

## **Status report 21.03.06**

### **Progress report**

We have just started our fifth release cycle and it is time to finalize the engine API. We have started to make a front-end for the engine. It is still a lot to be done with the engine, but we have to focus on the most important functionality because we are running out of time. Since last status report we have made the engine run as threads and implemented playback functionality. We have also partially implemented the new standard.

### **Group cooperation**

We have good communication and cooperation within the group, and we are pretty confident that the good collaboration will continue.

### **Report writing**

We have started to focus more on the report writing, but still got much work to do. It is hard to balance the report writing and coding when we got so much to do.

### **Problems**

Since last report we have encountered some new problems:

- We have had some setback due to sickness.
- We have used a lot of time on a potential problem with parsing according to the standard. We are still a bit uncertain how to solve this problem, but we will try to make solution that works.
- We have had some problems with threads, deadlocks and race conditions.
- Implementing other audio formats seems to be to time consuming and have not seen any books using other formats than MP3. So implementing these will have a low priority.

### **Motivation**

We can finally see some results and are able to play a Daisy DTB with some playback functionality. We need to focus defining the API and wrapping up the engine rather than implementing new features. We do not have that much time left, so we have to focus on the important matters.

---

Øyvind Nerbråten

---

André Lindhjem

---

Kjetil Holien

---

Terje Risa