

- ☒ ~~can load audio files into audio players~~ - ~~Completed~~
- ☒ ~~can play two or more tracks~~ - ~~Completed~~
- ☒ ~~can mix the tracks by varying each of their volumes~~ - ~~Completed~~
- ☐ **BUG FIX NEEDED** - can speed up and slow down the tracks - I have implemented a slider for speed and it works however when I move it, it stops the track and I have to press play again, I would like it to continue playing and not start over and only speed up when I move the speed slider I tried to implement resampling to achieve this but it crashed the application. The code for this is within MainComponent.cpp however there is additional code for the audioplayer's speed controls in AudioPlayer.h
- ☒ ~~User interface layout is modern, colourful and looks similar to modern DJ apps like virtual dj~~ - ~~Completed~~
- ☒ ~~GUI code has at least one event listener~~ - ~~Completed~~
- ☒ ~~The custom deck control Component should have custom graphics, implemented in the paint function and it should offer a means to control a deck in some interesting way.~~ - ~~Completed~~
- ☐ **BUG FIX NEEDED** - The music library component should allow the user to manage a library of music within the application. They should be able to search the music library and load music from it into the decks. It should also persist between application loads, so it will need to store its state in a data file. - I have implemented this feature however the music library's search feature only filters the items when i try to load the filtered result into the deck the incorrects song file is loaded even though I click on the actual search results.
- ☐