

Milestone 1

<https://csil-git1.cs.surrey.sfu.ca/dttan/cmpt433-group123-project.git>
group123

The objective of the system is to simulate a music player with the BeagleBone, Zen Cape and external 16x32 RGB LED Matrix from Adafruit. The system will also have audio playback capability such as play, pause, stop, rewind, volume, and more mentioned in the original project proposal.

There are no expected project changes and given the progress we have made to date in regards to Milestone 1 our group feels confident that we will be able to go forward with what we initially proposed. Moreover, due to the nature of the 16x32 RGB display matrix requiring more attention than expected our group has began working with it even though it was designated for Milestone 2. As of now, the matrix is functional, but refinement and tweaking of the display code implementation is still in progress.

Milestone 1 (June 18th)

Partially Complete / Complete / Incomplete or Fallen Behind

| Feature | Tasks | Progress |
|---|---|---|
| Zen Cape Audio | <ol style="list-style-type: none">1. Read audio file from BeagleBone directory.2. Pipe the audio file contents to the Zen Cape's speaker (s). <p>Acceptance Criteria:</p> <ol style="list-style-type: none">1. User can play/stop music by pressing down on the joystick of the Zen Cape. | <ol style="list-style-type: none">1. Only WAV files are supported at the moment after adapting the sample Wave_player.c source code from the course website. We plan to support MP3 as well.2. Zen Cape is now capable of playing mono/stereo WAV files. We will move on to implementing same functionality for MP3 files. |
| Playlist Capability Of Switching Audio Tracks | <ol style="list-style-type: none">1. Scan entire music directory for list of audio files.2. Use joystick to cycle through the audio files found and be able to play the selected audio. <p>Acceptance Criteria:</p> <ol style="list-style-type: none">1. User can switch between songs of a playlist by pressing left/right. | <ol style="list-style-type: none">1. Not yet implemented due to resources spent on attempting to get the 16x32 matrix display working.2. Not yet working, more time was originally spent than planned on reading and outputting WAV file sounds. However, now that it is finished this task should be trivial. |