CMPS115 – SPRINT 1 REPORT - TEAM TRILLBEATS

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WHAT THINGS SHOULD WE STOP DOING

- Separately writing code that may not be easily integrated with other sections of code

WHAT THINGS SHOULD WE START DOING

- More in-person collaboration may be necessary to ensure everybody understands the various components from the multiple java extensions that are being used

- Need to choose which java extensions we are going to use as there has been some debate

WHAT IS WORKING WELL THAT WE SHOULD CONTINUE DOING

- Communicating on a near daily basis

WHAT WORK WAS COMPLETED

- As a digital artist, I want an intuitive interface that allows me to quickly add and subtract percussive elements to/from my session so that I can quickly sketch out musical ideas. 5 story points

Because we decided on the last day of the sprint that we would need to start using the Jsyn audio processing library, we were not able to create a working, compartmentalized Sampler class who's methods could be called from the GUI. This means that 2/3 desired features were not implemented. However, choosing not to switch libraries now would have led to bigger problems during the next sprint when we would have had to deal with the complexity of threading, which is taken care of by Jsyn.

WHAT WORK WAS NOT COMPLETED

- As a percussive musician, I want to be able to modularly add sampled elements to my composition so that I can use them to create full drum loops and breaks. 5 story points

- As a sound designer, I want percussive modules who's volume can be changed so that I can balance the volume of samples that may be too low or high. 2 story points

RATE OF COMPLETION

- 5/12 Story Points completed

- ~.3 Story Points per day desired

- ~.8 Story Points per day desired