Backend setup

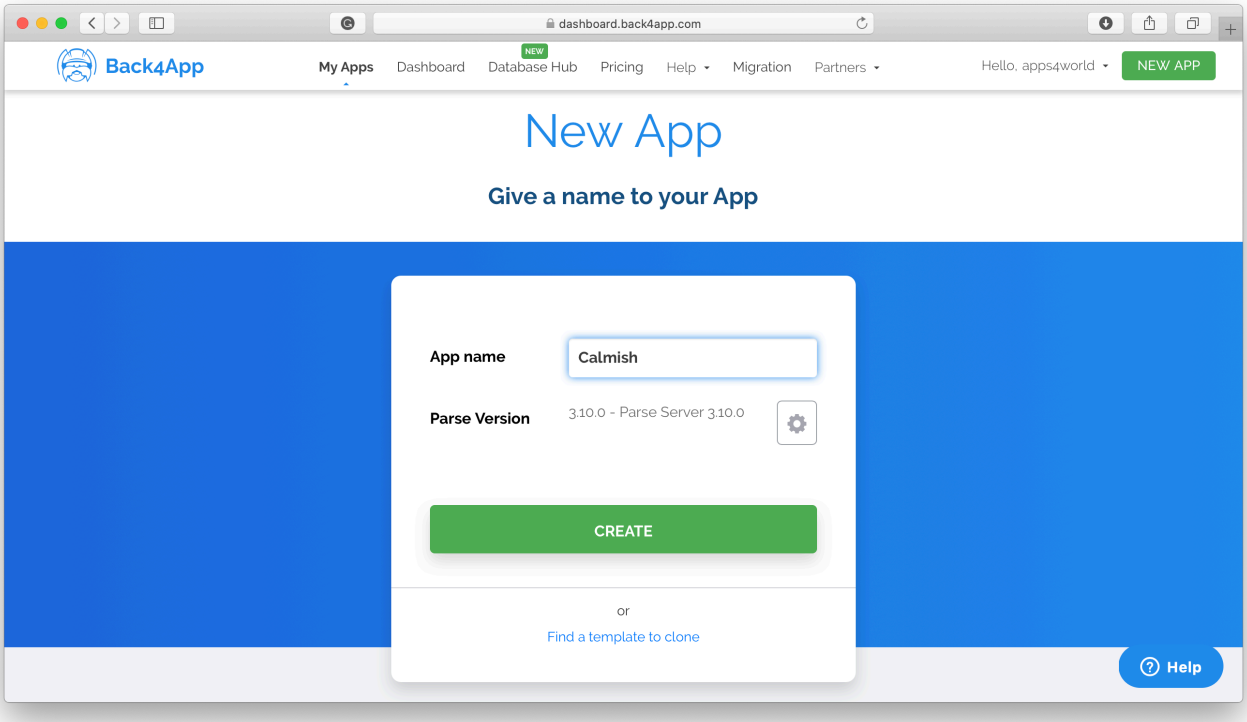
Parse server (Back4App)

1) Create a “Back4App” app

Go to Back4App and create an account if you don’t have one yet.

