



Rubato

INSTALLATION INSTRUCTIONS

1. This app only works with iPhone 6.
2. Click on the ipa file (should be called **Rubato.ipa** and not Rubato-iPhone6.ipa) and download it.
3. Open the ipa file with iTunes.
4. Click on your phone's apps, click "Install", and then sync your device.
5. After your device completes syncing, you should find the app on your iPhone, at which point you can open it and start using it.

If this doesn't work, especially with the screen size, make sure you are using an iPhone 6 and not an iPhone 6s. If you have any trouble, please contact peter100@stanford.edu.

If you don't have an iPhone 6, you can also clone our GitHub repository and run the app from the latest version of XCode 7.1 (older versions will not work). To clone the repository, open up a terminal, navigate to the directory you want to clone the repository to, and type in:

```
git clone https://github.com/peterwashington/Rubato.git
```

Then, open (in XCode) the project that is cloned in the directory you ran the command in. Once the project is done building, select "iPhone 6" from the menu to run on the simulator or the physical device you have plugged into the computer (MUST be iPhone 6). Click the play button on XCode to start the app in the iPhone 6 simulator or your physical device.

HOW TO USE THE APP

- You can access the menu at any time by swiping right from the left-hand side of the screen. This will give you options to access the home screen, create a new session, join a session or revisit a previous session.

- If you have created a session, you have the ability to add songs to the session. Since you are the owner of the session, you can also override the currently playing song by clicking on it. You can view details about the song by clicking on the admin button at the bottom of the screen.
- If you have joined a current session, you have the option to upvote and downvote current songs. We deliberately enabled users to tap on songs to play the song in a session they have joined for the sake of demoing the functionality (we did this because in the demo there is only one instance of the app running, while in the real world several people will be using the app and users won't necessarily have this option).

LIMITATIONS

- The Spotify SDK isn't implemented. This is because the Spotify Swift SDK is currently in Beta and will undergo numerous changes that would stall development during this particular time period. As a result, we've hard coded a couple of songs by The Beatles into the application.
- Featured and local sessions are hardcoded into the app.