



Application Development for Mobile and Ubiquitous Computing

Seminar Task First Presentation

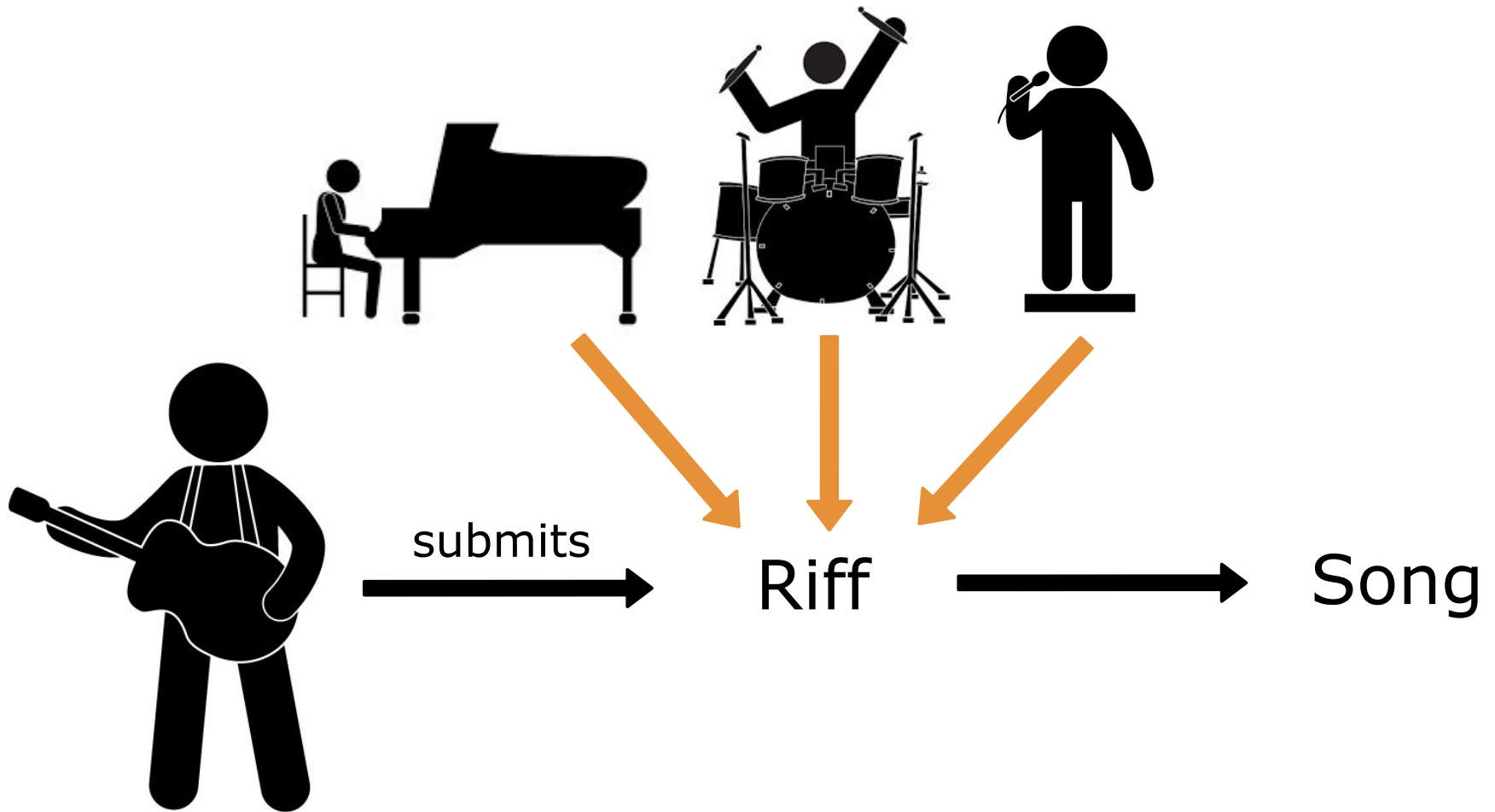
Group 17
Team: Gonalo Mordido
Jos Venncio

The only way to **make music** with other people is:

- By knowing other people that can play other instruments.
- And then meeting them face-to-face.



Make music, together.





- Loves music.
- Wants to create music.
- Can play at least one instrument.



