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CS 464-400
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Project 2 Report

Project Information

URL

License
The license for FLAC Frontend is a GNU General Public License v2, although the developer can utilize a later version (v3) at their discretion.

Description
This project is a music (de)compression software that converts FLAC files (among other file types) to WAV files and vice-versa. Essentially, it is used by audiophiles who are looking to decode/encode lossless music. This appeals to a somewhat dedicated audience, but even though it was created approximately 7 years ago, there were still several hundred downloads this week. Although this project is not hosted on Github, the repo contains the necessary code and license. There are over > 1000 lines of code and it was most recently updated in 2019.

Summary Of Work Product
I originally thought that I found myself presented with the decision whether I should invent something or improve something. Ultimately, the task was one in the same. By inventing a How-To guide for the repository, I think/hope I improved the repository itself.

I had hopes of creating documentation focusing on both a user guide as well as a developer guide, but subsequently realized my eyes may have been bigger than my stomach. I determined this would be too much to do at once in the time allotted and that doing one guide (hopefully) well was better than two less so. What was created was a document containing a step-by-step user guide, designed primarily for someone using the platform for the first time. Too often, these sorts of guides presume the user knows far more than they actually do. I presume only that the user found and downloaded the platform, and enjoys music.

A FAQ exists, but contains only four questions and answers. It is a more technical in substance and language. Due to that and trying to keep my document to a reasonable length that would not scare a new user away, I omitted that as well.

Having used this platform a number of times, I was relatively aware of how to use the platform for my needs, but spent some time exploring other, previously unused, functionality. I took screen shots, where appropriate (and where the fast-moving screens allowed).

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