# System Evolution

There are many options that the app could progress with. Such examples include:

* Virtual Reality / Use of camera
  + Instead of a user depending entirely on the phone’s microphone. With the help of a virtual reality headset or when the user pans the camera, the user could see sound waves and how they bounce off specific surfaces. The user could also see if a surface was changed, how that could impact the sound wave on that surface.
* Radio equipment
  + If a user has a radio (e.g. Bluetooth) microphone or camera, the above could be implemented, but using external devices instead of native ones.
* Professional equipment
  + If a user is a DJ, for example, they could link their Android device with their equipment. The equipment would automatically adjust, based on the results on the app, to produce the best sound quality.
* Statistics
  + Collection of information from users could see which is the most used room type and surfaces. Defaults could then be added, making the app faster, based on these statistics.
* Request a professional
  + If the user is completely perplexed and would simply just want someone who would do it for them, the user could request a call to a sound professional who could assist them.
* Instrument Tuner
  + By customer demographics and feedback, we’d be able to see if a tuner for musical instruments is what users would like in the app. There are many apps on the Play Store that are instrument tuners, but depending on the user’s experience, they may not like to go into another app. This is not required on the current version as the app itself is not a tuner.

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