❖ TIMBRE MEDIA MOBILE APP DESCRIPTION AS INCLUDED BELOW:

- ➤ Mobile Interface Requirement:
 - 1. Wire Frame Design
 - 2. Architecture data structure, UI design, XML, API
 - 3. Dynamic server URL setup for accessing server
 - 4. Display of company's logo & name dynamically from server
 - 5. Logon for user, using email id & password.
 - 6. Listing of available dynamic categories.
 - 7. Listing of audio files with thumbnail image & text description.
 - 8. Audio player play/pause/replay/play from last stopped
 - 9. Download audio file on demand & network handler to manage audio file.
 - 10. Local Memory Encryption Delete audio file older than 'x' days & security module to avoid any copy of files from memory.

> Admin Web Interface:

- 1. Login for admin
- 2. User Profile Management: Create users, listing of users((Sn, Username, Email ID, Status), Edit/Delete/Block/Search/Filter users.
- 3. Category Management: Create/Delete/Edit/Block categories.
- 4. Audio File Management :- Add/Edit/Delete audio file & options to view, list files & option to preview audio file
- 5. Configuration module :- Add/Edit/Delete splash logo

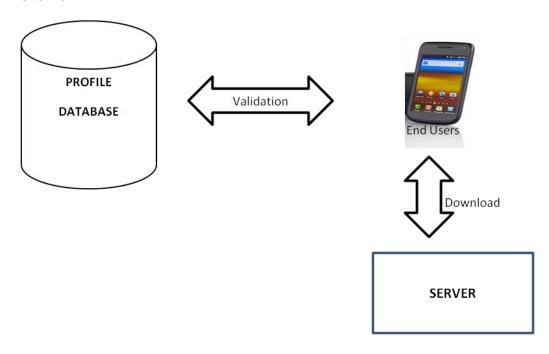
Add/Edit/Delete splash text

Add/Edit/Delete audio player logo

Add/Edit/Delete server url

- > Web Service: Implementation of web service for mobile communication.
- ➤ **Deliverables:** Document, Source Code, App Build.

Overview:



STEPS:-

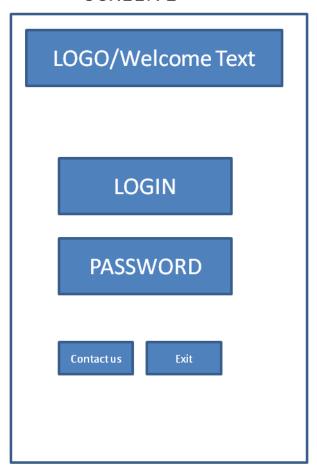
End User logs in for the first time. (Assumption is similar to Gmail etc in android there will not be a necessity each time; this shall also be first time registration.)

Menu Visible and will choose.

If not available locally will download (usage of wifi /data plan)

Will start playing.

SCREEN 1



SCREEN 2

