

Sprint 2 Plan

Web Audio Editor

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Team 5

CMPS115-01

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Goal

Build fundamental audio editing functionalities:

- 1) cut & paste
- 2) Fade in & out
- 3) change volume
- 4) separate track
- 5) zoom in & out waveform

Task listing, organized by user story

User Story 1

As a user, I want to click and drag over the waveform so that I can select and perform actions on parts of the waveform loaded on tracks.

Task 1: Make it possible to click & drag in each track (1 hour)

Task 2: Visually show the area that is selected in waveform (2 hours)

Total for user story 1 : 3 hours

User Story 2

As a user, I want to cut and paste my audio files

Task 1: Add buttons for cut & paste (1 hour)

Task 2: Give UI feedback that visually shows user that audio file has been copied or cut successfully (1 hour)

Task 3: Develop logic (javascript) for cut & paste (2 hours)

Task 4: Change pasted track's waveform (add to the track and load again) (1 hour)

Total for user story 2 : 5 hours

User Story 3

As a user, I want to fade in and fade out my audio files

Task 1: Add buttons for fade in & out (1 hour)

Task 2: Develop logic (javascript, open source) for fade in & out (3 hours)

Task 3: Change the waveform visualization (1 hour)

Total for user story 3 : 5 hours

User Story 4

As a user, I want to change volume, pitch, and speed of my audio files

Task 1: Add meters for changing volume, pitch and speed of audio files (1 hour)

Task 2: Change volume, pitch and speed when meters changed (3 hours)

Task 3: For each track, add a side scroll for independent volume change (1 hour)

Task 4: Change volume for each track when side scroll moved (1 hour)

Total for user story 4: 6 hours

User Story 5

As a user, I want to selectively listen to tracks

Task 1 : For each track, add an add on & off button to turn the track on and off (1 hour)

Task 2: When on, play the track; when off, turn off the track (2 hours)

Total for user story 5 : 3 hours

User Story 6

As a user, I want to zoom in and out of my audio waveforms

Task 1 : Add buttons for zoom in and zoom out. (2 hours)

Task 2: Develop logic for zoom in and zoom out on waveforms. (1 hour)

Task 3: Apply zoom in and out separately for tracks. (2 hours)

Total for user story 6 : 5 hours

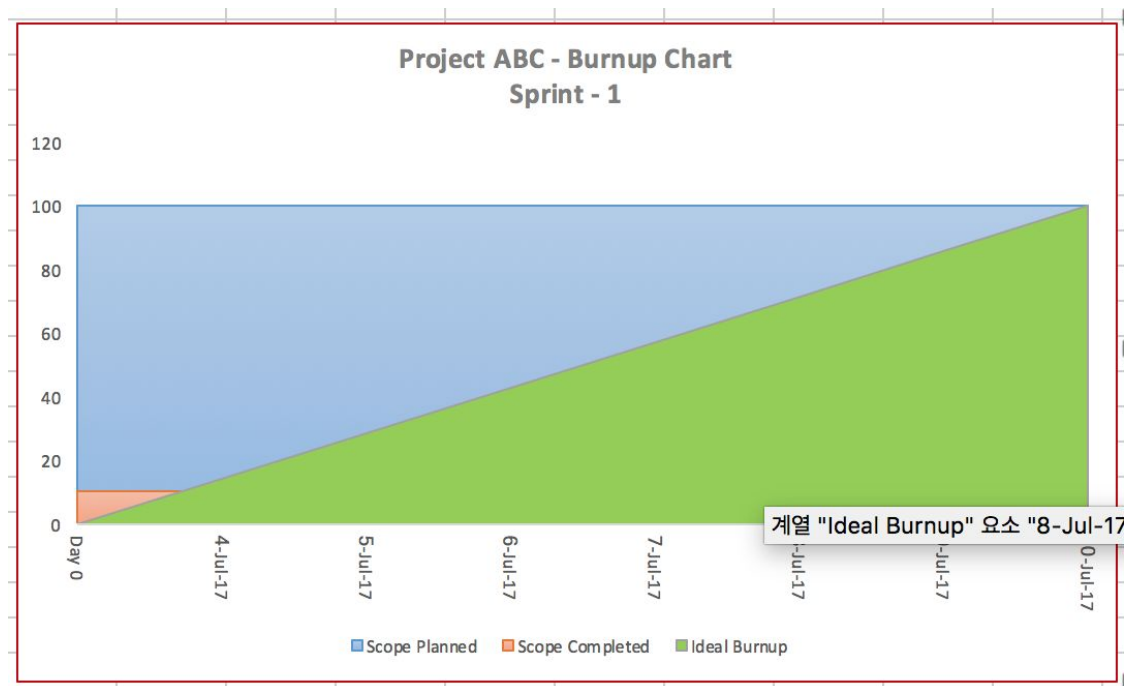
Team roles

Dan Suh	Product Owner, Developer
Hyejin Lee	Developer
Minkyu Yun	Scrum Master, Developer
Seungchul Shin	Developer
Sunjae Lee	Developer

Initial task assignment

Dan Suh	User Story 1, Task 1
Hyejin Lee	User Story 2, Task 1
Minkyu Yun	User Story 3, Task 1
Seungchul Shin	User Story 4, Task 1
Sunjae Lee	User Story 5, Task 1

Initial burnup chart



Initial scrum board

Boards Trello

Web Audio Editor Web Audio Team Team Visible Show Menu

Working On

- 2.1.1 Make it possible to click & drag in each track. DS
- 2.2.1 Make it possible to select in each track (to cut and paste). H
- 2.3.1 Add buttons for fade in & out. MY
- 2.4.1 Add meters for changing volume, pitch, and speed of audio files. SS
- 2.5.1 For each track, add an add on & off button to turn the track on and off. SL

Add a card...

Tried it

Add a card...

Completed

- 1.1.1, Build backend with node.js. DS
- 1.1.3, Deploy web page. DS
- 1.2.2, Give UI feedback that visually shows user that audio file has been loaded successfully. MY
- 1.4.1, Search and study about audio visualization. SL
- 1.4.3 Visualize audio into a waveform. SL
- 1.2.1, Add button to load audio file from local storage. MY
- 1.3.1, Add button to save audio file to local storage. H
- 1.1.2, Build a simple frontend. DS

Add a card...

TODO

- 2.1.2 Visually show the area that is selected in waveform.
- 2.2.2 Add buttons for cut & paste
- 2.2.3 Give UI feedback that visually shows user that audio file has been copied or cut successfully.
- 2.2.4 Develop logic for cut & paste
- 2.2.5 Change pasted track's waveform (add the track and load again)
- 2.3.2 Develop logic for fade in & out
- 2.3.3 Change the waveform visualization
- 2.4.2 Change volume, pitch and speed when meters change.
- 2.4.3. For each track, add a side scroll for independent volume change.
- 2.4.4 Change volume for each track when side scroll moves.
- 2.5.2 When on, play the track; when off, stop the tracks.
- 2.6.1 Add buttons for zoom in and zoom out.

Add a card...

DISCARD

- 1.6.2, Implement unit testing for all implemented functionalities for this sprint. MY
- 1.4.4 Change visualization into different forms. MY
- 1.6.1, Search and compare various libraries or frameworks for javascript unit testing. H
- 1.4.2 Add button(s) to visualize loaded audio file. SL
- 1.5.3 Implement continuous integration. SS

Add a card...

Scrum times

Monday	14:20 ~ 14:40 (TA)
Wednesday	14:20 ~ 14:40 (TA)
Saturday	08:45 ~ 09:00