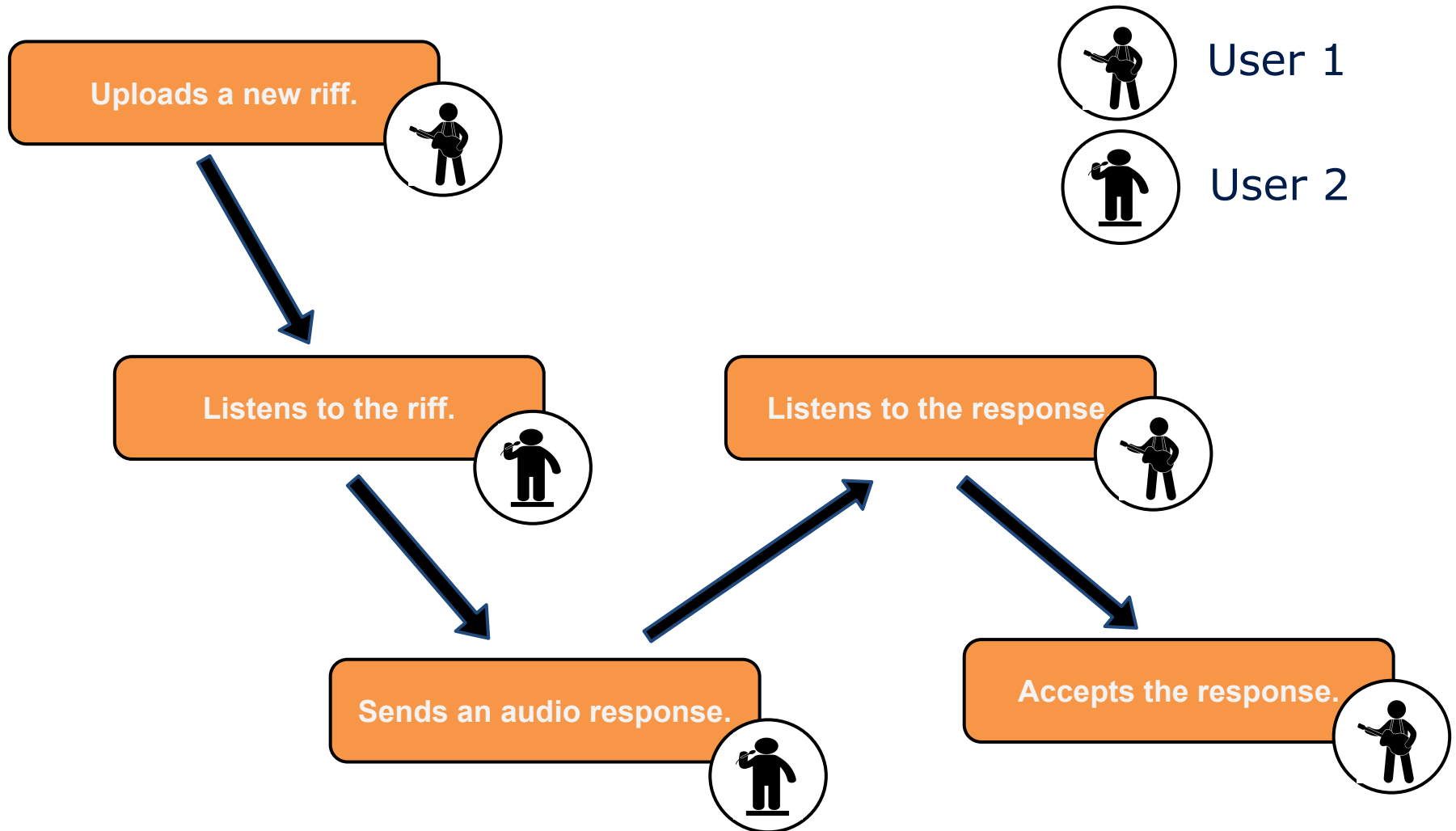
User 1

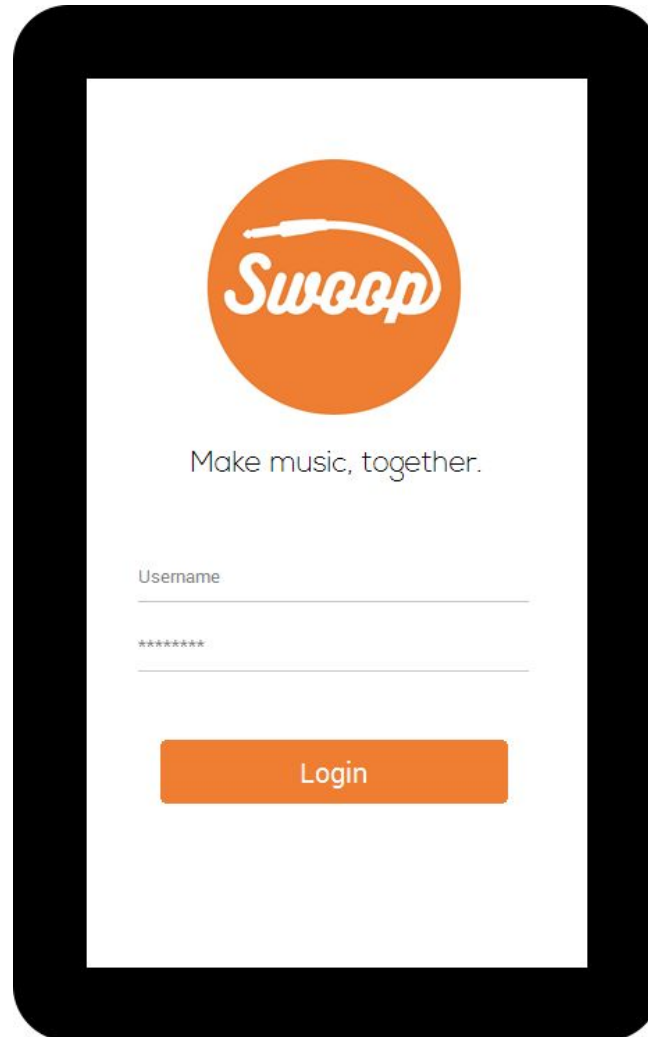
- Only knows how to play guitar.



User 2

- Only knows how to sing.



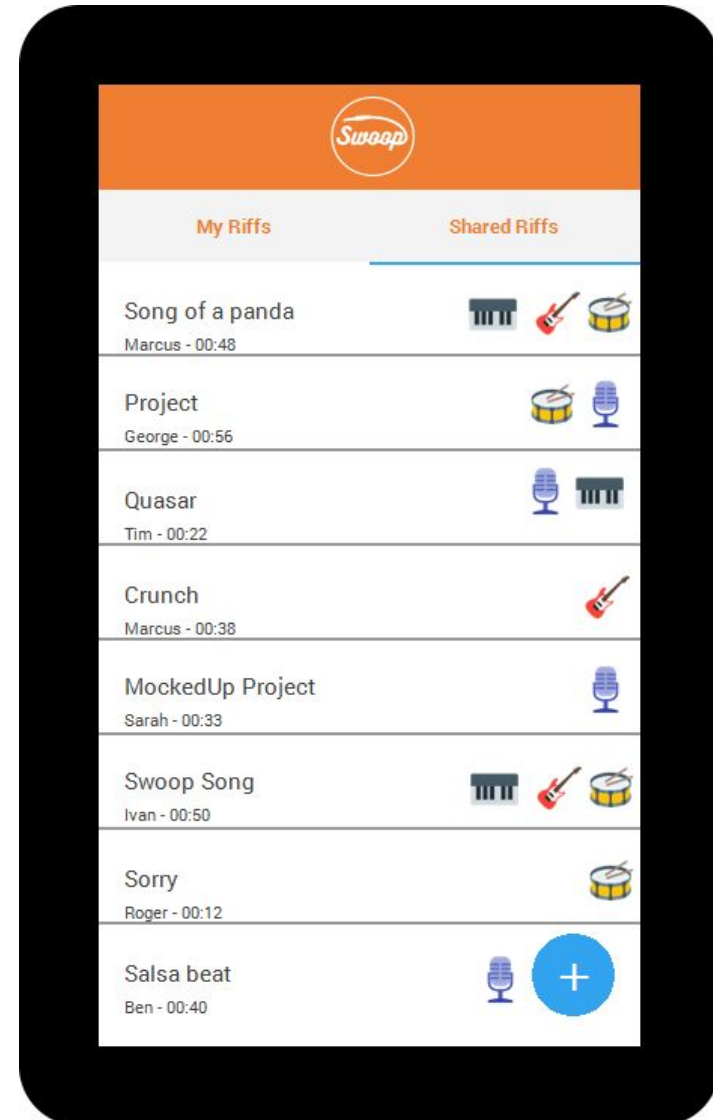


The image shows a mobile application login screen for 'Swoop'. At the top center is the Swoop logo, which consists of an orange circle containing a white stylized brushstroke and the word 'Swoop' in a white script font. Below the logo is the tagline 'Make music, together.' in a simple sans-serif font. Underneath the tagline are two input fields: the first is labeled 'Username' and the second is filled with asterisks to represent a password. At the bottom center of the screen is a large orange button with the text 'Login' in white.

