

Homework #1: 8-Track Player using Unity

Bo Chen

Functionality

Creating an interface that replicates the basic functionality of an eight-track player. It should have the following controls:

- *Play*: Starts playback of the currently selected track/file from its current playback position. While playing, the play button is unable to click. Only in the pause or stop, the play button is clickable.
- *Stop*: Stops playback of the currently selected track/file. If want to play again, user has to click play button.
- *Pause*: Stops playback of the currently selected track/file, then resumes where it left off when pressed again. While in the pause situation, user either uses pause button or play button to continuous playback.
- *Fast Forward*: Plays the current track forwards at a fast rate of speed until it reaches the end of the file or the STOP button is pressed. Repress play can back to normal speed after pressed STOP button. There are 5 pitch total, it will back to 1 pitch if it is exceed 5th pitch.
- *Next/PreviousTrack*: Switches from the current track/file to the next one. If the track/file is currently playing when switched, it should continue playback at the same playback point (relative to the beginning) when the new track is loaded. If the playback position is greater than the length of the track being switched to, then it set the playback position to the beginning and play from there.
- *Reset*: Button that resets the playback position of the audio player to the beginning.
- *Volume*: Slider that controls the volume of playback (from 0 -> 1)