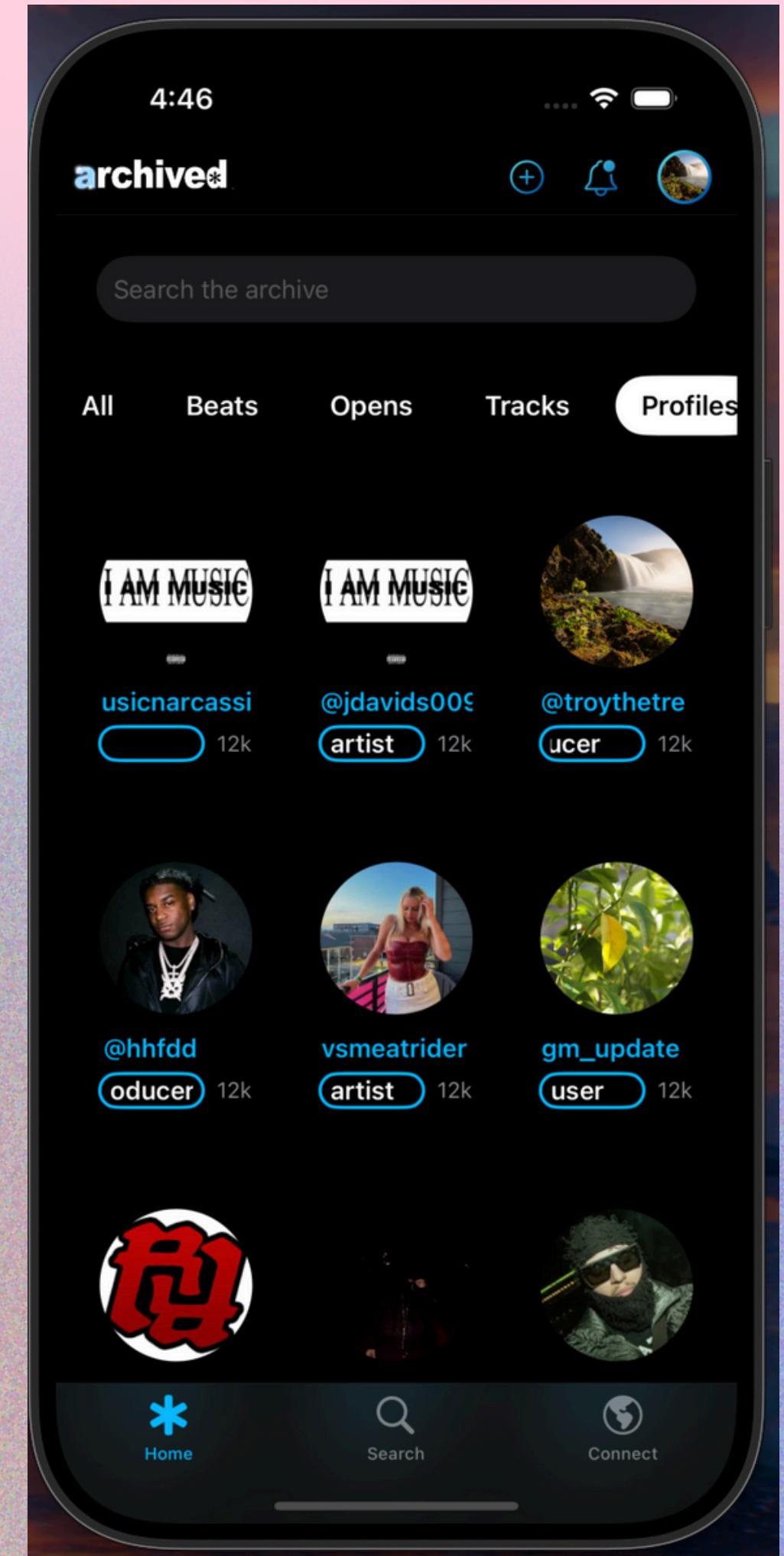
database storage of mp3/wav files, artist/producer profiles, and user music tastes

