Definition of problem

MASTER AUDIO TECHNOLOGY FUNCTIONS
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Contents

Vision

Definition

The main vision of the app is to be simple tool for manipulating audio files in order to create more complex ones.

It needs to be free, open source, so everyone can contribute, either by only using it, testing it or actively developing it. Program is created for amateurs, who needs simple, and intuitive, tool for manipulating audio files.

When this app is completed, users should be able to read audio files, combine more audio files in one, play them, apply audio effects on them, see the graphic representation of wave file, save projects, export them, and all that in intuitive and easy way.

Issue statement

There is a lot of apps that do this kind of job; this app needs to be simpler, faster, and more reliable. Also, it needs lot of work to read all kind of format of audio files, so main focus is to implement way to combine various formats of audio files which is problem, because of different standards, different ways to read files, etc.

In all that we may miss to implement all functionalities, such as reading all kind of audio formats, or combining them, or exporting them. Also, complexity of problem is growing with each supported format and standard, so we may experience some performance issue. Implementing things from scratch can be challenging so we need to track not to break deadlines.

Good solution for this kind of demanding issues can be SCRUM methodology.

Method

To implement such challenging app, we are going to use *Visual Studio*, as our main tool, *.Net Framework* with *Windows Forms*, but custom ones, called *Metro Framework*, *NAudio* library for reading audio files, and exporting them.