https://www.back4app.com

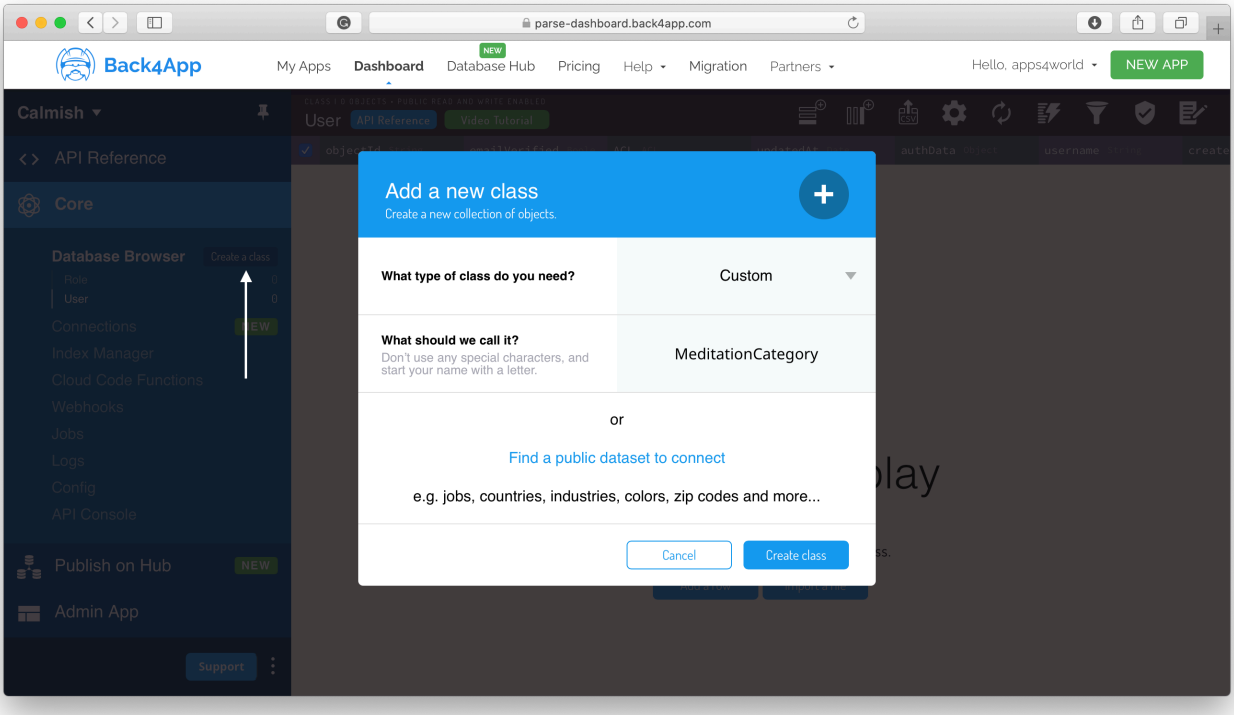
Then create a new app as shown below:



2) Create a class for Meditation/Relax categories

On the left side, select **Core** -> **Database Browser** then **Create Class**. This will be the class/file where you will add more categories for the Relax tab.

IMPORTANT: Name the class exactly as shown in the image below:

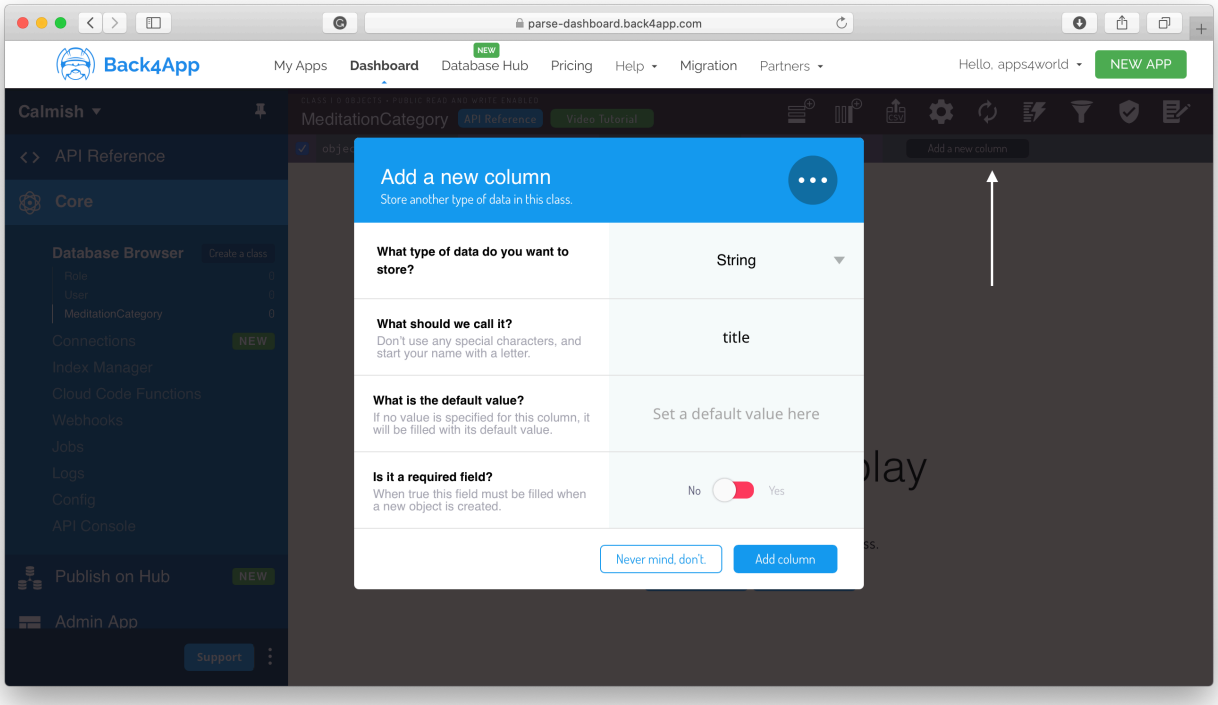


3) Create columns for this class

After you created the **MeditationCategory** class, you must create columns (keys for a JSON object). We will create 3 keys: title, subtitle and image.

See on the top right side of the table, there is a button “Add a New Column”, tapping that will show the screen below.

Here you will add the first column called “title” and the type of data should be String:



IMPORTANT: Repeat this step again and now create a column called “**subtitle**”, also the type of data should be String.

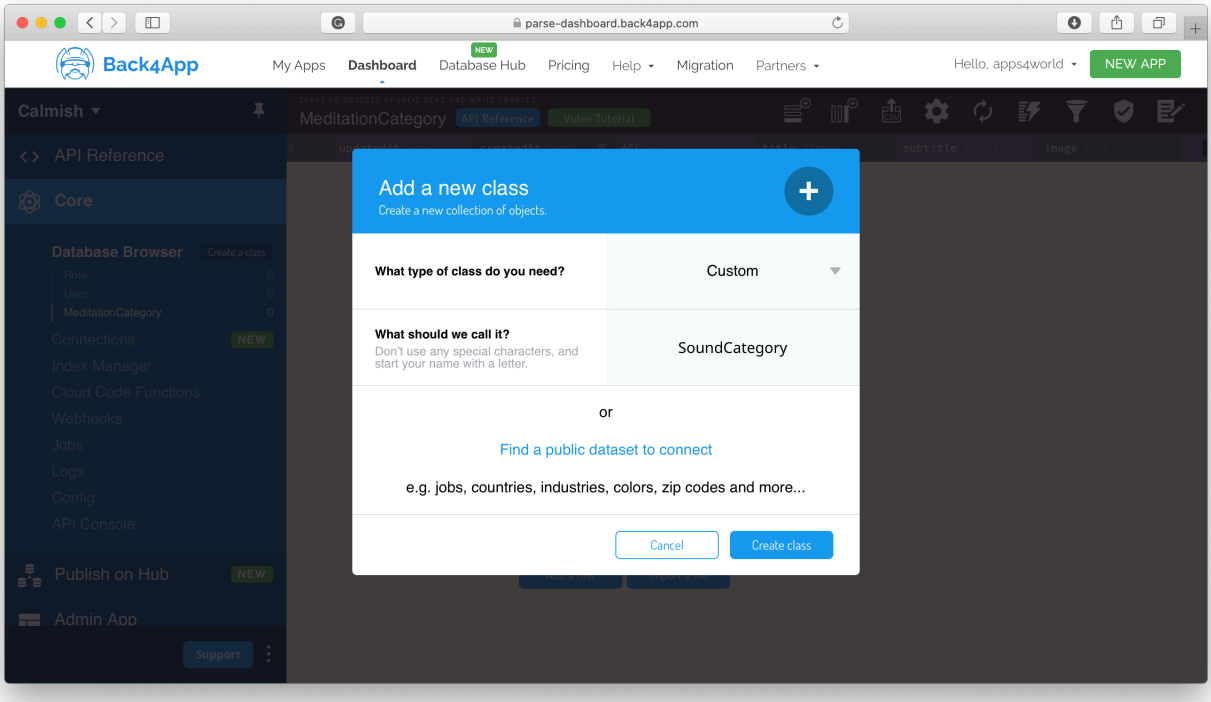
Add One More column. This type, you call it **“image”**, and very important step is to make sure that the type of data is set to **File**, this time, NOT String.