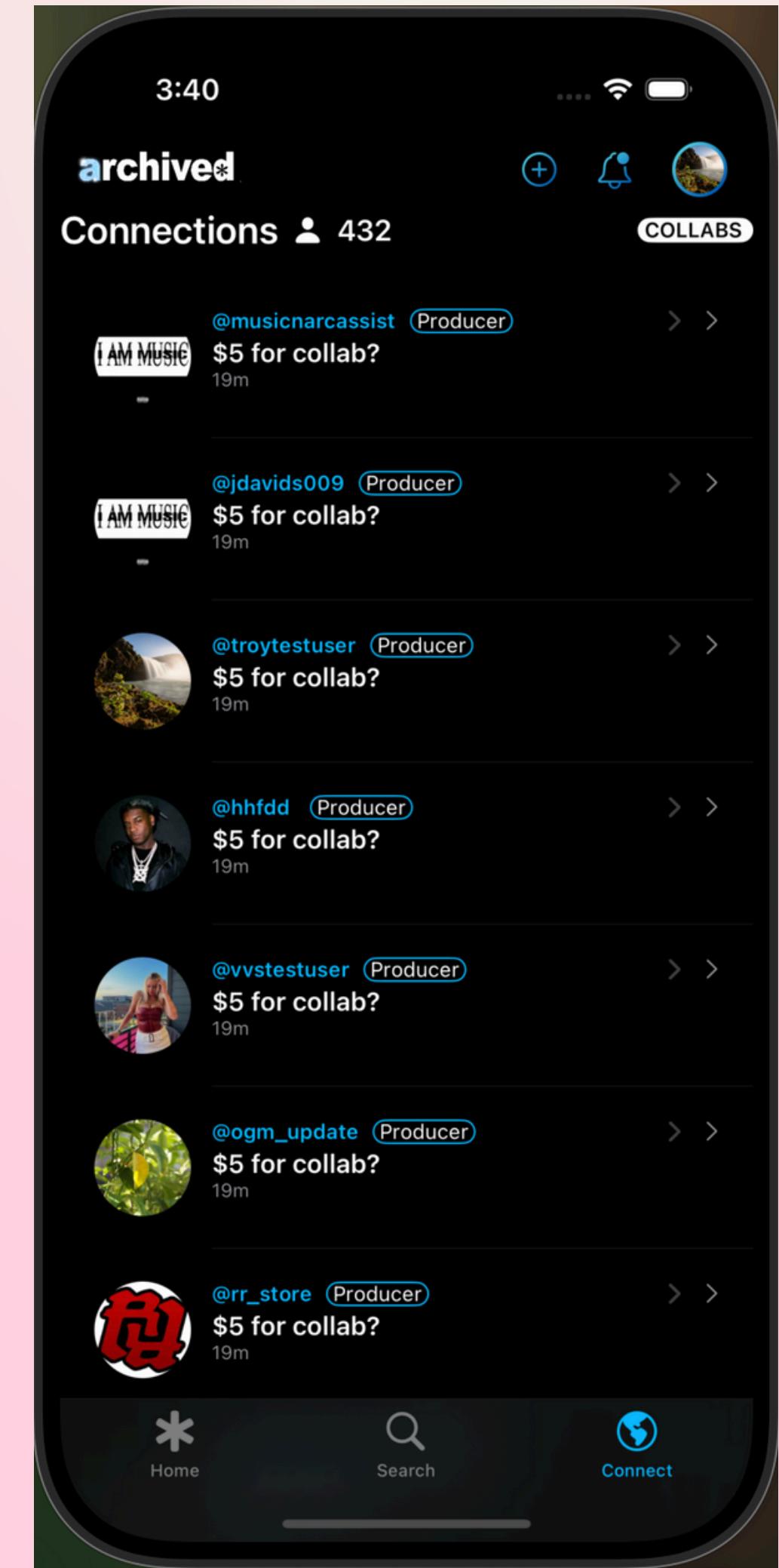
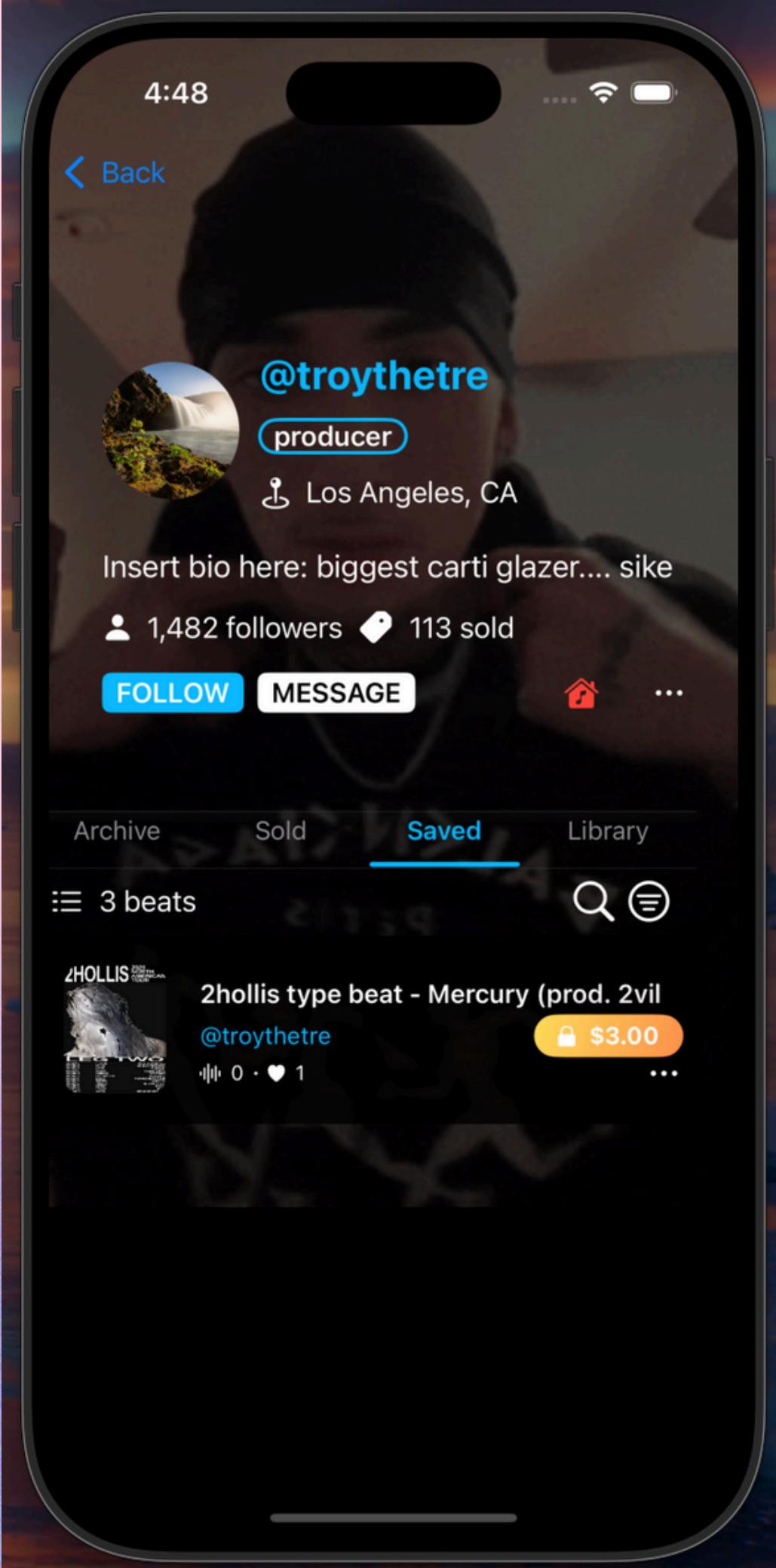
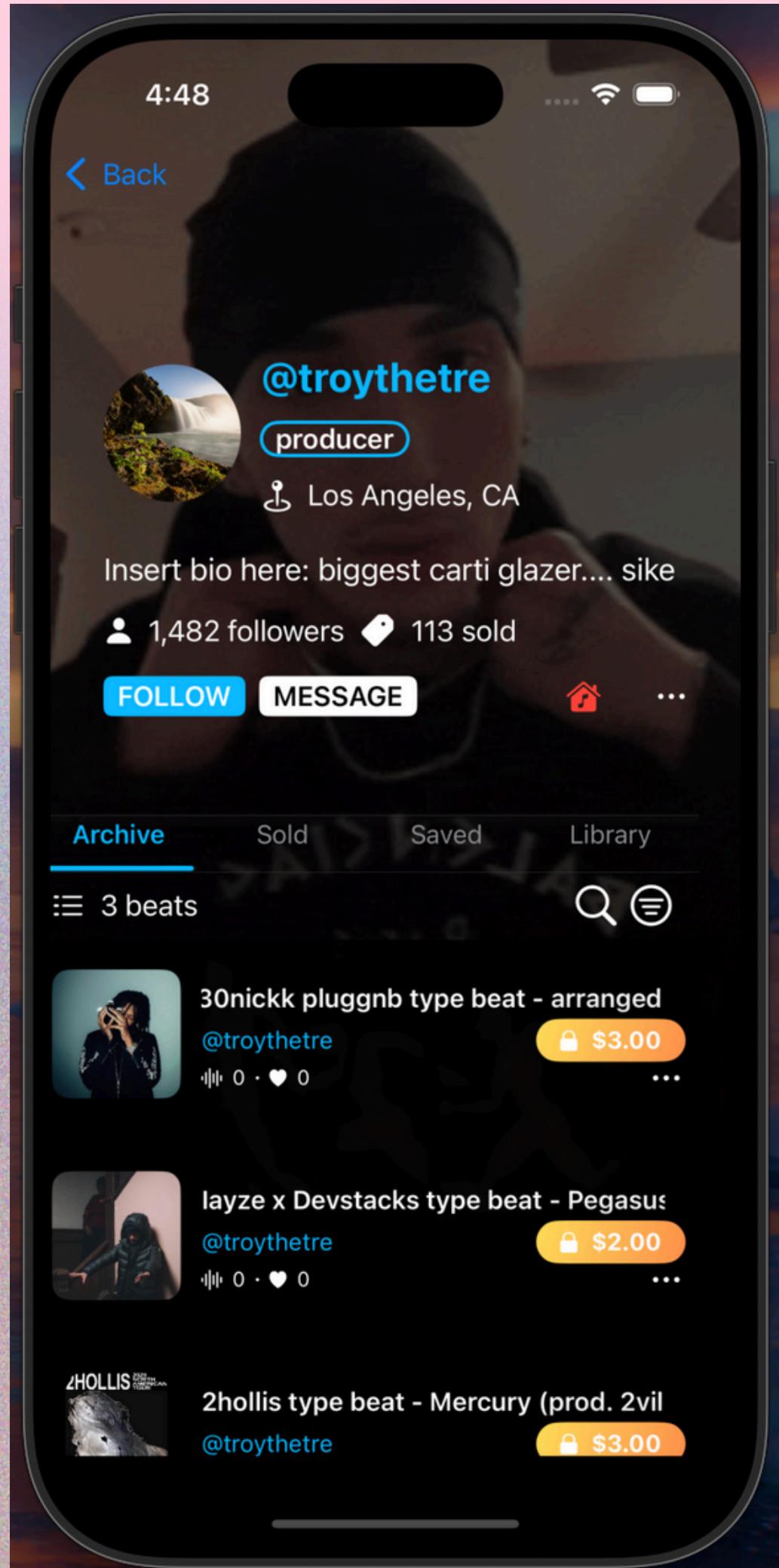
UI display of beats, opens, and tracks similar of Soundcloud and BeatStarz

WHY I AM INTERESTED IN THIS PROJECT

- | | |
|---|---|
| 1 | learning to build a direct message system with implementation of payment system |
| 2 | Learning how to implement a payment system into an app |
| 3 | to elevate coding skills and knowledge of Swift and Google Firebase |
| 4 | learning to master the backend design of audio compression |
| 5 | to create a platform that is built for creator/artist/content creator and enhance the engagement of the community |







PROJECT CHALLENGES

implementing payment system (still working through it)

keeping code tidy and organized (a lot of code lines and files to keep track of including service, model, view, backend)

time management and having to make decision on which features to keep/abandon

STATUS UPDATE

01

Implementation of payment system

02

Building Comment Section

03

Sending file/lease to buyer's email following purchase

04

Allow user to send inbox request to producer/artist (e.g. I want a 3 minute long R&B beat and am willing to pay \$30 if delivered within a week)

THANK YOU FOR
LISTENING!

Any questions?