**A2**

**Abstract:**

Our project will be a musical instrument which takes input from the user using force sensing resistors as input devices and which will produce an output of a high or low sound from the mount buzzer. The system is made to look like a set of bongo drums the user interacts with the system by hitting the top of the “drum” just as they would with an analog bongo drum. Underneath the top of each “drum” is a force sensing resistor and the system will make a different noise depending on which of the force sensing resistor is hit. If the <left> “drum” is hit a violin playing a “A” note will sound and if the <right> “drum” is hit a violin playing a “B” note will sound. <if both drums are hit together a violin playing a “C” note will sound>. <there is also a button as the button is hit the system will cycle through different modes. The system defaults to single notes, if the button is hit once the system will play a series of notes with each drum hit. If the button is hit a second time it the system will switch to “trills” (two note played very quickly). If the button is hit a third time the system will play slides (where the violinist slides his or her finger up and down a single string). And if the button is hit a fourth time the system will cycle back to single notes>

References:

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