Digital Audio Workspace

Version 1.0

Revision History

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| --- | --- | --- | --- |
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# Introduction

This document presents some necessary information about the Digital Audio Workspace application, such as the motivation of its implementation, the benefits it brings, who benefits from using this application, who are the stakeholders, the users of the application, what is the user environment and which are the system requirements.

## Purpose

The purpose of this document is to analyze, present and define high-level features of the Digital Audio Workspace application. It focuses on the capabilities needed by the stakeholders and the target users, and **why** these needs exist.

## Scope

## The Vision document applies to the Digital Audio Workspace application. The details of how the application fulfills these needs are detailed in the use-case and supplementary specifications.

## Definitions, Acronyms, and Abbreviations

All the acronyms and abbreviations are explained and detailed in the project’s Glossary.

## References

This document refers to the following document:

## Overview

The document is split in four parts, the first one is the introductory part, the other one motivates the reason of developing such an application, its impact towards society, the second one which presents the users and stuff involved in developing and maintain the application and the third one which describes the product requirements.

# Positioning

## Problem Statement

|  |  |
| --- | --- |
| The problem of | making music used to be quite substantial, as there was a need of sufficient hardware (instruments) and a studio. It |
| affects | people who want to get introduced into music making and producers |
| the impact of which is | needing to have access to a studio and many expensive instruments. |
| A successful solution would be | creating a piece of software that is able to manage all the editing and tuning done in a studio, as well as being able to put a music piece together with minimal additional peripherals or none at all. |

## Product Position Statement

|  |  |
| --- | --- |
| For | People who don’t have access to all the equipment mentioned above |
| Who | Want to pursue a career in music making or do it as a hobby |
| Digital Audio Workspace | Is an application |
| That | Provides a virtual environment in which the user can experiment and create music pieces. |
| Unlike | The traditional process of music making |
| Our product | Offers the ability to create something at home, or even be adapted and used in an already existent studio, minimizing and easing the editing process. |

# Stakeholder and User Descriptions

## Stakeholder Summary

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Responsibilities** |
| Project Developer | Responsible for developing and maintaining the application | This stakeholder is responsible for developing the entire architecture of the application and testing its behavior |

## User Summary

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Responsibilities** | **Stakeholder** |
| User (Producer) | End user | This user is responsible for using the application and making use of all the application puts at their disposal. |  |

## User Environment

The is only one person involved in completing the task.

The environment constraint is to have a desktop.

The system platforms which are used today is Windows.

The application is standalone and there is no other application involved.

# Product Requirements

The hardware requirement is a computer (desktop PC or laptop) with working audio output.