Release Plan
Product Name: Pocket Modular
Team Name:

High Level Goals:
- Learn Pure Data & JUCE
- Be able to create a sound and manipulate the frequency and the volume (Oscillator)
- Be able to manipulate the pitch and frequency over time (Envelope editor)
- Be able to create and manipulate sounds through an editable wave table (Wave table)
- Be able to play nodes in a sequence (Sequencer)
- Users can record and replay sounds (sampling)
- Midi controller implementation

User Stories For Release:
- Sprint 1
  - As a producer, I want to experiment with melody and chords to get inspired.
  - As a musician, I want to be able to see what notes I am playing
  - As a producer, I want to be able to modify a sound to what I prefer
  - As a user, I want to create an object that can be tweaked with
- Sprint 2
  - As a producer, I want an interface that is familiar and easy to use.
  - As a producer, I want a synthesizer on my android device.
- Sprint 3
  - As a producer, I want the freedom to explore my sound design ideas on the go.
  - As a producer, I want to use my android device to sketch out musical ideas in my DAW of choice.

Product Backlog:
- Complex or multi-node wave generation
- Distortion effects
- Extra effects
- IOS Support

Presentation:
https://docs.google.com/presentation/d/1uuUarVb5kFjQaWiLh2v-fTsZzhAfK6xkuGlCjru2b2w/
edit?usp=sharing