

Android App Development Plan - Stream Player with YouTube and Recording

GOAL:

Create an Android app (on Windows 11) with:

- Audio stream playback
- Embedded YouTube video playback
- Common playback controls: play, pause, next, previous, seek (5/10/30/60s), playback speed
- Support multiple stream URLs per channel and auto-select the best stream
- Manual and scheduled recording (audio/video)
- Upload APK to Google Play Store

TECH STACK:

- Language: Kotlin
- IDE: Android Studio (Windows 11)
- Media Player: ExoPlayer (audio/video), android-youtube-player (YouTube)
- Recording: MediaRecorder
- Scheduling: AlarmManager or WorkManager
- Stream selection: ExoPlayer event listeners + fallback logic

FEATURE SUMMARY:

- * Stream Playback
- * YouTube Embed
- * Seek Controls (5/10/30/60s)
- * Playback Speed Control
- * Manual Stream Switching
- * Auto-Stream Fallback

- * Manual & Scheduled Recording
- * Local Storage Save
- * Play Store Ready Packaging

NEXT STEPS:

1. Install Android Studio on Windows 11
2. Start Kotlin project with Empty Activity
3. Add ExoPlayer and YouTube dependencies
4. Setup UI with controls
5. Implement playback + recording + stream switch logic
6. Build signed APK/AAB and publish

User has requested full development support from start to upload. Will start the project later and resume us