WebTracks

A recording and mixing web application

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Goal statement

Our goal is to create a web application that will allow users to record and manipulate audio in a simple and accessible way.

Target Audience

Our target audience consists of people who are interested in recording music. Our primary focus will be to target more experienced users with the functionality provided by the application, without alienating beginners.

Features

Anonymous, registered, and authenticated users

The application will be able to manage three different kinds of users: anonymous, registered, and authenticated. The application user types are described in Table 1.

Table 1: User account differences

User type	Description	Capabilities
Anonymous user	A user is by default an anonymous user, an anonymous user is unknown to the application and in turn will receive a limited set of functionality.	• Able to register • Mixer access • Create new work
Registered user	A registered user is known to the application but they are not signed in, they will have the functionality of an anonymous user. To become a registered user, an anonymous user will need to register once with the application.	• Sign in • Mixer access • Storage space • Create new work

User type	Description	Capabilities	
Authenticated user	An authenticated user is a registered user that has logged in during their session, the application gives them the most functionality. To become an authenticated user, a registered user must sign in during their sessions.	• Sign out • Mixer access • Storage space • Create new work • Save new work	• Clone saved work • Open saved work • Export saved work • Inspect saved work

Tutorial

Due to the inexperience a user might have with technology found in our application, a user will have the option of going through a tutorial. This tutorial will be accessible to all users at any time from the menu. This menu option, though initially hidden within the menu, will be presented to an authenticated user through their first authenticated session. An authenticated user will experience a greeting during this session that will give them an option to run the tutorial. If a user chooses to not participate, the will exit and they will not be prompted again during future sessions. The tutorials scope will be the interface, application usage, and how to manage work.

Recorder/mixer

The recorder/mixer is the heart of the application, containing the four mono tracks and one stereo master track that a user will be interacting with. A proposed recorder/mixer layout is presented in Figure 1.

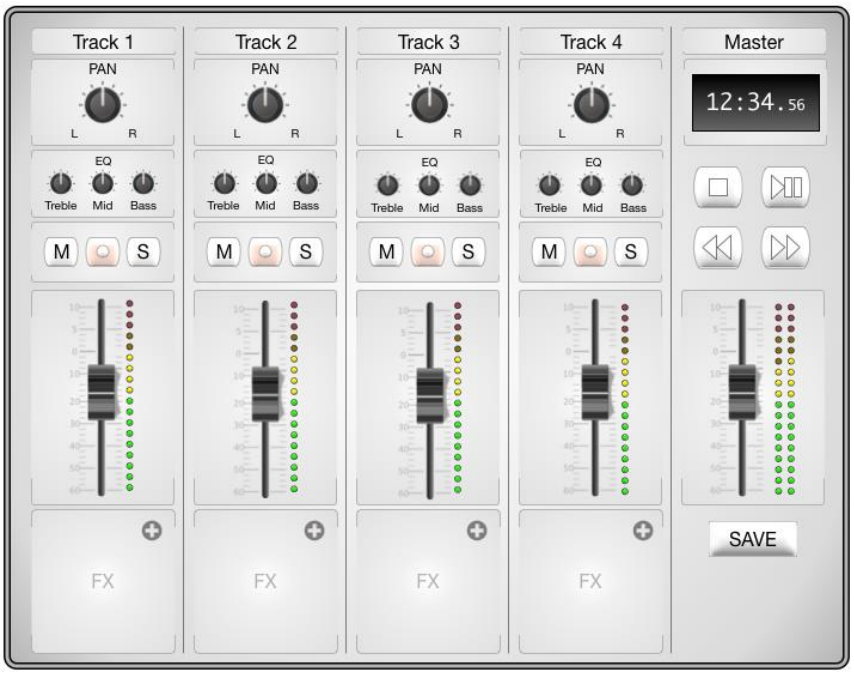

Figure 1: Proposed recorder/mixer layout

Each mono track, labeled as Tracks 1 - 4 in Figure 1, contain components described in

Table 2.

