

Sprint 3 Plan

Pocket Modular
Team Medley
Tuesday, July 22, 2019
v3.0(07/23)

- **Goal:**
 - Finalize the Modular Matrix in pure data
 - Create the UI Element so the user can interact with the matrix
- **Tasks:**
 - **As a user I want to have some feedback when I press a button**
 - UI elements visually change when the user presses on them
 - Sound levels and frequency change in real time when a slider is moved
 - The mod matrix changes the color of certain elements to show a connection (Ex: When an oscillator is connected to an envelope they are the same color)
 - Total: 6hr
 - **As a producer, I want to be able to create a range of sounds with my equipment**
 - Get the Modular Matrix working so that the patches are interacting with each other
 - Have android studio taking with the matrix so the user can shape the sound with the sliders and UI elements
 - Have sound output to the proper DAC to come out of the phones speakers.
 - Total: 16hr
 - **As a musician I want to be able to play and manipulate multiple notes at once**
 - Create a midi patch the handles polyphony
 - Android studio sends user input to the pure data patch
 - Total: 4hr
- **Team Roles:**
 - Shlok Gharia: Product Owner, Developer
 - Giancarlo Tomasello: Scrum Master Developer
 - Cassidy Norfleet: Developer

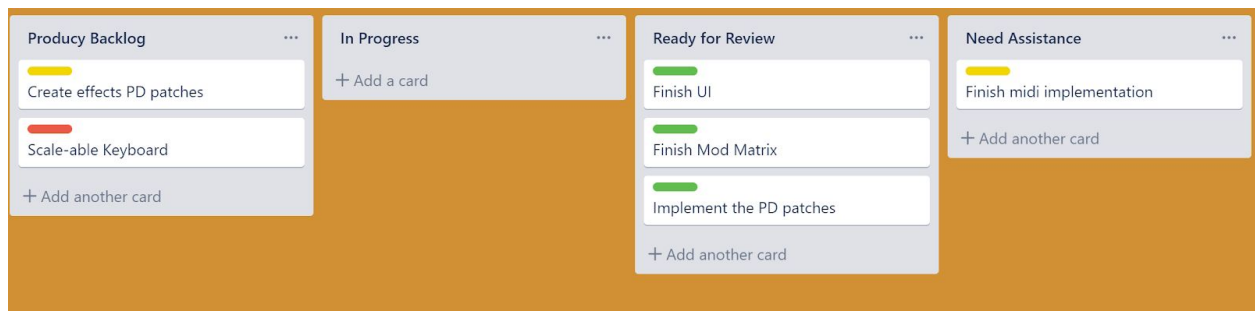
- Tristian Morales: Developer
- **Initial task assignment:**
 - Shlok Gharia: Finish the Modular Matrix
 - Giancarlo Tomasello: Finish the midi implementation
 - Cassidy Norfleet: Add the UI for the Mod Matrix
 - Tristan Morales: Finish the pure data patches
- **Initial Burnup Chart:**

Sprint 3

Project Modular



● Initial Scrum board:



● Scrum Time:

- (TA) Tuesday 11:30 AM - 12:00 PM
- Tuesday 12:30 PM - 12:45PM
- (TA) Thursday 11:30 AM - 12:15 PM

- Thursday 12:30 AM - 12:45 PM