

MusicOrg

Nicholas Brekhus Ezra Bradford Kelly Dunn
Eitan Feinberg Quinn MacKenzie Brent Sandona

A KVM product

Motivation

Music metadata is frustratingly mundane to edit, and many editors can be cumbersome and lack the tools necessary to comply with current data standardization services like last.fm, grooveshark, and blip.fm.

Music file reorganization is also a considerable hurdle and proves to be a frustrating task for people with large libraries.

Why not create a comprehensive tool to solve these problems?

Features

Primary

Metadata Editing
Automatic Metadata Editing
Automatic File Re-Organization

Secondary

Playback
Playlist Management

Implementation

Languages and Technologies

As a group, we've decided that using a language we all are familiar with will yield the best group interaction and overall results.

Admittedly, we've run into some *challenges*.

Most of our main features depend on a considerable amount of interaction with nine different Java libraries and a music webservice called **MusicBrainz**.

These libraries and **MusicBrainz** work together by creating and querying an audio fingerprint of each song. They query itself will return information to MusicOrg, which shall be associated to the media file in question.

Progress

Despite the difficulties we've faced, we continue to make new discoveries and the project overall seems to travel ahead with a great deal of prospect.

We are currently working on setting up a working foundation of the aforementioned libraries and webservice so that we can hit the ground running to produce our Beta within the next three weeks.

Teams

User Interface

We create and connect user interaction tools to their related features. *

Kelly, Quinn, and Brent

Web Service Integration Team

We create the metadata interaction from MusicBrainz, as well as route information to song files.

Nick, Quinn, Eitan

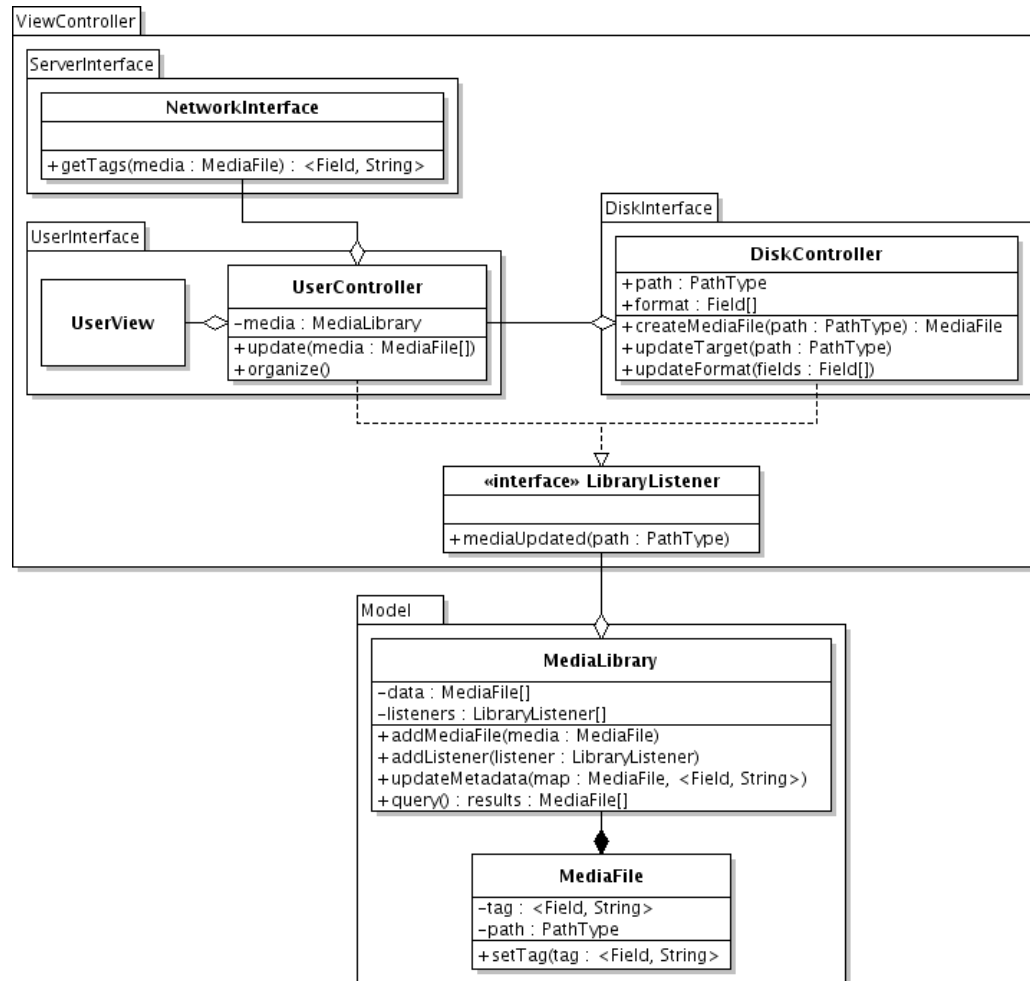
Media Model Management Team

We make the automatic file reorganization and management of cached songs on the client side.