Table 2: Mono track components

Component name	Label	Quantity	Description
Track title	Track #	1	Can be modified by the user
Panning knob	PAN	1	Adjusts the stereo location of the track
Equalization knobs	EQ	3	Adjusts the amplitude of treble, mid, and bass frequency ranges
Mute button	M	1	Silences the track
Record button	○	1	Engages the recording sequence on the track
Solo button	S	1	Silences all other tracks

Component name	Label	Quantity	Description
Fader slider		1	Adjusts the volume of the track
Volume indicator		1	Audio peak indicator
Effects Slot	FX	1	Container that can be occupied by an effect from the FX catalog

The stereo master track, labeled as Master in Figure 1, contains the components described in Table 3.

Table 3: Stereo master track components

Component name	Label	Quantity	Description
Master title	Master	1	Cannot be modified by the user
Location indicator		1	Indicates position in song using the format: Minutes: Seconds. Milliseconds
Stop button	■	1	Stops the selected track
Play/pause button	►‖	1	Plays the selected track
Rewind button	◄◄	1	Rewinds the selected track
Fast forward button	►►	1	Fast forwards the selected track
Fader slider		1	Controls the sum of all four mono tracks
Volume indicator		2	Audio peak indicator. There is one each for the left and right audio channels.
Save button	SAVE	1	Allows a user to save their mix

FX catalog

The user will be able to use an effects catalog, named FX catalog, to choose effects for each of their tracks. These effects will be self-contained modules, as all controls that are needed to modify the effect will be present on the module's graphical interface. The proposed FX catalog is presented in Figure 2.

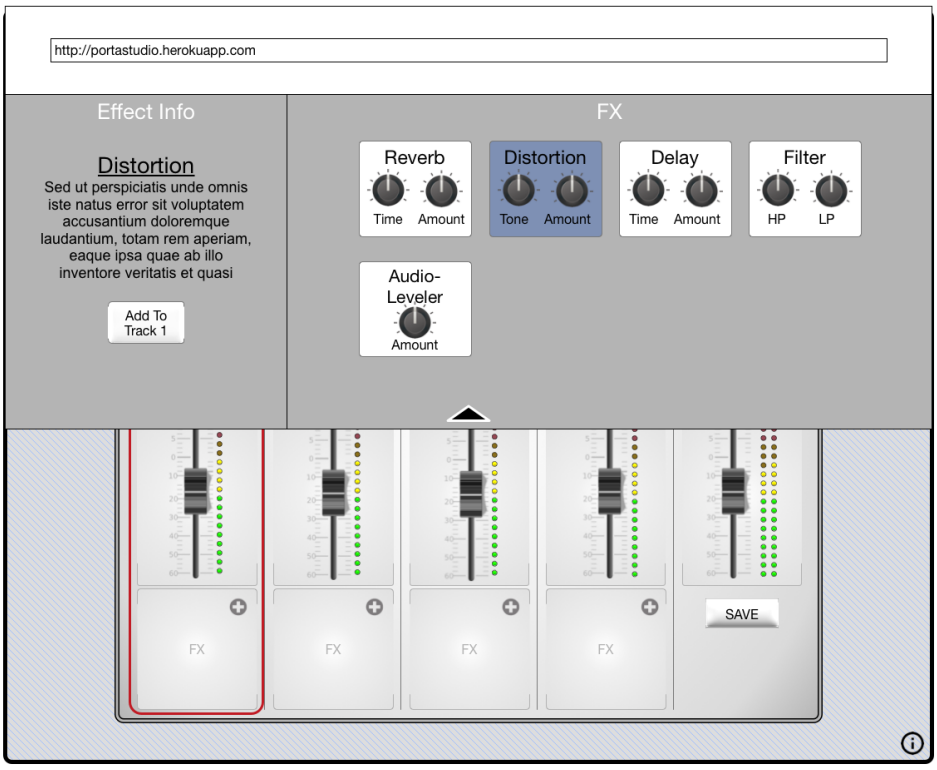

Figure 2: FX catalog

The user interface for the effects catalog is split into two panes. The left pane will hold the description of that effect as well as a selection button. The right pane will hold a list of effects, described in

Table 4: List of effects

Table 4.

