Release Plan

Heading:
- Product name: AutoAudio
- Team name: The Awesome Team
- Release name: AutoAudio
- Release date: July 25, 2019
- Revision number: 2
- Revision date: July 23, 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

User stories:
- Sprint 1:
    - 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
- Sprint 2:
    - As someone who wants to learn sheet music, I want to see where the note I am playing is on the score.
- Sprint 3:
    - As someone who is not experienced with computers, I want an easy-to-use program, so that I am not confused by it.

Product backlog:
- Implement user interaction to fix/modify the music once it has been written
- Displaying chords/complex notes
- Displaying tempo
- Allow user to name the output file
- Allow user to edit key and time signature

• Project presentation: See slides