F# Project - Sound Synthesis

Project Brief

Client:	Algosup	Project Manager:	Karine VINETTE
Project Name:	Sound synthesizer	Stream:	Primary Stream
Client Contact:	Name Email	Prepared By:	Desvaux Brendon
Ref	XX-YYYY	Date Produced:	16/11/2021

Project Description

The aim of this project is to create a sound synthesizer that can be used to create programmable music. The ultimate aim of this project is to be able to play music from code.

Background

This project was inspired by Sonic Pi (https://sonic-pi.net/) and other live coding music packages.

Project Objectives				
Business Benefit	Description			
Easy to use	The customers can program sounds easilly			
Easy to visualise	Only commands with documentation			

Scope			
In Scope Unit test, waves creation, savings, readings from the disk and from code compression, FSX			
Out of Scope	Language choice, night mode		

Project Team				
Role	Name	Required Skills		
Team manager	Karine Vinette	Communication, Organisation, problem solving, décision making for team		
Tech leader	Brendon Desvaux	Communication, Organisation, problem solving décision making for technologies		
Devs	Malo Achimbaud/ Martin Lorut-Gauriat/ Nicolas Mida/ Alexandre Bobis	F#/Fable		

	Deliverables						
Ref.	Description	Dependency	Required By Date	Responsible Party			
1	Create and Play a Basic Note	Etape 1	14 January 2022	Devs			
2	Basic Filters, Envelopes, and Chords	Etape 2	21 January 2022	Devs			
3	Frequency Analysis and Advanced filters	Etape 3	28 January 2022	Devs			
4 MP3 Compression		Etape 4	11 February 2022	Devs			
5	Creating "How to" documentation	Etape 4	11 February 2022	Devs/Tech leader			

Re f.			Responsible Party	Duration
1	Design thinking	10/01	Management team	3 days
3	Waveforms	10/01	Dev team	2 days
4	Save/read	11/01	Dev Team	2 days
5	Filters	21/01	Dev Team	5 days
6	Advanced filters	28/01	Dev Team	5 days

	Milestones					
7	MP3 compression	04/02	Dev Team	5 jours		
8	MP3 filters	11/02	Dev Team	3 jours		
9	Tests	11/02	Dev Team	2 jours		
10	"How to" documentation	11/02	Management team	3 jours		

Project Stakeholders				
Key Stakeholders (name)	Description of interest			
Algosup				
Robert Pickering				
Clients				

	Risks					
Ref. Description		Likelihood (=Probability)	Impact	Mitigation Strategy		
1	MP3 compression	High	Medium			
3	Cross plateform problems	Low	Medium	Only work on windows Find new libraries		
4	Fable not usefull	Medium	High	Change to a non Fable project		
5	Run out Time —> Scope Creep	Medium	Medium	Reduce Scope / Project Management		
6	Low ressources online	Low	Medium	Use books		

	Budget						
Ref	Description	Resource, Hardware or License	Amount (ex. GST)				
1							
2							
3							
4							

Approvals

Document Written by WLIS:

Name	Title	Signature	Date	Comments
Karine Vinette	Project Manager			

Document Reviewed by WLIS:

Name	Title	Signature	Date	Comments
	General Manager			

Project Brief Approved by Client:

Name	Title	Signature	Date	Comments

< Signed document should be scanned and saved in the project folder >