Table 4: List of effects

Effect name	Description	Example usage
Reverb	Reflects the input signal until it decays	To simulate space or room
Distortion	Alters the input signal in the harmonic (tone, timbre) domain	Simulate the sound of a rock guitar
Delay	Holds an input signal to an audio storage medium, and then plays it back after a period of time	To create the sound of a repeating, decaying echo

Effect name	Description	Example usage
Filter	Remove sections of the audio frequency spectrum	To muffle sounds
Audio-Leveler	Reduces the volume level of an input signal if it exceeds a certain value	Automatic volume control

Mix menu

An authenticated user that would like to manage their work will do so in the Mix menu. This menu will be their storage space interface, and will allow an authenticated user to inspect, create, delete, clone, open, and export work. The layout of the Mix menu as depicted in Figure 3: Mix menuFigure 3 will be similar to that of the FX catalog in Figure 2. The Mix menu will be split into two panes, the left pane will display information about the selected work and have buttons for the actions that can be performed on them. The right pane will hold a list of all saved work, as well as a create button for new work.

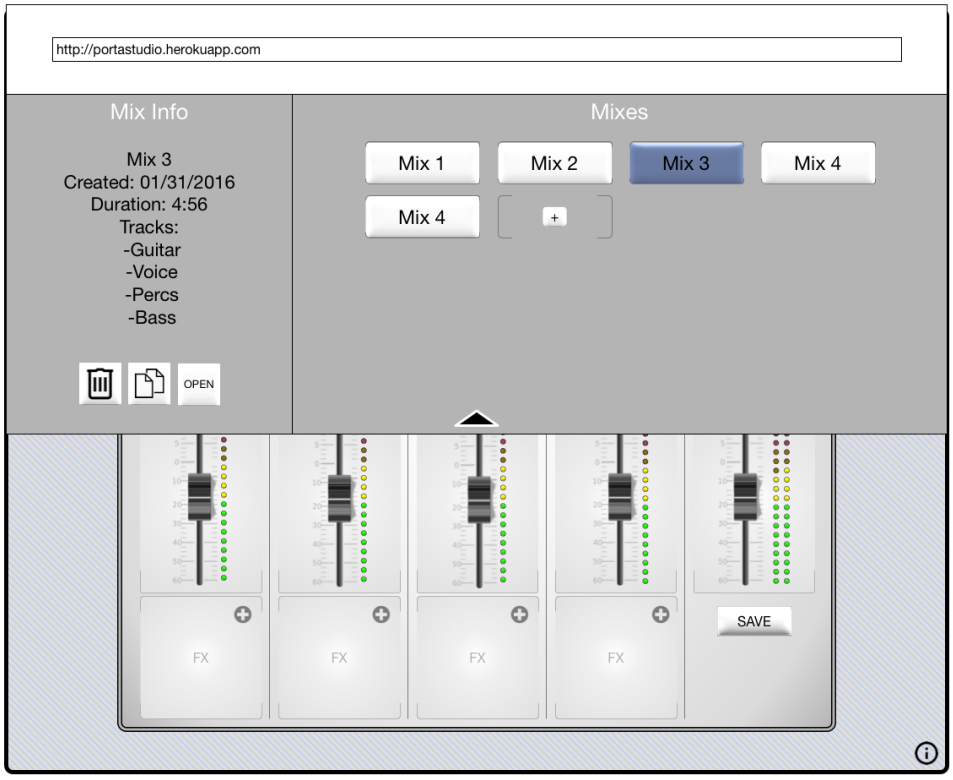

Figure 3: Mix menu

Future features

If the application is complete and time allows, we will implement the additional features listed in Table 5.