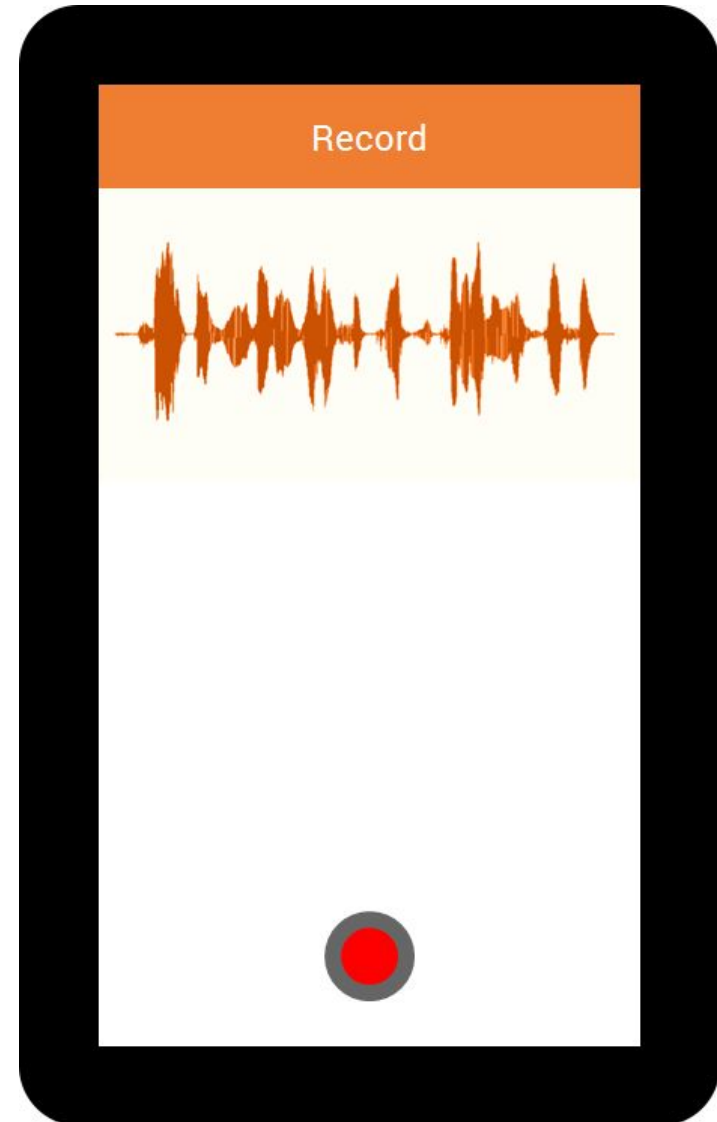
Uploads a new riff.



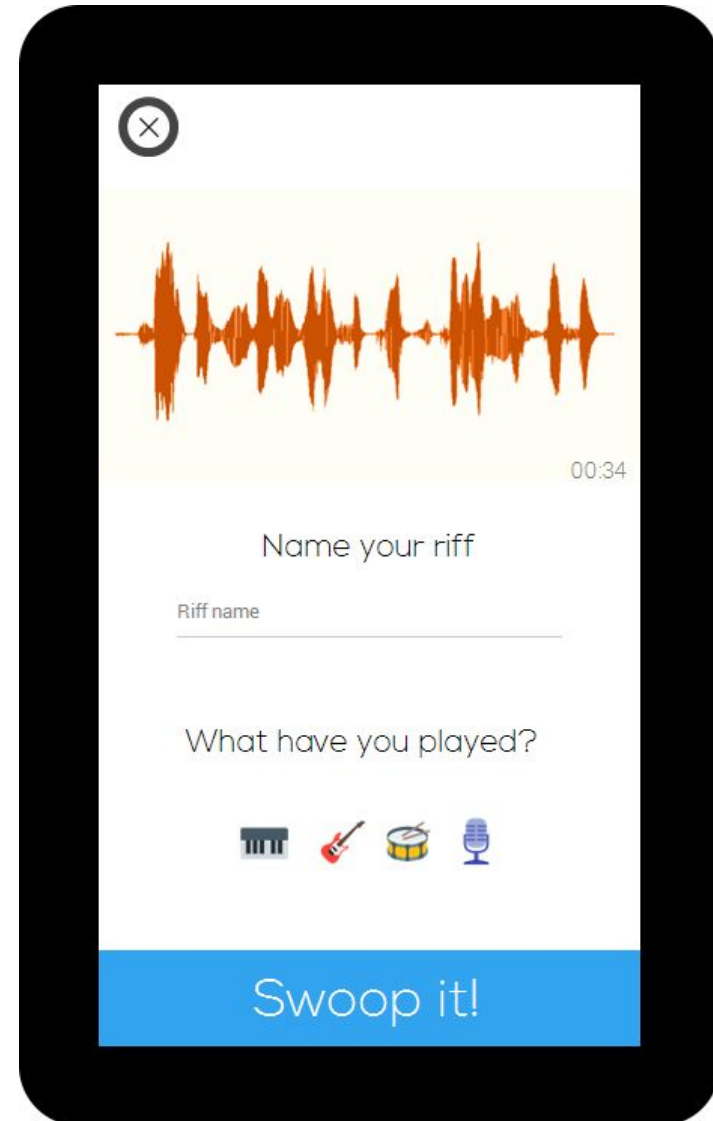
- View the list of “Shared Riffs” and “My Riffs”.
- Homepage.
- Tap the “plus” button to record a riff.