Well done!

4) Create a class for Sound categories

Just like you did in the step #2, create a new class, NOT Column.

This new class should be named “**SoundCategory**”, exactly as shown in the image below:



IMPORTANT: Now that you have the SoundCategory class created, see the step #3 and go ahead and create **only 2 columns** for this class: title and image.

Title must be a String and image a File. Exactly as you did in step #3.

5) Create a class for Sound files

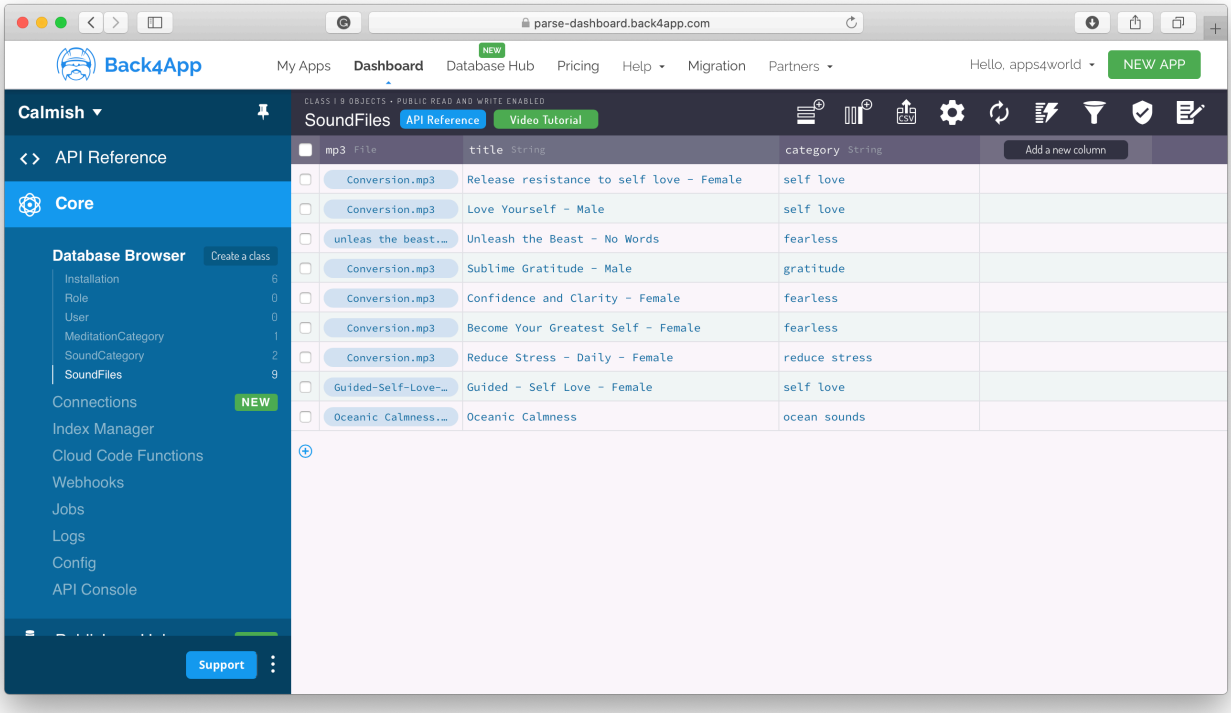
Just like you did in the step #2 and #4, create a new class name “**SoundFiles**”. This is a very important class, because you will upload the MP3 files here.

