Project documentation - Media Player 4

First part

In this document we'll make a short review out of the finished project, and have a recap on some of the key points that we consider to be worth mentioning. Also, we'll have a look on the main design, features and the architectural decisions made.
At the end every participant will have a free word on their feelings about the project itself.

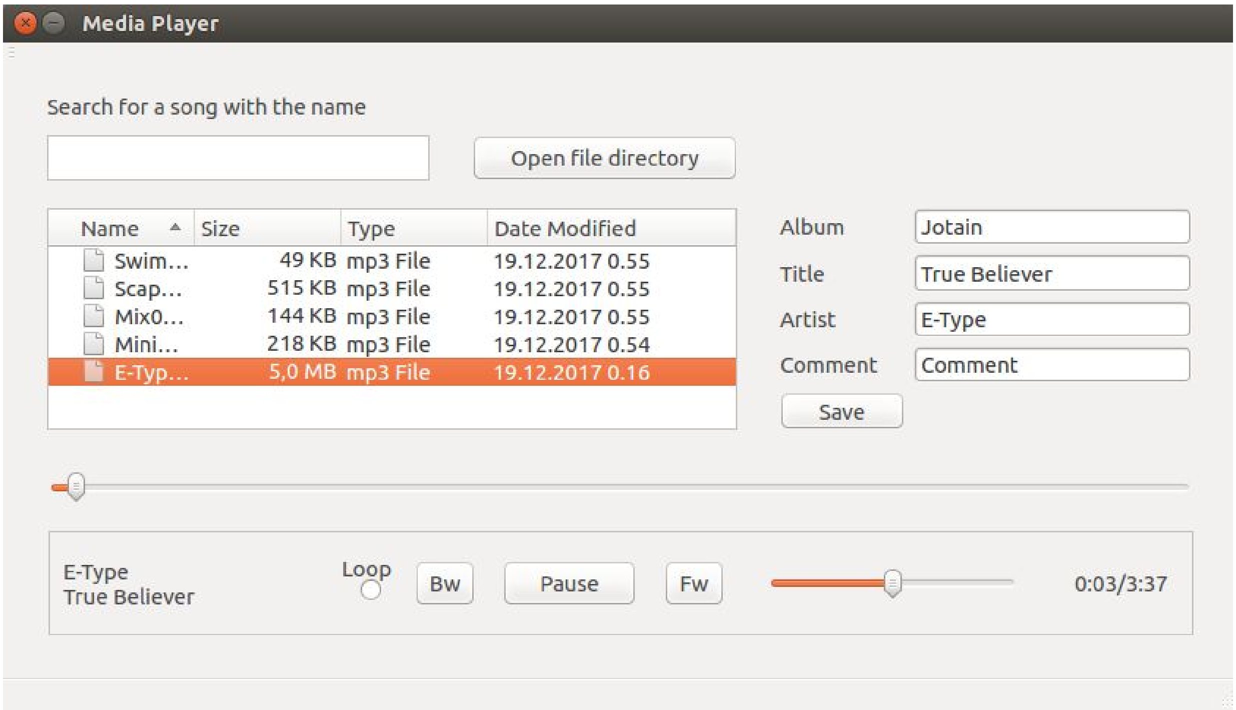
Review of the finished project

This review bases, and is compared to the requirements that were given as a part of the assignment. These requirements were used as a guideline in making of this self evaluation/review.

Overall, we think that the finished project has a lot of nice features done, thought there could have been more. What mattered to us, is that the features we did implement, do work well and don't have any bugs in them, atleast that we are aware of. In other words we preferred quality over the amount.
What comes to the work routines and schedules, every three of us spent roughly 30 hours working on the project. This amount was pretty heavily distributed towards the end of the project, but we also did researching at the beginning. And by researching we mean setting up Qt and learning how it works via guides and the docs that had information related to our project.

So, what does our project actually have, and what are we lacking?

Well, we can start off by looking a picture of the GUI



Name	Size	Type	Date Modified
Swim…	49 KB	mp3 File	19.12.2017 0.55
Scap…	515 KB	mp3 File	19.12.2017 0.55
Mix0…	144 KB	mp3 File	19.12.2017 0.55
Mini…	218 KB	mp3 File	19.12.2017 0.54
E-Typ…	5,0 MB	mp3 File	19.12.2017 0.16

Album: Jotain
Title: True Believer
Artist: E-Type
Comment: Comment

E-Type
True Believer

It looks simple and neat, although its little poor.
Anyways, it has all the basic requirements of being a media player. In addition you can read and write metadata, loop songs, play next song automatically and search for songs with a piece of string.

What we are lacking is some visual design and special effects like reverb and filtering. Also what makes the project better is just a lot of fine tuning and little details. On the technical side, not all the requirements were accomplished, like using smart pointers or containers. Partly this is due to the fact that we just simply didn't need such features.

About classes and files, we did not have that many classes, only player, filelist and a mainwindow that is done by the qt. What we could have added, was a class for song, but we didn't find much use for it since qt handled sorting and the metadata could be inserted to the song itself.

Individuals thoughts on the project

Jussi: In my using Qt was a good choice. It is after all used in real applications and cross platform allows code to work in all devices. It also simplified the project by not having to worry about ui elements and how they are done, and instead allow us to focus on the actual functionality of the software. Project was not hard, but it consumed more time than initially I thought, mainly on reading documentation and finding solutions for small things

Tuomas: Qt is a very powerful tool to use in this project. Basically it handled all the hard parts that we encountered. Thing that took the most time was to learn how qt and other external libraries work. After that it was smooth sailing.
All in all the project wasn't that hard. It just took a lot of time, since there were many components that needed to be implemented.
With this project I learned how Qt works and how to use external C and C++ libraries. I'm certain that this will prove valuable later.

Lasse: I enjoyed this project a lot. Qt is really interesting tool that I will find use for in future. One weird part of qt was that you didn't need to use regular c++ and the fact that qt has a lot of its own data types. Even for regular std::string.
Even though everything was fairly easy to do with Qt, we had some problems in the beginning when we had to switch from version 4 into 5. Not everything went smooth and we had to configure some settings, libraries, etc.