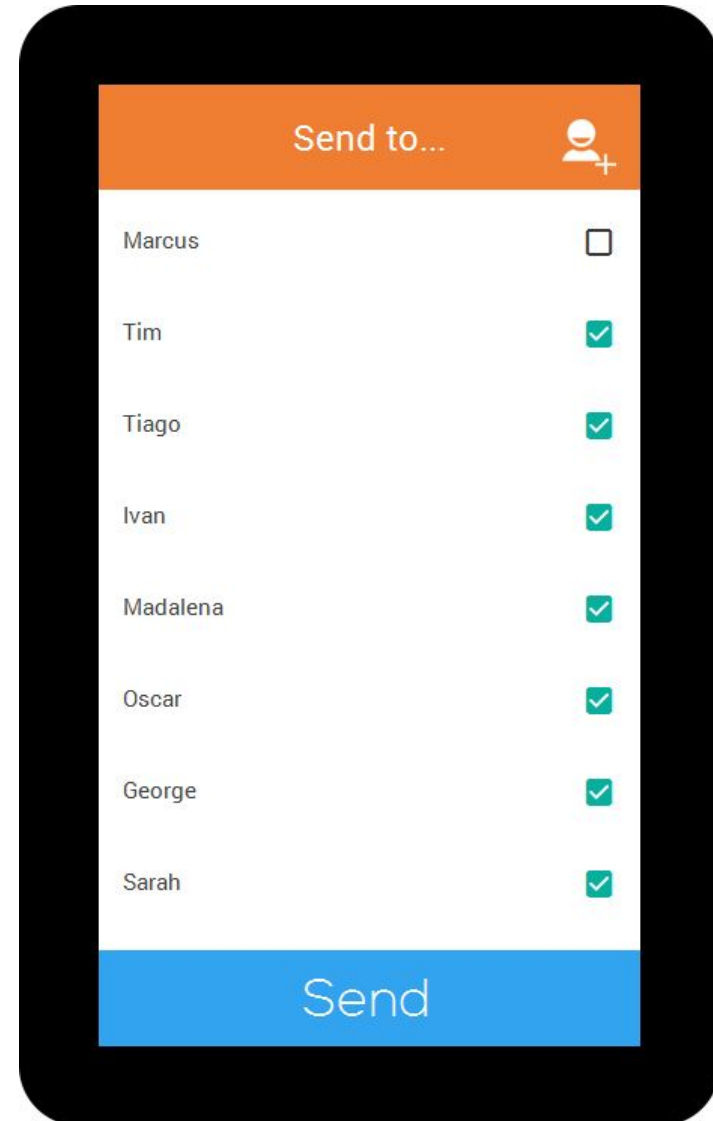
- Record the riff.

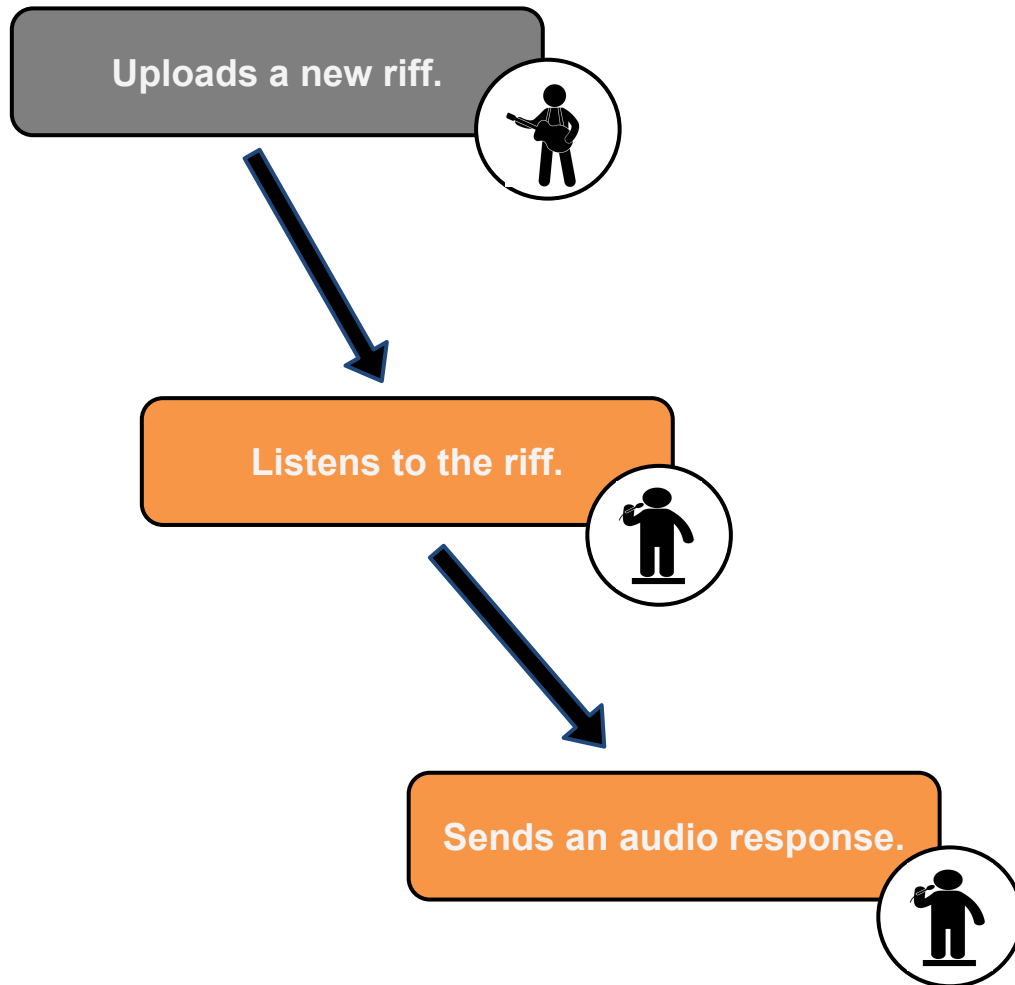


- Select the instrument(s).
- Name your riff.

