

## 0.1 Import sound

**Goal** The goal is to import a sound effects into the project from the selected scene and onward until the sound is played to completion.

**Precondition** The frame to link the sound to is selected.

**Postcondition** The sound is linked to the selected frame.

**Description** A sound is either imported from a sound file or recorded from a microphone. The sound is then added to a frame and starts playing when the movie reaches the frame.

### Unresolved issues

- Different formats (MP3, WAV, etc)
- Special considerations for the background music or should this just be inserted as a long sound started from the first frame?

### Technical implication

- Need libraries for interpreting the sound files, playing them, putting them into the video and for recording sound from the microphone.

### Main success scenarios

1. The user request to add a sound to the selected frame
2. The system links the sound to the selected frame

### Variations

- 1a.** The user request to add a sound from a file on the storage medium
  1. The system ask where the sound file is located on the storage medium
  2. The user tells the system where the picture file is located on the storage medium
- 2a.** The sound file is not an supported file type
  - (a) The system informs the user that the file is not supported
  - (b) The system ask the user where another sound file is located on the storage medium
- 1b.** The user request to add a sound captured from a microphone connected to the computer

1. <The way this should be resolved has to be determined. Either use some other program, not allow it or build in some mechanism for capturing sound>