Media Organiser Design

Outline of user interface



The left panel will have a list of categories that can be edited, as well as the ability to create new ones. Under this will be the list of created playlists, as well as functionality to add new ones.

The right panel will be used to edit the image path, comments and categories associated with each file.

The top panel will include buttons for changing properties of the selected file, for example moving to a different path, deleting the file, opening the file, etc. This will also include a back button to go to the previous directory.

I will be storing the data in a flat file JSON format database which will be stored in the root directory. I will be using Java to create the media organiser, and will be using Java Swing to create the user interface. This will allow me to organise the different elements of the interface into panels, grouping them by category and function.

My plan for the data storage will be one JSON object that has three fields, mediaFiles, categories, playLists.Categories will be a JSON array of strings, with each being the name of a category. Both PlayLists and MediaFiles will be JSOn arrays of JSON objects, with the required fields stored in each.

The unique identifier for each media file will be the absolute path of the file, as this is always unique. I don’t believe this will be an issue, as long as I ensure the file is updated if a file is moved or renamed.

The basic principle of the media organiser will be an extension of a basic file explorer. The file explorer will show the files inside the origin directory, and you will be able to navigate through the levels of directories. To match the criteria stating you need to be able to filter by type, I will be adding a type search box to the left-most toolbar, which will accept a csv of types. This will then filter the current view by this.