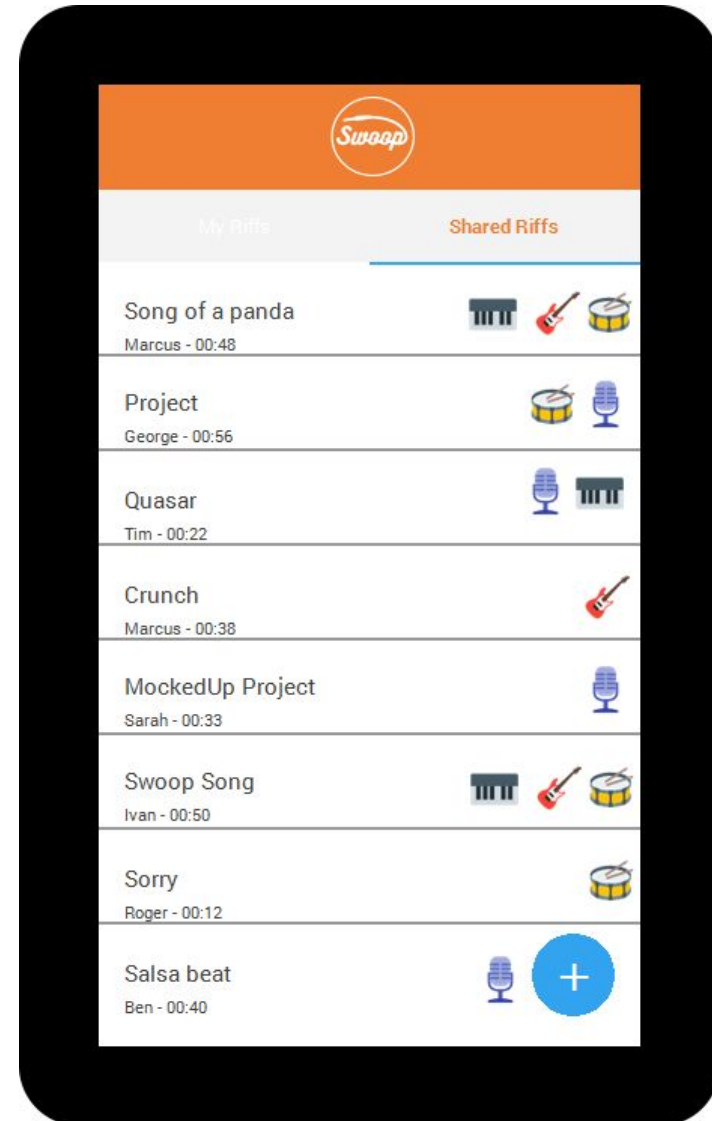


- Choose the users to send the riff.
- Send the riff.



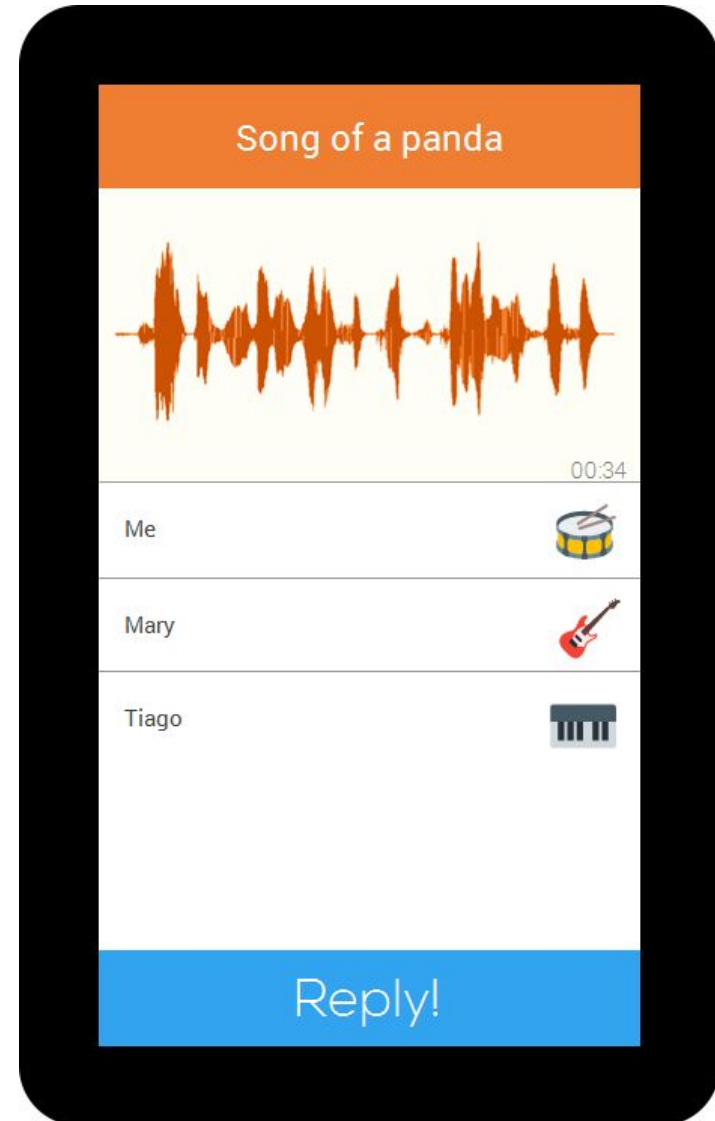


- Tap the desired riff.

