Project .net

MyWindowsMediaPlayer

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Abstract: *The purpose of this project is to recreate a simple media player similar to Windows well-known program.*

Contents

Chapter I

Introduction

The goal of this project is to develop your own Windows Media Player, using essentially the .NET Framework 4 and WPF (You're free to use other Microsoft technologies if you wish to do so).

However, you must at least use the following concepts:

- WPF layout

- XML serialization

- Use of LINQ

- Use of the binding engine

Chapter II

Mandatory features

- Media player (Image, sound, video)

- Media library handling (Image, sound, video)

- Possibility to apply filters (Album, artist, genre, ...)

- Playlist creation

Chapter III

Optional features

- Themes using the template engine

- Implement a feature to play videos from social networking sites : facebook, flickr, . . . (Using their respective APIs)

- Play streaming video

- Advanced media search feature

- Use of the MVVM pattern

- Plugin system based on MEF

- Got another idea ? Have it validated first, by koala@epitech.eu

Chapter IV

Turn-in Instructions

Your project must be turned over with the system provided by Epitech.
The directory's name will be `MyWindowsMediaPlayer`. Your work will be gathered auto-
matically at the time found on the intranet, using the server's time.