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Pife Hi-Fi Prototype README

Our prototype was built using Android Studios and is available on our website as an .apk file. Simply download the .apk to access our prototype.

Limitations:

Since this is a prototype, some features and extended data sets that would exist in the final app are not present here. More specifically, our limitations include:

- Jemi is fully implemented with animations, evolution and reward-receiving capabilities while Ronald is a static SVG (Jemi and Ronald are avatars that users can pick from)
- Limited number of avatars to choose from and limited reward items available in the shop (two different hats and two different shirts)
- Avatar's evolution is limited to baby stage evolving into the toddler stage
- Hard-coded for demo purposes: the practice tool times the user for 10 seconds (rather than 15 minutes) before congratulating the user on meeting their goal
- Practice tool does not capture audio to check if user is generating sound (practicing)
- Watching performances in the perform tool leads to empty performance rooms if no one is occupying the room
- Trophies the user has gained are hard-coded
- Collaboration schedules are hard-coded
- "Streak" feature does not track consecutive days that the app is used