Requirements:

* Node based gui
* Input multiple audio devices
* Multiple outputs for recording, playback, testing
* Low latency (test for this)
* Filters/middle nodes (equalizer, ducking)
* Error handling (api not supported, other errors in api calls, log error messages)
* Select applications which don’t change volume when volume is changed

Features:

* Ribbon at top for easy access to settings and actions
* Scrolling zooms in and out, but doesn’t change node size
* Shift click and drag to connect nodes
* No cycles in nodes, so node network is like a tree
* Control the volume at each node
* Ducking option for each output
* Set node color
* Visualization and other debugging tools
* Map keybinds to volume increase decrease

Developer Tasks:

* Simple SFML gui system:
  + Node creation and manipulation
  + Ribbon sections and buttons
  + Check for click position to handle UI
  + Text entry
  + Value sliders
* SFML audio output
* Windows API to get audio from applications
  + Error handling for api errors
  + Error logging

Once boilerplate and basic functionalities are done, figure out more developer tasks