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Soundboard - React Native Project

This report explains the steps that I followed to create the soundboard app. First of all, you will find in the next pages screenshots of the wireframes of the application to see what components I should develop.

Sampler View :

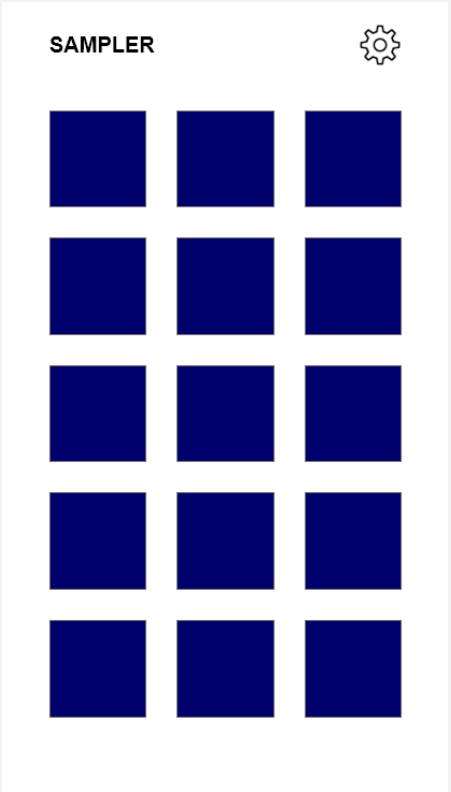
I started by creating a simple view of samples (*those samples represent all the music .wav in the library*) that you can play the sound by clicking a normal click, and you can also edit the sample by doing a long click.

I used redux as a solution for the management of states in the application. I did two reducers, the first one is **addSampler** and the other one is **editSampler** which I export in samplerSlice.

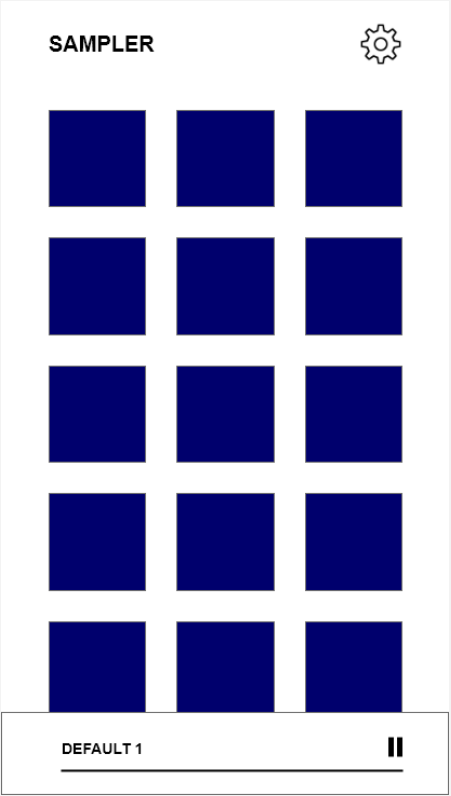
- By doing a normal press, it will play the sound of the sampler selected. I used **expo-av** for the sounds.
- By doing a long press on a sampler, we will have the possibility to change the actual sampler by another one that exists in the library.

Search View :

On this view, you will have the ability to search in the freesound library by using their API. The data format is prepared to be added in the library. Once we click on add to the library button, it will add it in the library and on the sampler view as a new sampler



Library View



Library Sampler (Sound Playing)

SAMPLER



DEFAULT 1



SAVE



Edit Sampler

SAMPLER



00:00



START



Record View (1)

SAMPLER

ENTER NAME...

KICK.WAV

00:10

||

+

KICK.WAV

00:10

||

+

KICK.WAV

00:10

||

+

KICK.WAV

00:10

||

+

KICK.WAV

00:10

||

+

≡

+

Freesound View

SAMPLER

00:10

NAME

SAVE

≡

+

Record View (2)