System and Unit Test Report
AutoAudio
The Awesome Team
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Sprint 1:
<u>User stories:</u>
- As someone who is new to piano, I want an app that can tell me the note that corresponds to the key I am pressing so that I can learn which key is which.
- As a deaf and aspiring singer, I want to be able to classify frequencies to make the learning process much more efficient.

    <u>Scenario:</u>
- User opens the provided executable
- User presses the "Start Recording" button
- Notes are printed in real time in a command window while recording
- User plays music and presses "Stop Recording" button
- Final notes are outputted/printed so user can see what notes were recorded

Sprint 2
<u>User Stories:</u>
- As someone who wants to learn sheet music, I want to see where the note I am playing is on the score.
- As someone who improvises music, I want to be able to play my pieces and save the sheet music to read back later.

    <u>Scenario:</u>
- User opens the provided executable
- User presses the "Start Recording" button
- User plays music and presses "Stop Recording" button
- Song played by user is outputted as a PDF
- User can see the notes played on the sheet music

Sprint 3
<u>User Stories:</u>
- As someone who is not experienced with computers, I want an easy-to-use program, so that I am not confused by it.

    <u>Scenario:</u>
- User has access to an organized repository and only needs to run the executable
- User has access to informative manuals designed to help the user understand how to run the program in a easy-to-use manner
- User has access to a simple and easy-to-understand interface