

Sprint 3 Plan

AutoAudio

The Awesome Team

Sprint Completion Date: July 23, 2019

Revision 1 - July 16, 2019

Goals:

1. Integrate backend with frontend, the program with the GUI.
2. Improve accuracy of note reading as much as possible.
3. Fix button implementation.

Tasks:

- As someone who wants to learn sheet music, I want to see where the note I am playing is on the score.
 - Remove false-positives with rest detection using volume (sound pressure levels) (2 story points)
 - Test other edge cases to ensure as much accuracy as possible (8 story points)
- As someone who is not experienced with computers, I want an easy-to-use program, so that I am not confused by it.
 - Fixing buttons for User Interface. (1 story point)
 - Optimizing aesthetic of User Interface. (2 story points)
 - Building installation process. (5 story points)
 - Writing installation instruction manual. (2 story points)

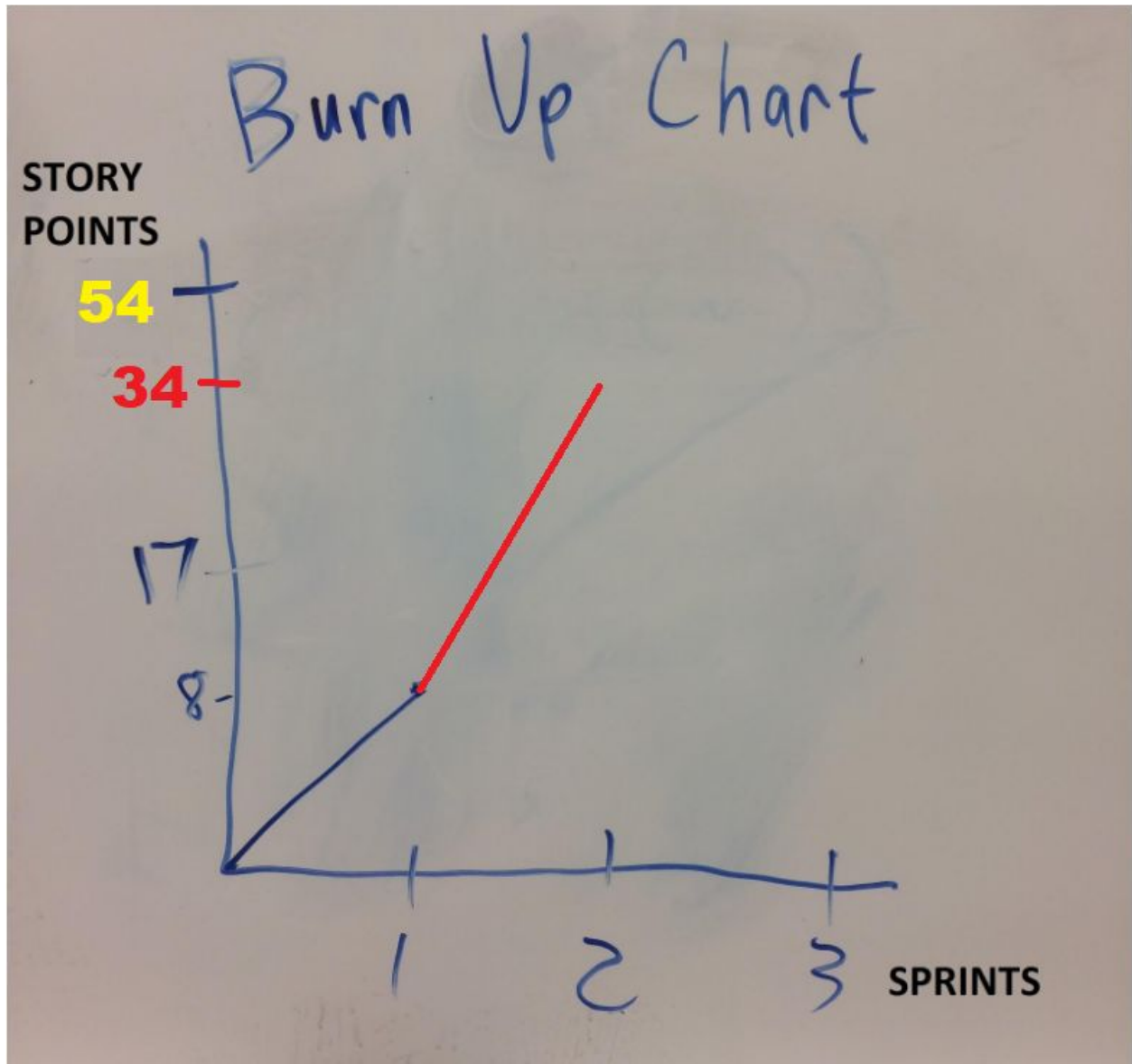
Team Roles:

- Erica: Product Owner, Developer
- Jeffrey: Developer, Scrum Master
- Weixiang: Developer
- Max: Developer
- Michael: Developer

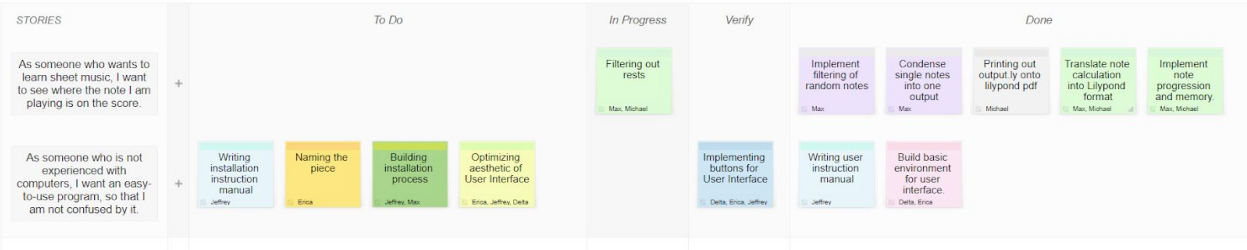
Initial Task Assignment:

- Erica:
 - Make the window that implements the program
 - Create the GUI layout
- Jeffrey:
 - Write instruction manual
 - Handle additional problems that arise
- Weixiang:
 - Button functionality
 - Working with Erica to better GUI layout, do manual testing

- Max:
 - Filter out false rests, join notes separating them
 - Test edge cases
 - Cleaning code
- Michael:
 - Find and testing other edge cases regarding accuracy of output.
 - Cleaning code



Initial scrum board:



Scrum times: Tuesday 2PM, Thursday 1PM (with TA), Friday 3PM