Release Plan

Heading:

- Product name: AutoAudio
- Team name: The Awesome Team
- Release name: AutoAudio
- Release date: July 25, 2019
- Revision number: 1
- Revision date: June 29, 2019

High level goals:

1. Make a device that can detect sounds and their frequencies
2. Output this information in the format of sheet music, to be used for music composition
3. Implement user interaction to fix/modify the music once it has been written

User stories:

- Sprint 1:
    - “As someone who is new to piano, I need to see where the note I’m currently playing shows up on the score, so I can learn to read music.”
    - As a deaf and aspiring singer, I want to be able to classify frequencies to make the learning process much more efficient (Goal: I want an easy interface to compose music so that I am less impeded by my disability)
    - As a music composer, I want a device to automatically transcribe music for me, to simplify a difficult and tedious process. (Goal: a faster way to transcribe music)
- Sprint 2:
    - As a band member, I want a way to turn the notes I play into sheet music so that other members can read my music. (Goal: have music written in a format humans normally read in)
- Sprint 3:
    - As someone who composes music for a living, I want to be able to clearly read the sheet music produced by the program

Product backlog:

- Implement user interaction to fix/modify the music once it has been written
- Displaying chords/complex notes
- Displaying key/time signatures and tempo
- Displaying rests (time when no music is played)

• Project presentation: See slides