IMPORTANT: For this class, you will create 3 columns: **title**, **category** and **mp3**.

Title and Category will be the type of data String.

Mp3 will be the type of data File.

See image below:

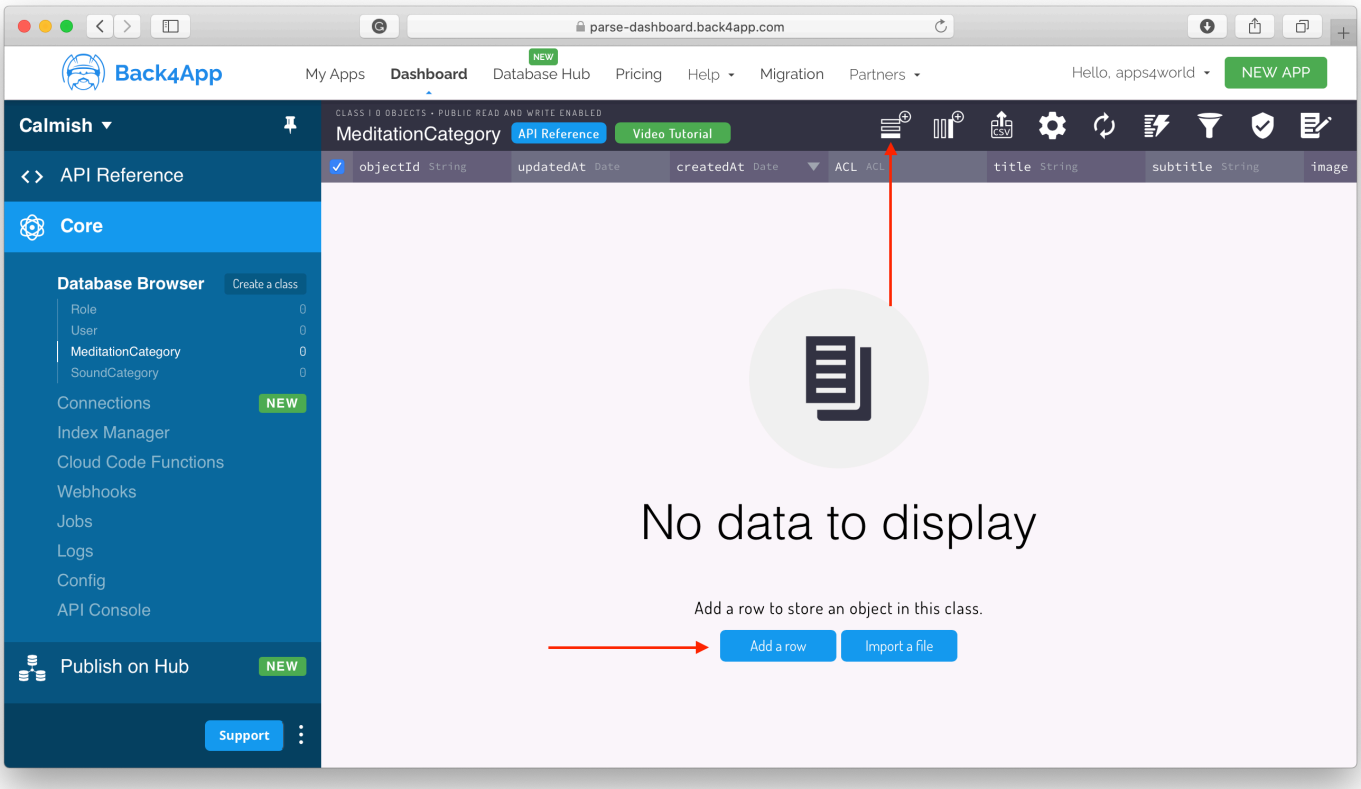


6) Add a category

You created 3 classes:

