

Release Plan

Web Audio Editor

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Team 5

CMPS115-01

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High level goals

1. Be able to have basic audio editing on web in complete level in various ways
2. Be able to visualize audio file's waveform
3. Have login authentication for users
4. Be able to save and load custom settings
5. Have prototype testing implemented

User stories for release

Sprint 1: Build backend server & visualize audio file's waveform and spectrum

(2) As a user, I want to access the editor through web so that I can edit

(1) As a user, I want to load an audio file

(1) As a user, I want to save an audio file

(8) As a user, I want to be able to view my loaded audio file as waveform

Sprint 2: Build fundamental audio editing functionalities

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

- (5) As a user, I want to fade in and fade out my audio files*
- (3) As a user, I want to change volume, pitch, and speed of my audio files*
- (8) As a user, I want to selectively listen to tracks*
- (5) As a user, I want to zoom in and out of my audio waveforms*

Sprint 3: Add extra editing functionalities

- (13) As a user, I want to add noise cancelling functionality to my audio file*
- (5) As a user, I want to have login authentication system*
- (5) As a user, I want to save my personal settings*
- (13) As a user, I want to insert my own transparent digital audio watermarks into my audio file*
- (5) As a user, I want to insert sound effect*

Product backlog

- Be able to transform human voice into different tones
- Be able to transform human conversation in different styles
- Be able to print out text according to human speech (speech-to-text)
- Be able to generate a MIDI file from a music input
- Be able to convert the modified audio files into different audio formats (MP3, AAC, FLAC, WAV, etc)
- Be able to share the project results on various SNS
- Be able to integrate continuous integration into the system.
- Be able to unit test the product to prevent any bugs or errors.