

## Xonata. iPhone application

### Customer

Corporation-developer of software.

### Aim

The aim is developing of application, which simulates playing some musical instruments. There must be two modes in application: playing and free. In playing mode customer selects musical instrument and sequence, after that with the help of tips customer plays melody or music sequence by pressing on buttons (there is a capability of pressing on several buttons at the same time). In that way application counts missed and right pressings; the results are shown on the top part of screen. In free mode customer selects musical instrument and can play by pressing on buttons without music sequence and counting missed and right pressings.

### Solution

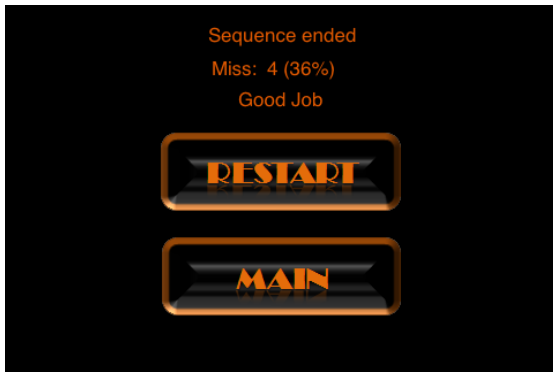
There were used standard elements of creating graphic interface in developing of application. For sound's retire there was used OpenAL library.

### Basic Functions and Effects

- Selection musical instrument.
- Selection music sequence.

### Screenshots





## Technologies

MaxOS 10.5.4. XCode, iPhone SDK, objective C

## Product Title

Xonata

## Project Capacity

3 man-weeks