- **MeditationCategory** (here you can add **rows** that will represent a category for the Relax tab that you see in the app).
- **SoundCategory** (here you can add rows that will represent a category for the Sounds tab that you see in the app).
- **SoundFiles** (here you can add rows that will represent the mp3 files for a specific category).

To add a row for any class, just click the Add Row button or the “+” button as shown in the image below:



When you add a row, double-click the field that you want to edit. For example, double-click the title to add a category title, or double-click the image to upload a file.

Give it a try by adding a new category to the Meditation or Sound category class.

7) Add a sound file

You can add sound files (mp3 format is **required**) by simply following the directions from previous step (step #6).

Make sure you select the **SoundFiles** class on the left side bar, then Add Row

- Double-Click the **title**, to add a title for your mp3 file.
- Double-Click the **category**, to add a category to which this mp3 file belongs to. Make sure you spell the category exactly as you titled it in your Meditation or Sound class. Do not use any capital letters, only lower case. The app will take care of capitalizing each word.
- Double-Click the **mp3** field, to Upload your mp3 file.

IMPORTANT: The free plan for Back4App has a limit size for mp3 files, up to 20mb.

Make sure that your MP3 file is less than 20mb.

We recommend to use some MP3 compression software.

Now that you have everything ready. There is one last step which is configuring the code with your Back4App app identifiers.

8) Replace Back4App app IDs in the source code

You can find all your Back4App IDs by simply navigating on the left side of Back4App website, all the way down you will see **App Settings.** Click that then click on the option called **Security & Keys.**

Here are your **Application ID** and **Client key.** Copy them and replace them inside the source code file called **AppConfig.swift.**

```
/// Parse configuration
static let parseConfiguration = ParseClientConfiguration {
    $0.applicationId = “YOUR-APPLICATION-ID“
    $0.clientKey = “YOUR-CLIENT-ID“
    $0.server = "https://parseapi.back4app.com"
}
```

Add Local Data

Local categories and sounds

The app was made in such a way that will load the data from device, as you define it in Xcode then make the API request to the Back4App and aggregate everything.

This a great approach, in case Back4App is not responding or simply if you want to avoid the backend solution, then the app can easily work by loading all categories and files stored locally.

1) Add category names in AppConfig.swift

Open AppConfig.swift, then simply add a new enum case for your category, then declare the names of MP3 files that you intend to add to the Xcode project.

Let have an example where we will add a new category into our Sounds list, we will call this new category “**Wind**”.

```swift
/// Sounds Categories
enum SoundCategory: String, CaseIterable {
    case sleep = "sleep sounds"
    //--- hidden code here ---//
    case wind = "wind"
    //--- hidden code here ---//

    /// Default local playlist items
    var playlist: [String] {
        switch self {
        case .sleep:
            return ["Relaxing Sleep", "Yoga relaxation”]
        //--- hidden code here ---//
        case .wind:
            return ["Wind Sound 2", "Wind Sound 2"]
        }
    }
}
```

In the example above, we added this new enum case called “wind” then the raw value represents the actual title for the category that will be shown on the UI.

Next, we added the new **wind** case to the **playlist** variable that returns and array of strings. In this case, the strings in the array **must match** exactly the name of the mp3 files.