Table 5: Future features list

Feature title	Description
Export	Will allow authenticated users to export saved or ongoing work directly to music sharing applications, such as SoundCloud
Sign up expansion	Will allow anonymous and registered users to register and sign in respectively with external website OAuth methods, such as those provided by twitter, Facebook, and Google

Components

Most of the components that we will implement exist in some form and will be developed using the external component dependency list found in Table 6 that will be integrated into our project.

Table 6: Dependency list

Name	Usage
AngularJS	JavaScript client side framework
Bootstrap	CSS framework, to keep our project responsive across devices
Express	Server framework
jQuery	Keeps our work clean and readable
MongoDB	User account data storage
NodeJS	Server side JavaScript engine
Web Audio API	Handles sound processing

Foreseeable Issues

Experience

Not everyone has experience with music recording equipment and this became apparent during our first scrum meeting. Inexperienced developers will therefore need to put more effort in to learn about the application concepts before actually integrating components.

Web Audio API

Web Audio API is new to all of the developers and getting started with the API is going to be a challenge. Thankfully there are tutorials (http://code.tutsplus.com/tutorials/the-web-audio-api-what-is-it--cms-23735) and documentation available (https://developer.mozilla.org/en-US/docs/Web/API/Web_Audio_API).

Release Functionality Requirements

Our product will require a decent amount of functionality to be implemented for us to consider it a successful release. The one feature we absolutely need to implement is the recorder/mixer. The recorder/mixer needs to allow the user to record audio from their microphone, manipulate it in some way, and to export the audio so the user can download it to their machine. If we can accomplish this, then we have met our requirements of a functional release.

Project management

We've decided to take an Agile approach to developing our application. We believe daily communication, weekly meetings, and weekly meetings, and an integrated work management system will allow us to work together efficiently. Our management tools Our management tools are listed in Table 7 and our schedule in

Table 8.

Table 7: Project management tools

Name	**Description**
Heroku	Our deployment server, set to deploy when our *heroku* GitHub branch is pushed to
GitHub	Our source control
Slack	Used for daily team communication and application status updates
Trello	Our task board, all tasks and milestones are being tracked here

Table 8: Development schedule

Date	Milestone	Story	Sub Task	Responsibility
01/31	Project management software	Slack	Setup Account	Cabral
			Integrate Heroku	Flores
			Integrate GitHub	
			Integrate Trello	
		Heroku	Setup domain	
		GitHub	Setup organization	
			Make master branch	
			Make heroku branch	
		Trello	Setup deadlines board	
03/08	Alpha Version	Recorder/mixer	Editable track labels	Meza
			Knobs	
			Buttons	
			Fader slider	
			Volume indicator	
			Effects slot	
			Location indicator	
			Component frame	
		Web Audio API	Pan	Anderson
			EQ	
			Mute	
			Solo	

Date	Milestone	Story	Sub Task	Responsibility
			Record	Flores
			Volume, mono and stereo	
			Location indicator	
			Peak visualizer	
			Playback	Cabral
			Input and output processing	
			Effects	
			Exporting	
		Graphics	Recorder/mixer	All
			Dropdown partials	
		Tutorial	Tooltip	Meza
			Overlay	
			Script	
04/05	Beta Version	Dropdown	Sign in	Anderson
			Sign up	
			About	
			Acct info	
			FX catalog	Cabral
			FX modules	
			FX info	
			Mixes	Flores
			Mix info	

Date	Milestone	Story	Sub Task	Responsibility
			Mix modules	Flores
04/05	Usability Test (class)		Questionnaire Task list Feedback survey	All
04/14	Review Beta Test Feedback		Bug Fixes Usability fixes	All
04/19	Class Presentation		Presentation Slides Live Demo	All
04/28	Final Submission		Bug Fixes Future feature implementations	All

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