**Rebmem Engineering**

Music Player (SDMP)

System

Requirements

Catalogue

|  |  |
| --- | --- |
| Author: | Cameron Samuels |
| Version: | 0.1 |
| Issue Date: | 31st January 2022 |

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# Introduction

## Purpose

The purpose of this Requirements Catalogue is to capture any system requirements for the Music Player (SDMP).

Each requirement has its own change and version history.

# Music Playback

## Requirement: SDMP01A – Music Playback

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| **Requirement History** | | | |
| **Version** | **Date** | **Author** | **Comment** |
| 0.1 | 31/01/2022 | Cameron Samuels | Final Draft. |

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| --- | --- |
| **Description** | Audio file(s) which have been loaded into the system are played through the user’s device sound output. |
| **Use Case** |  |
| **Traceability** |  |
| **Assumptions / Issues** | * The user has loaded audio track(s) onto the system |

## Requirement: SDMP01B – Music Playbook – Device Idle

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| **Requirement History** | | | |
| **Version** | **Date** | **Author** | **Comment** |
| 0.1 | 31/01/2022 | Cameron Samuels | Final Draft. |

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| **Description** | When the device becomes idle, music playback still occurs.  Idle mode occurs automatically after 30 seconds if no user interaction is recorded. |
| **Use Case** | UC – SDMP Music Player v0.1 |
| **Traceability** |  |
| **Assumptions / Issues** |  |

# Music Controls

## Requirement: SDMP02 – Shuffle Function

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| **Requirement History** | | | |
| **Version** | **Date** | **Author** | **Comment** |
| 0.1 | 31/01/2022 | Cameron Samuels | Final Draft. |

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| **Description** | Interface shows “Shuffle” button with Shuffle function. This function is either ON or OFF.  When interface loads, shuffle function is set to OFF.  Shuffle function on:   * forces the system to randomly select next track from playlist, regardless of previous track order * current track can be played again   Shuffle function off:   * forces the system to select next track from the playlist using the previously defined track order. |
| **Use Case** | UC – SDMP Music Player v0.1 |
| **Traceability** |  |
| **Assumptions / Issues** |  |

## Requirement: SDMP03 – User Controls Over Playback

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| **Requirement History** | | | |
| **Version** | **Date** | **Author** | **Comment** |
| 0.1 | 31/01/2022 | Cameron Samuels | Final Draft. |

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| **Description** | Interface allows for user to control next track, previous track, shuffle tracks, repeat current track, play track and pause track.  Play Track:   * Play audio of current track   Pause Track:   * Pause audio of current track   Next Track:   * Play audio of next track * If shuffle track is ON, see [Requirement: SDMP02 – Shuffle Function](#_Requirement:_SDMP02_–) * If shuffle track is OFF, see [Requirement: SDMP02 – Shuffle Function](#_Requirement:_SDMP02_–)   Previous Track:   * Play the previous track to the track currently being played   Shuffle Tracks:   * See [Requirement: SDMP02 – Shuffle Function](#_Requirement:_SDMP02_–)   Repeat Current Track:   * Play audio of current track from time 00:00 |
| **Use Case** | UC – SDMP Music Player v0.1 |
| **Traceability** |  |
| **Assumptions / Issues** |  |

# Search Audio

## Requirement: SDMP04A – Search Audio Files – Media database

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| **Requirement History** | | | |
| **Version** | **Date** | **Author** | **Comment** |
| 0.1 | 31/01/2022 | Cameron Samuels | Final Draft. |

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| **Description** | File explorer is opened for audio file search, user selects which file and then adds this to the input.  This process adds a row to the current playlist and populates it with the audio file information. |
| **Use Case** | UC – SDMP Music Player v0.1 |
| **Traceability** |  |
| **Assumptions / Issues** | * A playlist exists at the time of adding a new audio file. |

## Requirement: SDMP04B – Search Audio Files – Create Playlist

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| **Requirement History** | | | |
| **Version** | **Date** | **Author** | **Comment** |
| 0.1 | 31/01/2022 | Cameron Samuels | Final Draft. |

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| **Description** | File explorer is opened for audio file search, user selects which file and then adds this to the input.  This process creates a playlist by adding a row to playlist table and populating it with the audio file information. |
| **Use Case** | UC – SDMP Music Player v0.1 |
| **Traceability** |  |
| **Assumptions / Issues** |  |

## Requirement: SDMP05A – Search Audio Files – Interface

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| **Requirement History** | | | |
| **Version** | **Date** | **Author** | **Comment** |
| 0.1 | 31/01/2022 | Cameron Samuels | Final Draft. |

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| **Description** | The playlist has a text search function.  This search bar with pass the following parameters:   * Track Name   The playlist will:   * remove all rows which do not match the input parameters * show no rows if input parameters are not met by the playlist |
| **Use Case** | UC – SDMP Music Player v0.1 |
| **Traceability** |  |
| **Assumptions / Issues** | * A playlist exists and is populated with 1 or more rows of track information * Track Name input matches to a Track Name in the playlist |

## Requirement: SDMP05B – Search Audio Files – Display Options (Song Track or Album)

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| **Requirement History** | | | |
| **Version** | **Date** | **Author** | **Comment** |
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| **Description** | The playlist has a Sort By feature.  Clicking the headers of the playlist will reorder the rows either:   * Alphabetically ascending * Alphabetically descending |
| **Use Case** | UC – SDMP Music Player v0.1 |
| **Traceability** |  |
| **Assumptions / Issues** |  |

APPENDICES

## Document Control

Status:

|  |  |
| --- | --- |
| **Author** | Cameron Samuels |
| **Status** | Draft |

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