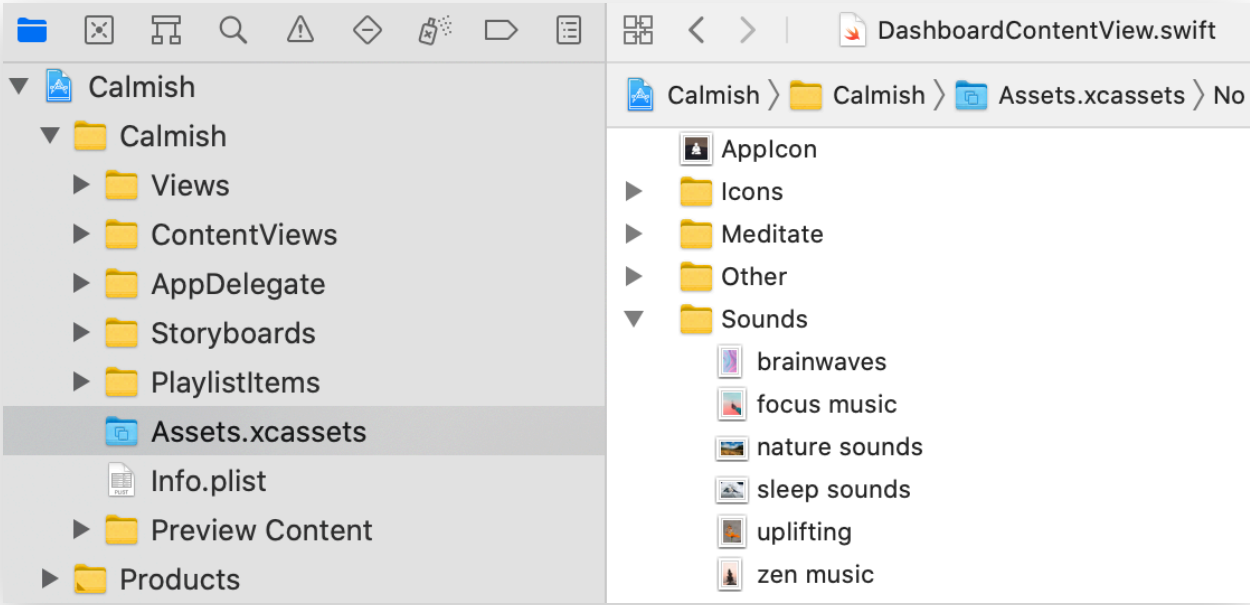
2) Add category image

Now that we adde the new **Wind** category to our list of sounds, you must add a nice image.

We recommend nothing larger than 400px wide.

Name your image **wind.png** and drag & drop into the **Assets.xcassets** -> **Sounds** folder.

See image below as example. All image names must match the category name.



Great job, if you followed all these steps so far.

Now just drag & drop you mp3 files into the **PlaylistItems** folder (see image above).

Make sure to name your mp3 files exactly as you named them in the **playlist** array in the AppConfig code (previous step).

Other configs

AdMob Ads, In-App Purchases, URLs, etc.

In the AppConfig.swift file you can find a lot of information that has commented lines, so you can easily find what you need.

Here you can replace the Google AdMob id:

```
/// This is the AdMob Interstitial ad id
static let adMobAdID: String = "ADMOB-INTERSTITIAL-ID"
```

Or you can replace your non-consumable in-app purchase product identifier:

```
/// In-App Purchase product identifier. Must be a `Non-Consumable` product
static let iAPProductID: String = "premium"
```

Then for the Settings/More screen, there are contact us and IG urls:

```
/// Support URLs
static let contactURL: URL = URL(string: "Your-ContactUS-URL")!
static let instagramURL: URL = URL(string: "Your-Instagram-URL")!
```

Declare how many categories and sounds to be accessed without in-app purchase:

```
/// Number of free items for non-premium users. Categories/Sounds to be accessed for free
static let freeItems: (categories: Int, sounds: Int) = (3, 5)
```

Please reach out to me for any questions you may have:
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Good luck with this app!