

Drum Machine App, 1/21/13

“programmers delight: Chris Bowen, Colin Stenerson ...”

Problem Definition

- Sometimes people want to learn how to play instruments but don't have the money for the instruments, this app will help with that.
- Link people who want to play drums to an electric drumkit
- Research 1/31/12
- Code ideas 2/14/13

- Different java and c books on user interfaces and other programming techniques.

Solution Specifications

- Solution Block Diagram
- Operation Description
 - Ask user to select kit
 - Once kit is selected user uses touch phone or handled to play the drums
- Component Specifications
 - Made up of a drop down to select type of drumkit (3 differ kits)
 - Options to possibly record
 - Also to add a metronome for rhythm

Competitive Analysis

- There are plenty of electric drum kits out there, ranging from all types of prices. The idea of this App is to eliminate having to pay an arm and a leg to practice drumming.

Potential Applications

- To help teach or tighten the users drumming skills.
- For fun and a challenge

Future Improvement Ideas

- Maybe use that bump idea where users can transfer the files they create by bumping phones.
- Possibly be able to sync two differ users onto the same wave pattern

