Sprint 3 Plan

Pocket Modular
Team Medley
Tuesday, July 22, 2019
v2.0(07/21)

- **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
- **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
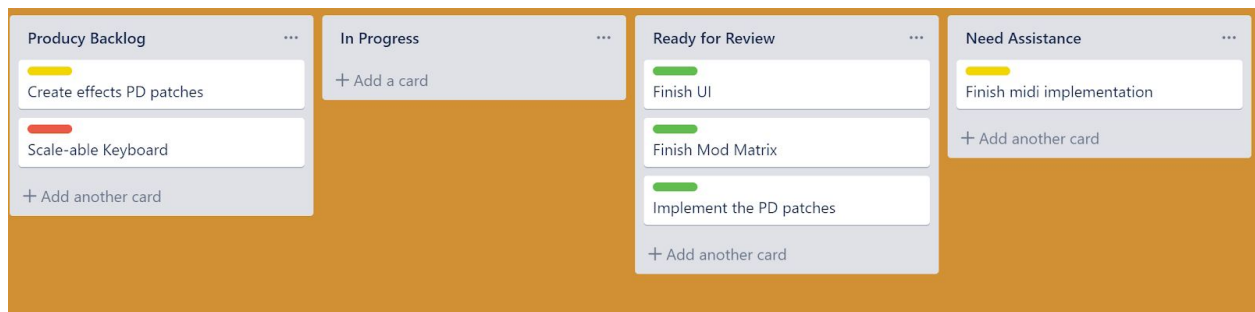 - Giancarlo Tomasello: Finish the midi implementation

- ○ 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:**

Producy Backlog	In Progress	Ready for Review	Need Assistance
Create effects PD patches	+ Add a card	Finish UI	Finish midi implementation
Scale-able Keyboard		Finish Mod Matrix	+ Add another card
+ Add another card		Implement the PD patches	
		+ Add another card	

- **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