

Product Description - Short Sounds

CSE 403 Spring

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Short Sounds will be an Android app that allows a user to record, modify and share audio. More specifically, the application focuses on recording several different tracks, adding effects, and layering them on top of each other. An example use case would be for a user to record one track with their guitar, then record another track with their drums, and finally record a third track with vocals. These tracks together would comprise a ShortSound. The target audience will be musicians, primarily artists who would like to share pieces of their music with others. These musicians can come from any genre, and also be people without a strong music background that would simply like to share their sounds with friends. The main problem being addressed is being able to quickly and easily put together short samples of sound or music to share with friends and other artists.

There are sound editing alternatives that exist, but they are for more serious production. These programs have a lot of power, but lack the ability to quickly and easily produce and share sounds for a user who does not want to spend the time learning an intricate program. If a user wants to share a sound with one of these programs they are forced to go through a more lengthy production, export, and then are forced to share their sound file through other platforms. These platforms can range from using a music sharing website like beatport or soundcloud, to using an external system like email or facebook. This system works great for sharing fully produced sounds, but if a user is brainstorming new sounds and just wants to share something quickly, our product will be a much better option. Our product focuses on simplicity, and sharing.

Other products do exist for simple sharing. RapChat is an app that allows a user to choose from a set of pre-installed instrumental songs, record audio over a song, and share it with friends. It is a well made implementation for friends sharing funny freestyle raps, but it does not allow music outside of the pre-installed instrumental songs, and does not allow any sort of mixing. Overdub is a layered sound recorder and sampler sequencer. It contains the functionality of our app for creating audio, but there is nothing built in for sharing these sounds.

Our first main feature would be the ability to record audio samples from within the application. This is a vital component that will allow the user to bring audio into the app. A ShortSound after all is a combination of these short recordings.

The next main feature of this application is the ability to adjust a recording's volume and add a few basic effects to it. This can be done to each individual recording, allowing flexibility for the user.

Another feature of the application is the ability to share your finished ShortSound with others through the use of Android's easy share. This brings a social aspect into the app and allows users to easily share through existing platforms (messaging, facebook, email, etc..).

The last main feature of the app is the ability to have multiple ShortSounds saved in a library. Therefore, a user can look through their history of ShortSounds and continue editing, listening, and/or sharing them.

Our first stretch feature would be to make more effects available to the user. Initially we would try to keep the number of effects limited for sake of time, but we would love to add more effects. The second stretch feature is the ability to find/listen to ShortSounds that other users have created.

There are also non-functional requirements that need to be satisfied, the first being scalability. An important component that needs to be scalable is the addition of new sound effects. Our

application will start with one or two basic effects, but we need ensure that it is designed in a way that allows easy addition of effects to be added to tracks.

Making sure our application does not exceed the available processing power is another non-functional requirement. This is to ensure that the user can actually use the app without being slowed down by audio processing behind the scenes.

Although in-app sharing of ShortSounds is a stretch feature, we will need to keep in mind users privacy if this is implemented. This is a non-functional requirement that most apps deal with, and we may have to as well.

We plan on providing the user with external documentation in the form of a pre-recorded sample ShortSound and potentially a simple walkthrough of that sample ShortSound showing them how to add effects to a track, record a new track, and share their final result. Our goal is to keep the UI as simple and intuitive as possible to limit the confusion that comes with many audio recording applications, so any in app walkthrough will be minimal.