HIGH RES AUDIO RECORDER

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The Objective

- Provide users a way to record high resolution audio on the go
- Give an application that can allow professional users to have complete control over the options and configuration of their recording
- Fully utilize the advanced hardware that goes into modern phones

Target Audience

- Anyone who wants an accessible voice recorder, music recorder, or audio recorder.
- Available for everyone with many differing needs/wants.

The Solution

- Our app will allow users to record at high resolutions either by recording to raw formats or high bitrate compressed formats.
- Our app will allow users to select the codec (or lack thereof, in the case of raw), select the bits per sample, and select the sample rate.
- Our app will allow users to utilize the full power of their phones, including those with Hi-Fi DAC's such as phones made by LG.

OUR PROPOSAL

Users often need a way to record high quality audio on their android device. Google ships an audio recorder with Android devices, known simply as "Recorder", but Google's Recorder records at an impressively low bitrate of 48Kbps, not to mention that it records audio at 32,000Hz, which is insufficient to create audio that encompasses the range of human hearing.

Our app will solve all these problems. By allowing the user to have control over the configuration of the audio recorder, users can record high res audio that can be high enough quality for any use case. We also aim to make the files easy to access off of the phone's internal storage, something that Google's Recorder does not do.

Execution Strategy

Our execution strategy incorporates proven methodologies, extremely qualified personnel, and a highly responsive approach to managing deliverables. Following is a description of our project methods, including how the project will be developed, a proposed timeline of events, and reasons for why we suggest developing the project as described. Throughout this project we will simultaneously work on the report so it will include items like the current challenges, solutions, and more.

We plan to break down our requirements for the software and then plan it accordingly over a specified timeline such that we may efficiently accomplish our voice recorder at the specified deadline. Through a plan driven incremental approach to the software, we will be able to deliver parts of the program at any given time. This follows the waterfall approach to software engineering and we will follow the planned approach because of the nature of the project.

Resources

Our resource requirements include the use of the Android Studio IDE in order to complete the mobile voice recorder. We also require programmers to be able to reach a personal computer so that they may program and test the mobile app during or after working on the prototype. We also require time to complete the voice recorder, as of October 7th, we need time until the final week of class.

CONCLUSION

Ultimately, our goal is to produce a satisfying voice recorder for the user to enjoy. The project will have all the basic features of a generic voice recorder plus a few more features. Our efficiency is reliant on our approach to meet the planned structure of our project and create a quality product in a timely manner. Our intentions will be to publish the final product.

App Sketch

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24 Bit | 48000hz

320kbps | MP3