

Sonora

Project Checkpoint 1 Agenda

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Current state

A working GUI prototype can scan folders, find .mp3s, read ID3 metadata, and display Track/Album views with an inspector. Edits can be made in memory only, not written to files.

Demo

Show off file scanning, album vs track view, metadata inspector

Right on track with my schedule

- Repo + architecture outline
- Working Iced GUI window
- Folder import + scan
- ID3 tag reading from files

Still need to thoroughly test

- Different filetypes
- Recursive scan
- Should start writing some Unit tests

Current structure

/core = scanning, ID3 tag reading, data types

/gui = handle frontend stuff to keep main.rs lean

Difficulties so far

- Rust/Iced learning curve, heavily relying on ChatGPT to teach me what does what
- Ex: why are 'column' and 'Column' two different widgets? (one is the actual class and one is a function that helps build the object)

Potential challenges

- Remains to be seen how this will scale with large library sizes
- Cross-platform filesystem weirdness
- Tag corruption and other edge cases

Next steps

- More metadata tags (and group by "Album Artist" in Album View)
- Single & batch file editing
- Playback
- If time permits, prettier GUI (lower priority)

Questions

- What would you like an app like this to look like, as a fellow music enthusiast?
- If time does get tight, what should I prioritize: robust implementation and testing of existing features, or doing my best to implement new features? (depth vs breadth)