**Aria App OS X Informal Spec Sheet**

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**1. Overview**

This project comes from a lack of a lightweight yet flexible music player for the OS X platform. With this project we hope to achieve a player that will be able to have a small memory / processor footprint and have extensive playlist capabilities. Post-functional release, we should work towards incorporating tagging functionality. Our primary focus will not be to support all music codecs. Our goal is to reach mass-market adoption similar to adium and vlc.

*Project Details:*

Name: Aria (App)

Github: http://github.com/defun/Aria

Language: Objective-C / Cocoa Framework

Website:

[web link here]

**2. Core Functionality**

Primary goals of Aria App are:

1. Music playback
   1. Should support gapless playback
   2. Basic music controls e.g. play, pause, next, stop
   3. Mp3 playback. We need to provide infrastructure for additional codecs but they will not be our primary focus
   4. Volume and volume normalization (through Replay gain)
2. Playlist management
   1. Should support custom playlists as well as directory-based playlists
   2. Auto playlists, where we monitor directories for changes such as adding / deleting of songs and reflect that accordingly
   3. Sorting display should be filtered by ID3 tags
      1. Users should be able to add their own custom sorting filters
   4. Unicode (UTF-8) Support
3. Player misc. features
   1. Should support album art
   2. Views
      1. Should offer a lite view and a standard view
      2. Toolbar should be able to be customized
   3. 64 bit

**3. Feature List**

Stuff that isn’t core to the program:

1. Codec support
   1. FLAC
   2. Ogg Vorbis
   3. AAC
   4. CD Audio
2. Conversion, WAV to Mp3
3. Keyboard shortcuts
4. Advanced tagging capabilities
   1. File rename based on tags
   2. Modifying and addition of tag metadata
5. Extensible for third party developer (?)

**4. Milestones**

This is just a rough list of what we should strive to achieve with each ‘release’. These are what our milestones should be and they will probably be changing all the time:

0.0.1:

Begin of project.

0.1.0:

* Flesh out interface design for standard version.
* Main App runs

0.2.0:

* Standard interface finalized
* Lite interface in progress
* Loading mp3 functionality
* Basic stop play functionality

0.3.0:

* Lite interface finished
* Basic playlist functionality
* Load multiple mp3 files and can play any of them

0.4.0:

* Sophisticated playlist
* Refactor / Optimization and code cleanup

0.5.0:

* Interface is fully functional
* Volume support
* Working product

0.6.0:

* First round of bug fixes
* Performance
* Playlist functionality should be near 100%
  + Playlist filtering, but not auto playlist

0.7.0:

* Alpha build, can be distributed for select testers
* Misc. features

0.8.0:

* Beta build, wider distribution
* Feature freeze until 1.0 release
* Playlist should be 100% compelete

0.9.0:

* App here should be in a almost gold stage
* Fix bugs
* Performance tweaks

1.0.0:

* Out of beta stage