Project Status Report

Client:	Robert Pickering	Project Manager:	Karine Vinette
Project Name:	Sound Synthesis	Stream:	N/A
Client Contact:		Prepared By:	Algosup
Ref		Date Produced:	14/01/2022

Project Description

Creation of an application that creates and plays song.

Summary

Overall	Schedule		Budget	Risks	Resources
Yellow	yellow	G	yellow		G

Summary: *The first part is working. We are only missing the last part: read a section*

Project Comments

Due to SMFL not working on MAC and our incapacibility finding another way, we are struggling on the read a section part.

This Period: Activities Completed

Saving and reading a .wav file is working

Waves and their representations are implemented

Architecture and design are still work in progress

Next Period: Activities Planned

Modify the wave's amplitude by a fixed amount
Cut off the wave at specific amplitude to given the "overdriven"
Add echo to the sound
Add a flange effect filter
Add a reverb effect filter

<if Time and Material >

Estimate to Date:	Budget:	Agreed Variance:	Actual:	Estimate to Complete:
				12/02/2022
Forecast Project Complete: 12/02/2022				

<if Fixed Cost >

Estimate to Date:	Budget:	Agreed Variance:	Invoiced:	To be Invoiced:
Cost	$	$	$	
Forecast Project Complete: (dd/mm/yyyy)				
Comments: *< Report the accrued and forecast status for the remaining costs in comparison with the cost revenue and estimate, in the table below together with a comment.>*				

Project start and end date			
Planned project start date	03/01/2022	Actual project start date	05/01/2022
Planned project end date	11/02/2022	Forecast project end date	11/02/2022
Comments:			

Key Issues/Risks

Ref.	Description	Owner	Date Raised	Mitigation Strategy	Due Date Status
1	Cross plateform incompatibility	SFML	11/01	Save and del a wav file in a temp folder	20/01
2	Few documentation since F# is also a music note and we are working on music	Tech Lead	10/01	Take books or ask teacher more often	11/02

Project Variation

Ref.	Description	Status	Owner	Date
1	Reworked achitecture to avoid using Fable Framework	resolved	Tech Lead	12/01