

## Footsteps App Feature List

1. File upload
2. Connecting heel-toe audio files
3. Audio modulation
4. Audio pitch manipulation
5. GUI (semi-optional)
6. Time between heel-toe (optional)
7. C++ implementation (optional)
8. Interfacing with game engine (optional)

## Necessary Tools

1. Audio file uploading
2. Audio stitching through code
3. Audio frequency manipulation library
4. UI (consider TKInter or find a drag and drop UI designer / implementer)

## OBJECT RESPONSIBILITY

**MainApplication** - creates UI and calls all other audio functions.

**AudioFileHandler** - handles file read and write operations, plus stitches heel-toe files together.

**WaveformEffects** - applies pitch and modulation effects to the stitched audio file.

