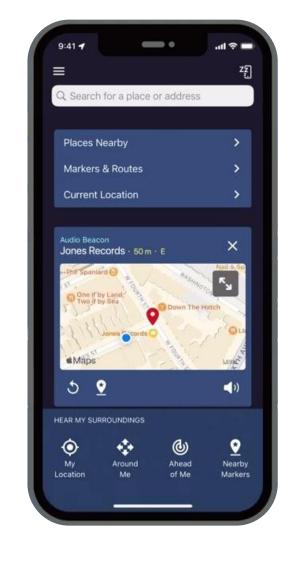


SOUNDSCAPE AUTHORING TOOL

External Lead: Sheldon Jackson

Dalond Bidonne Harshita Garg

Justin Chen Adrian Rodriguez



Soundscape, originally developed by Microsoft Research, explored the use of innovative audio-based technology to enable people to attain a richer awareness of their surroundings, thus becoming more confident and empowered to navigate the world around them. Since this project was abandoned, it's been taken up by an international open source community to help those with visual impairments.

Our part in this project is to create a trail-building tool that allows both individuals and communities alike to create trails and paths with auditory guides for different locations. This authoring tool will allow contributors to create and share guides with users of the Soundscape app. We aim to create a functional web app that

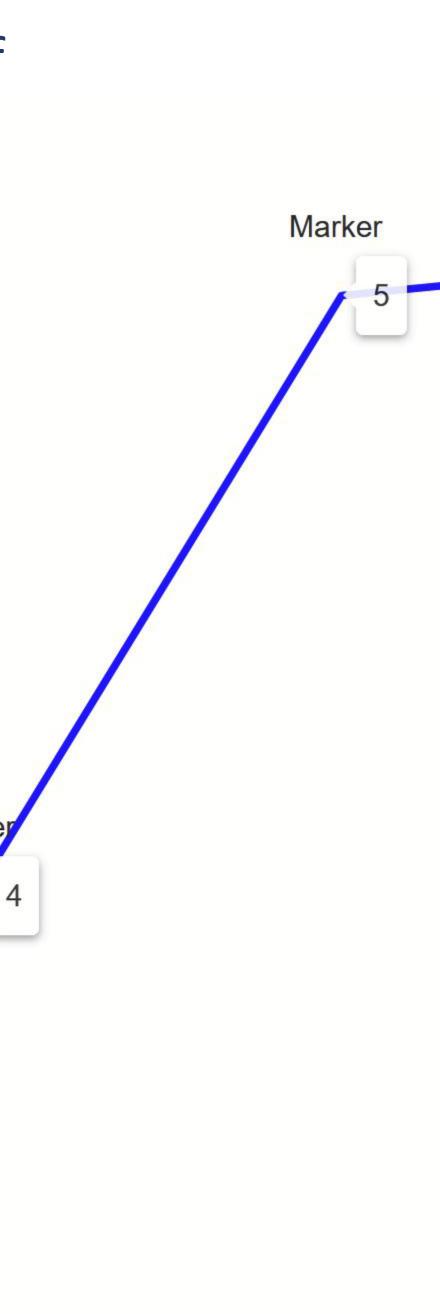
1. Create proof of concept by mid-October (Activity creation and Waypoints)

2. Implement more in-depth features (audio cues, custom audio/image files, editing/deleting Paths)

3. Fine-tune existing features and add ability to publish and share Path

makes contributing to the ecosystem intuitive and efficient.

We have learned that documentation is imperative. Because our team were tackling a large code base without previous knowledge of the frameworks, a large fraction of the time spent, has been spent towards documenting our journey towards local development. Over the course of this project, we learned to navigate a complex framework, tackle and breakdown compilation errors, and write clean, concise documentation.



Marker

Marker





Documentation





repository and Discord

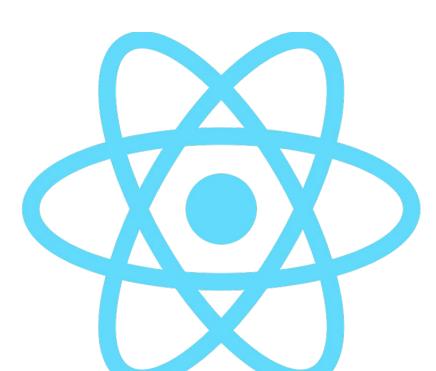
Oct 15th

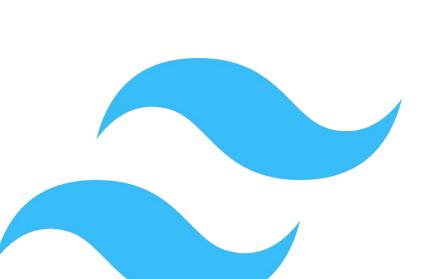
Run web app on local set up

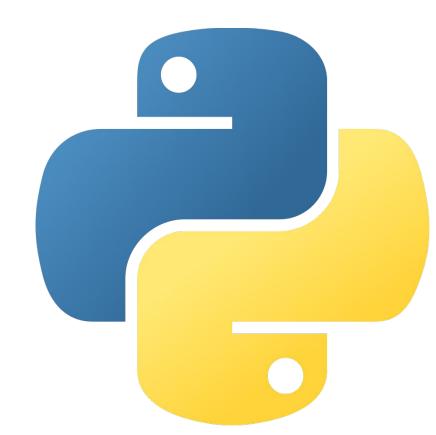
Present

Refactoring and revising code base











R W