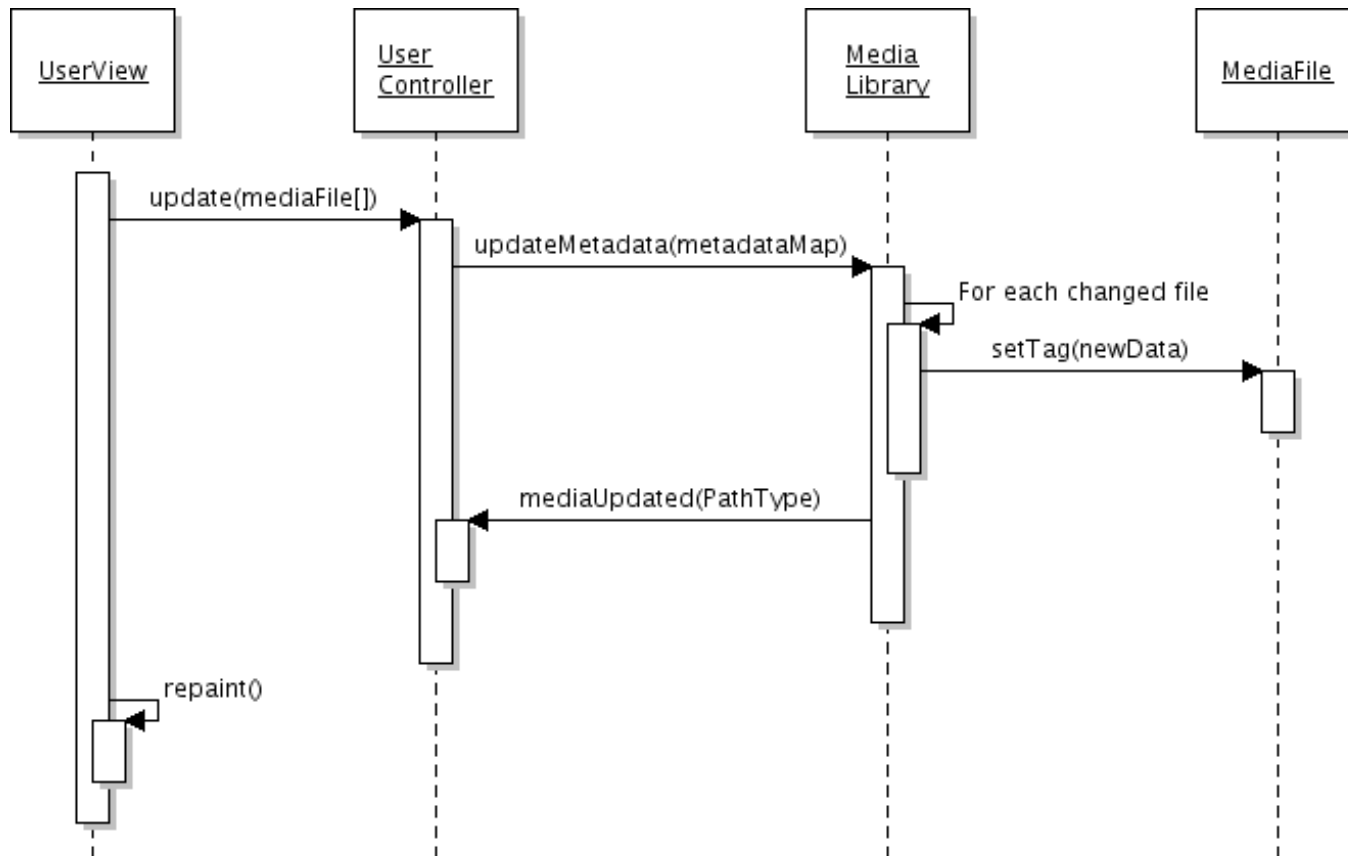
Kelly, Ezra, Brent

* Each member of the UI will work together with a specialized team, as to effectively connect the GUI items they develop to the main feature they are assigned to.

Class Diagram



Sample Sequence



Sample Sequence

