

# Assignment #1

- Vytvořte slovní popis systému, který budete řešit v rámci semestrálního projektu. Popište jednotlivé uživatelské role a funkce systému.
- Uveďte výčet technologií, které hodláte pro realizaci projektu použít. Pro každou technologii uveďte, jak ji ovládáte (absolvované kurzy, dosavadní zkušenosti).
- Rozhodněte, jaký model životního cyklu použijete. Toto rozhodnutí zdůvodněte.

## Text summary

Name: **Soundboard**

Description: *App for playing preselected sound bites*

Functions:

- sounds playback from a list
- sound selection from local files or YT videos
- key mapping of playback to keyboard shortcuts

Roles:

- **Arbiter**
  - sets everything up
- **Player**
  - uses the app to play sounds

## Technologies

- **.NET 6.0 & C#**
  - knowledge in the scope of the PV178 course
- **Avalonia**
  - it's a modern cross-platform UI
  - needed as an alternative to WindowsForms, as development will take place on Linux
  - no previous knowledge, only familiar with Java's Swing framework for desktop UI's
- **SQLite**
  - it's a DB engine allowing for file-based DB, which is needed for a Desktop application
  - previous personal experience with PostgreSQL from other courses should suffice
- **Git VCS**
  - 3 years of continuous ~~pair~~ experience

## Life-cycle

Model: **Agile**

Phases:

1. *pre-game*: specifications in the scope of this PB175 course
2. *game*: development
3. *post-game*: release

Why: Easily adapts to changes of direction mid-development.