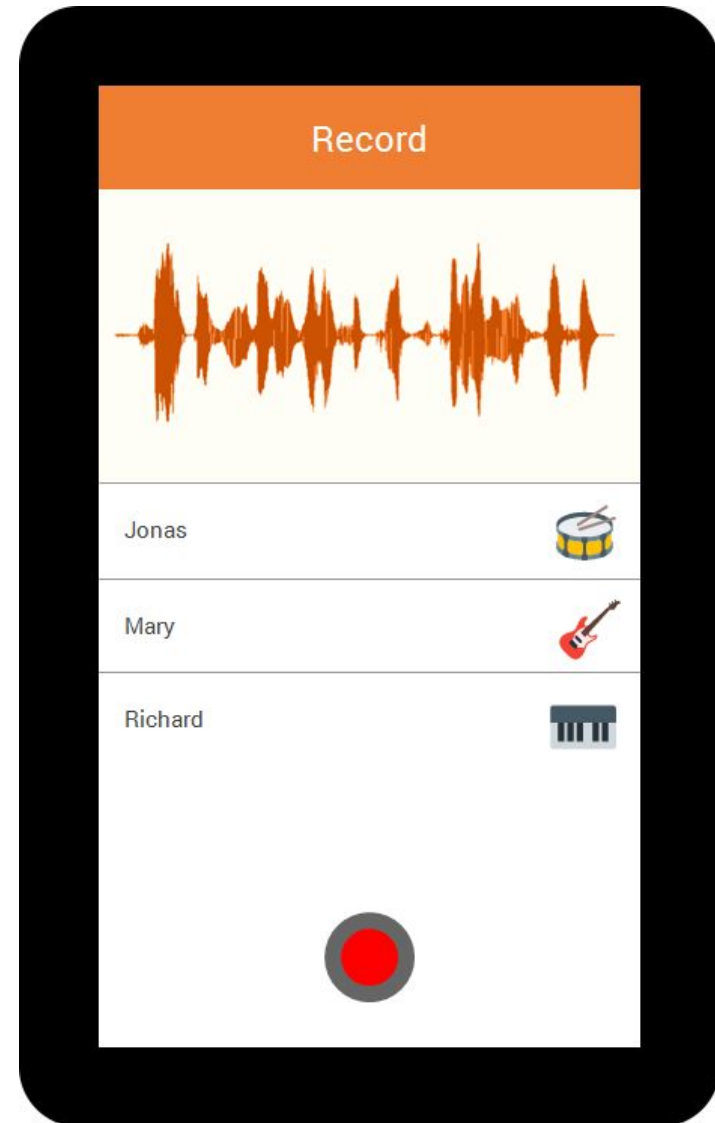


Listening and responding to a riff

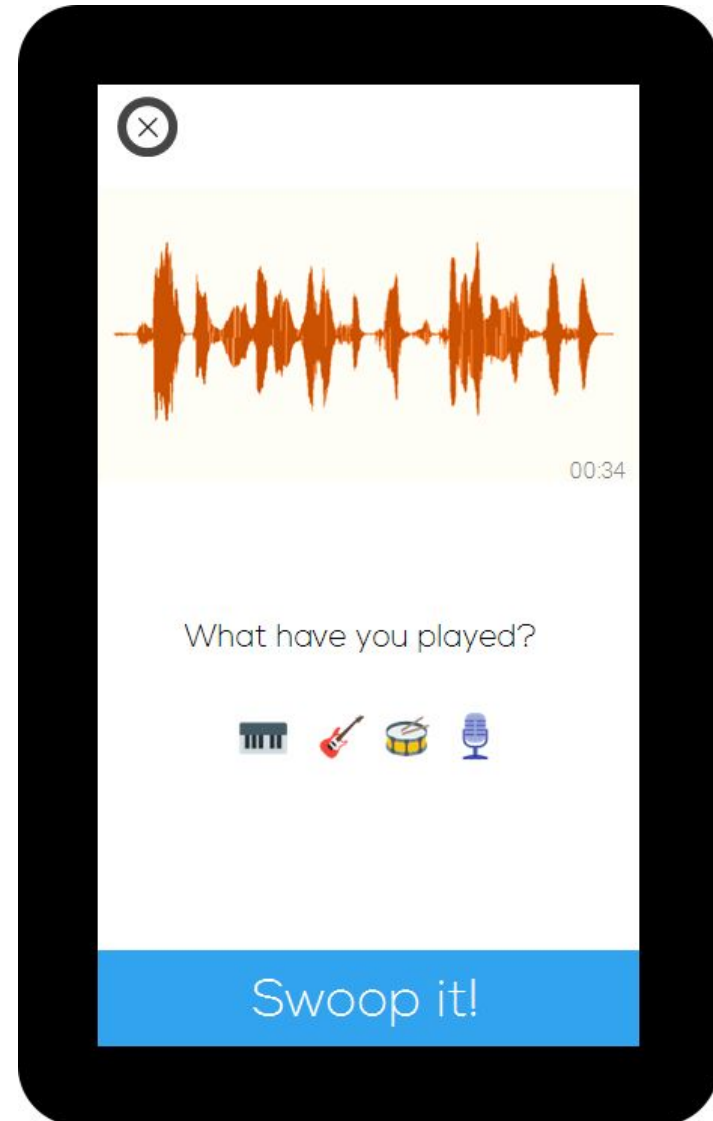
- Listen to the riff and see who participates in it.
- Tap the "Reply!" button

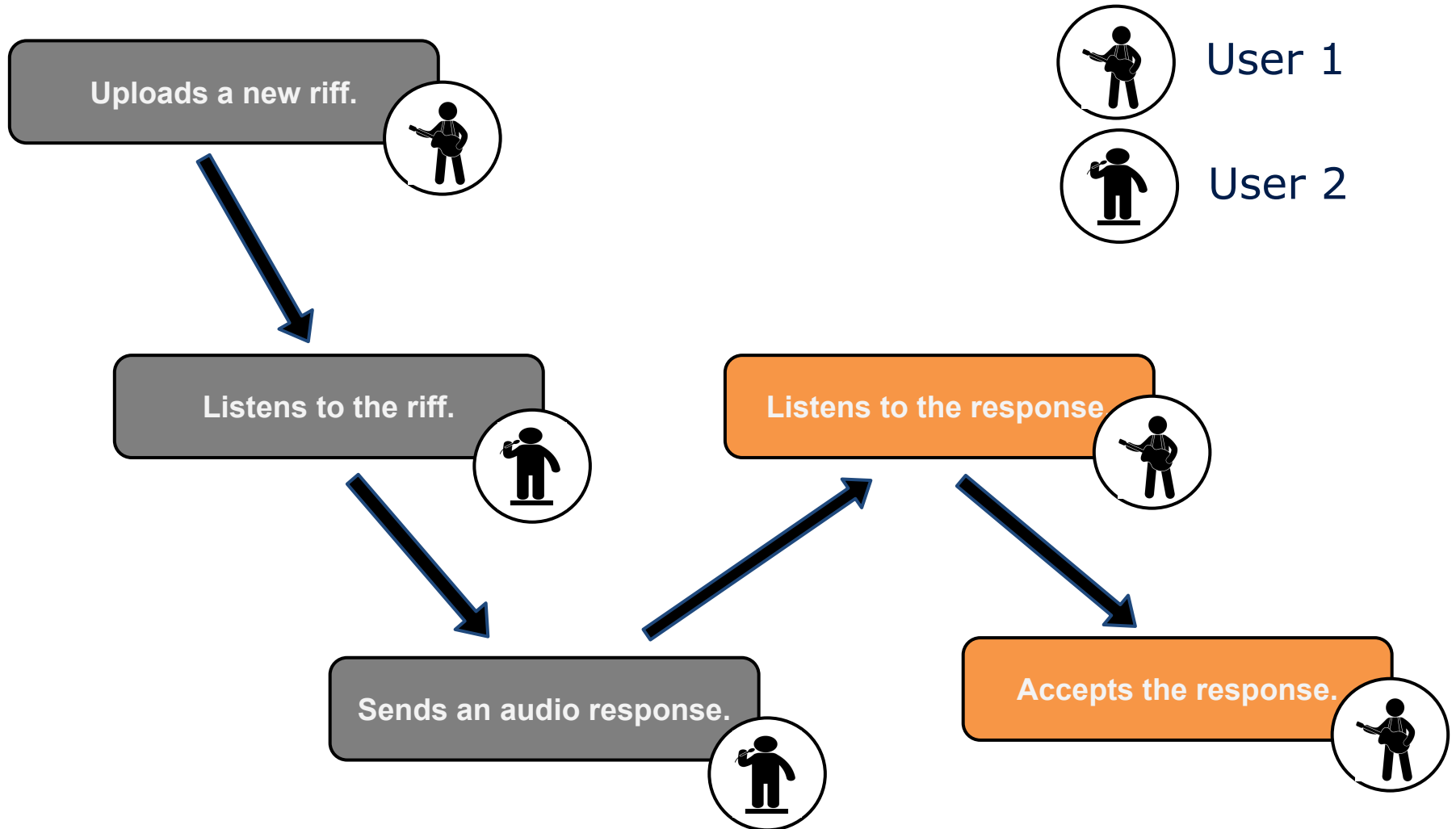


- Record a response while listening to the original riff at the same time.

