



# Sound Solutions

## Sprint 2

Blake Morrell - Scrum Leader  
Charlie Carr - Product Owner  
Josh High - Product Developer  
Chris Benjamin - Product Developer  
Warren Bower - Product Tester  
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Product: “The Sound-Screen”



# Purpose of Product Prototype

- The “The Sound-Screen’s” main function is to communicate level of sound intensity by a easy to understand visible LED pattern.
- A future function of this technology is to make these patterns “smart” and be able to create a form of art to go along with music.
- This prototype’s main purpose is to accomplish the first labeled function and to explore the second. Hopefully providing further research in the field of concert and music LED art.



# Product & Release Backlog

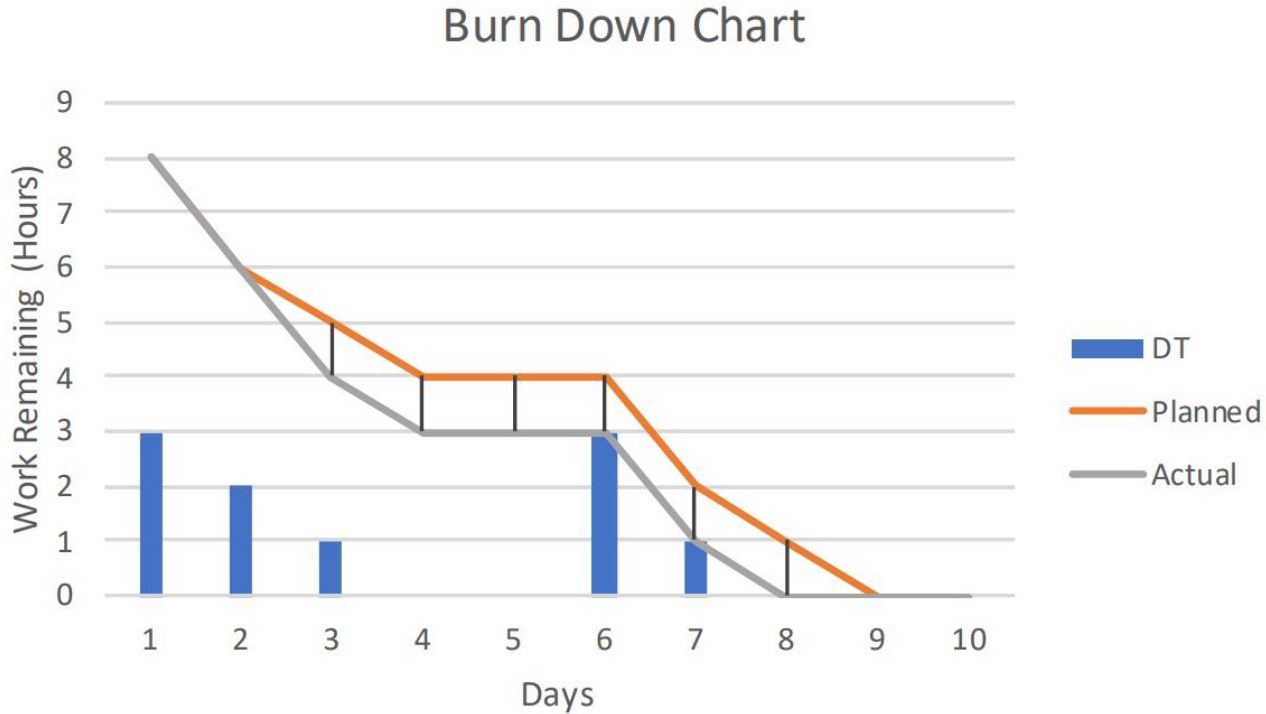
- The base product desire is for the display to display the intensity of picked up sound/blowing as something comical to be a game
  - A build-upon desire is for these intensities to update real-time
  - Another build-upon is an adjustable level of brightness for the display
- FOR RELEASE:
  - The base desire is non-negotiable, and hopefully one of the build-upon desires are included



# User Stories / Tasks

- Chris as a developer would like us to get the Arduino IDE installed on a few lab machines so we can all work on coding.
- Blake (scrum master and developer) found that our sound sensor does not output voltages that correspond logically to real-time sound sensing. Due to this we must simplify the project to be a game where intensities are not updated in real time but in 10 second samples taking the largest value.

# Burndown Chart





# Sprint Retrospective

**What went well in the sprint:** Team thought quickly and shared ideas over how to continue moving forward despite the sound sensor not performing the specs required for our initial plan.

**What could be improved:** At times activities seemed very last minute.

**What will we commit to improve in the next sprint:** Earlier planning for when objectives will be worked on.