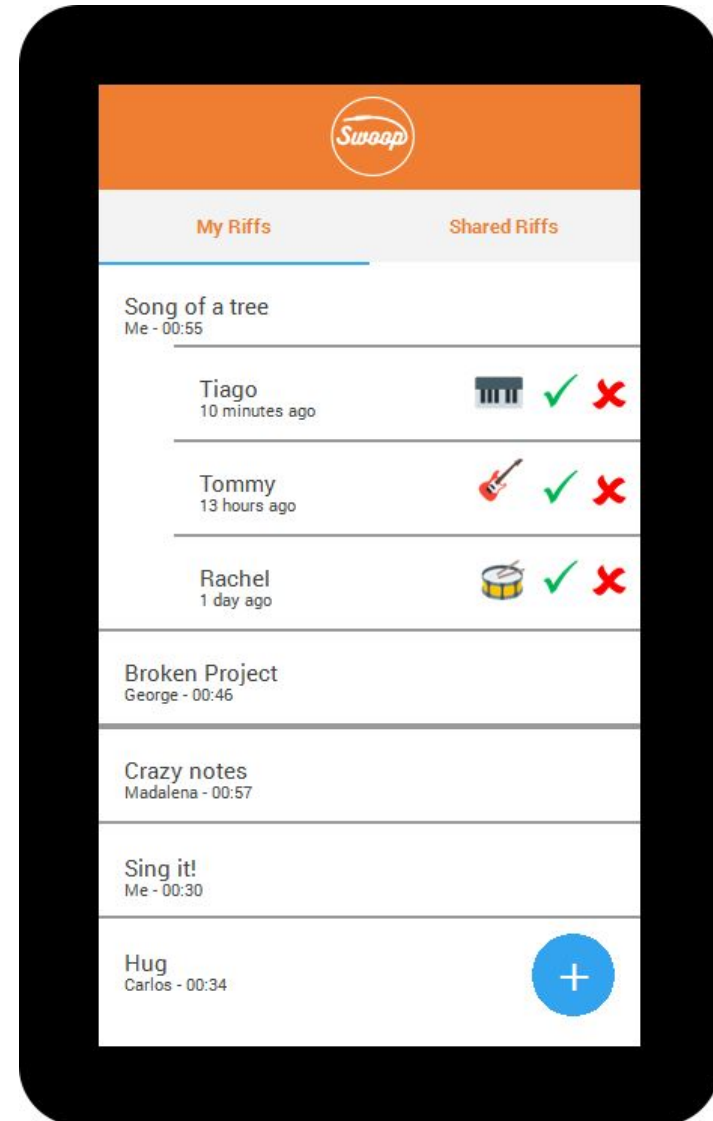


- Select the instrument(s).
- “Swoop” the response.

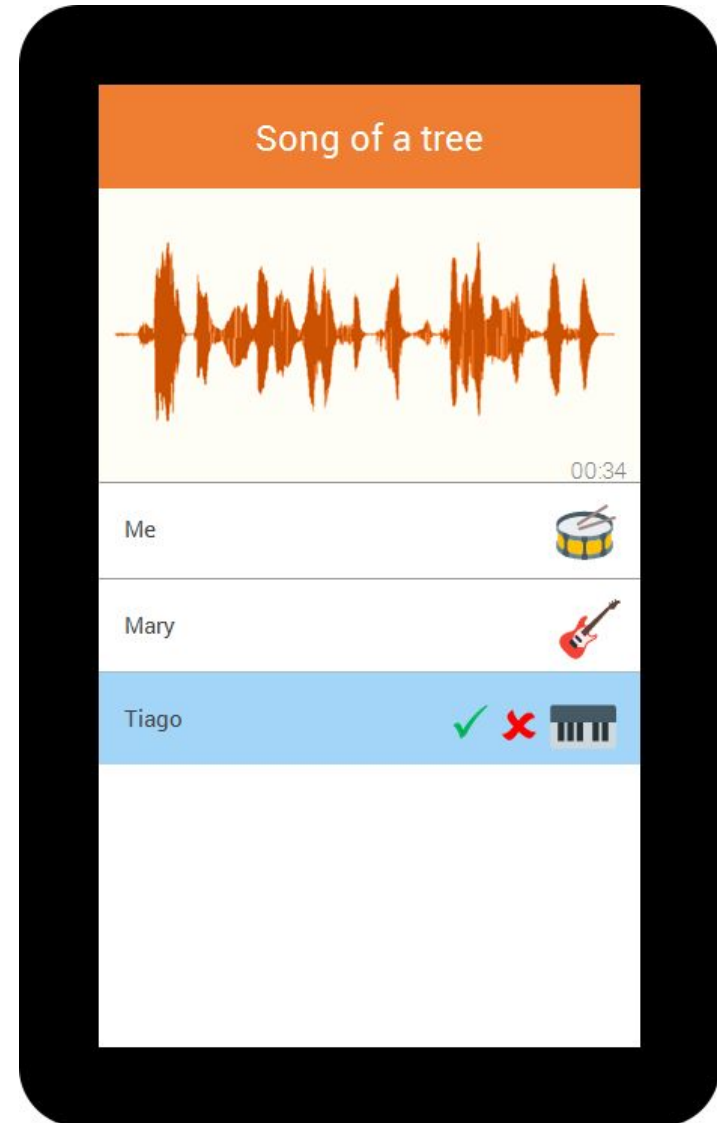


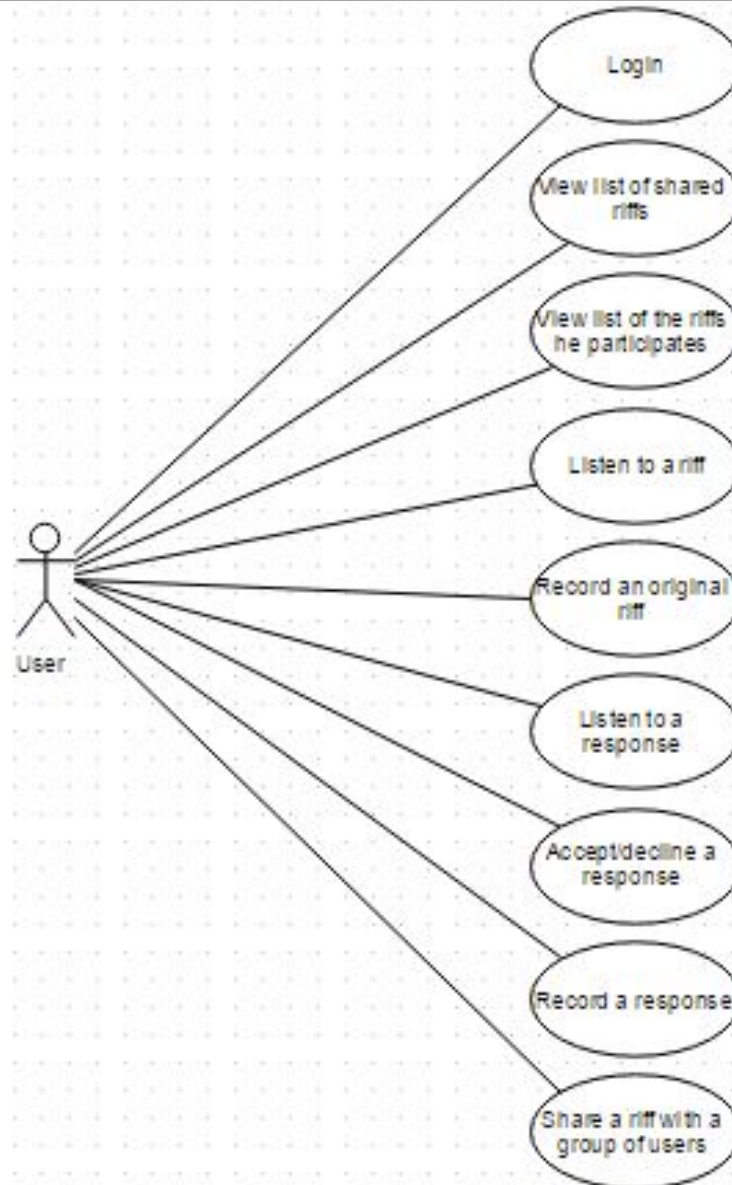


- Tap the riff to see all responses.



- Listen to the response overlapped to the original riff.
- Accept the response.

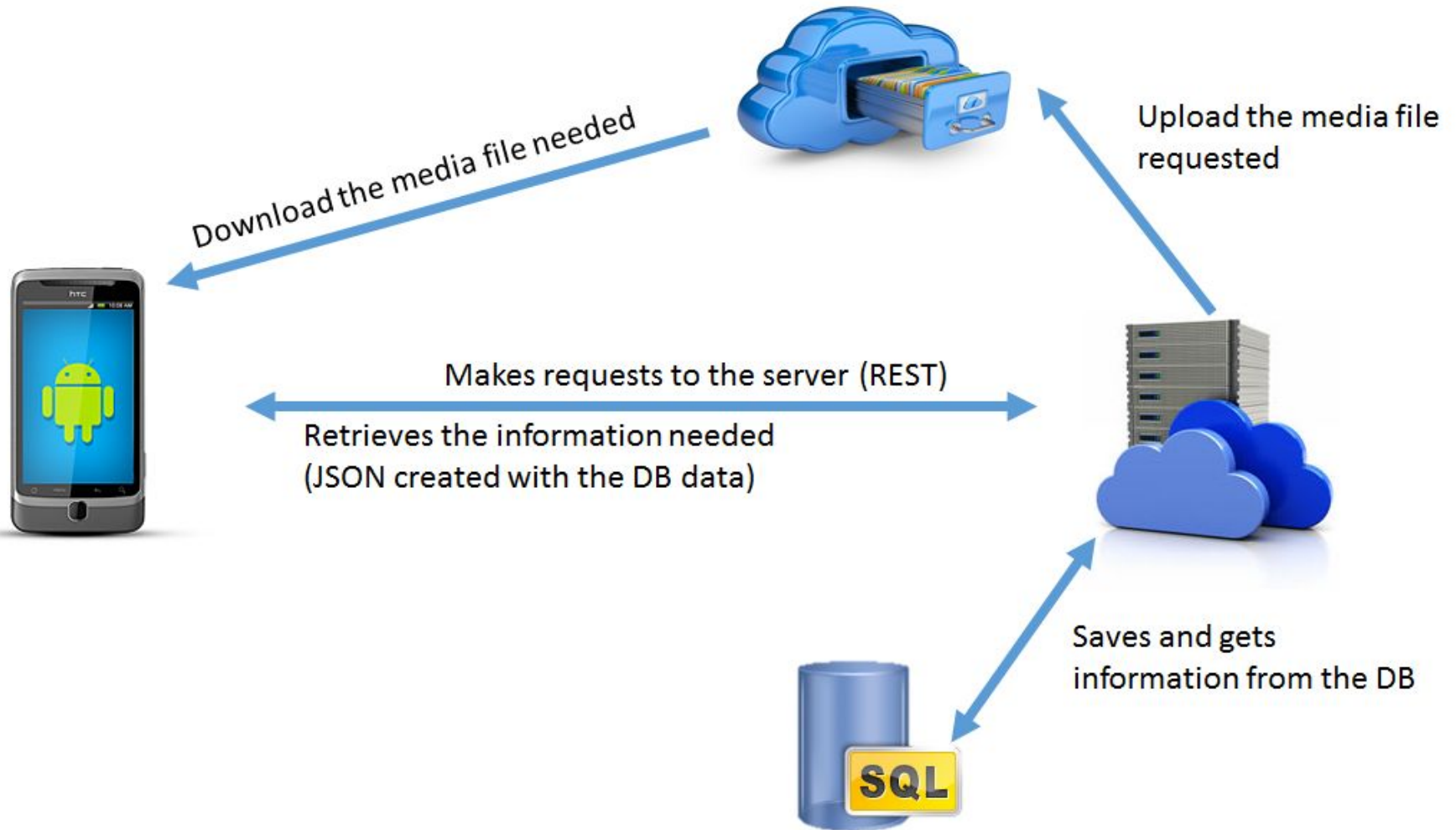




- Usability Challenge
promote user experience by minoring user input.
- Context:
Save all the users that directly received a riff from a known user.
- Adaptation:
List all those users.
Option to select each one easily (checkbox).

- Offline Challenge
provide some functionality when offline.
- Context:
Detect if a user has internet connection.
- Adaptation:
While submitting a riff or a response offline, store the audio file in cache.
When with internet connection again, the user can simply send the riff without the need to record it again.

- Client
 - Android
 - `android.media.MediaPlayer` - to play mp3
- Server
 - MySQL Database.
 - Python
 - Uploads audio files to the Storage Server
- Storage Server
 - Contains all the audio files of the application



15/11/2015	Functional Prototype of server without storage server integration.
30/11/2015	Functional Prototype of server (integration with the storage server) and client.
11/12/2015	Client and Server integration.
15/01/2016	Testing and improving UI.
27/01/2016	Fixing bugs.