

Team Organisation PAM3

Mobile Hardware Sampler

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March 25, 2022

1 Specified rules and techniques

In order to keep a decent project structure and organisation we decided on the following:

- Using a platform to keep an overview over the whole project, individual tasks and time everyone spent working on them
- Structuring the project into the following parts and preliminary subtasks

project part	subtasks	people
MIDI and MIDI circuit	-	Lena, David
Audio	reading/writing from/to RAM and flash storage, playback	Lucas, Dennis
Display	display controls and user interface	Alex, Dennis

Table 1: first project structure

- First early draft/ideas on how to put things together (fig. 1)

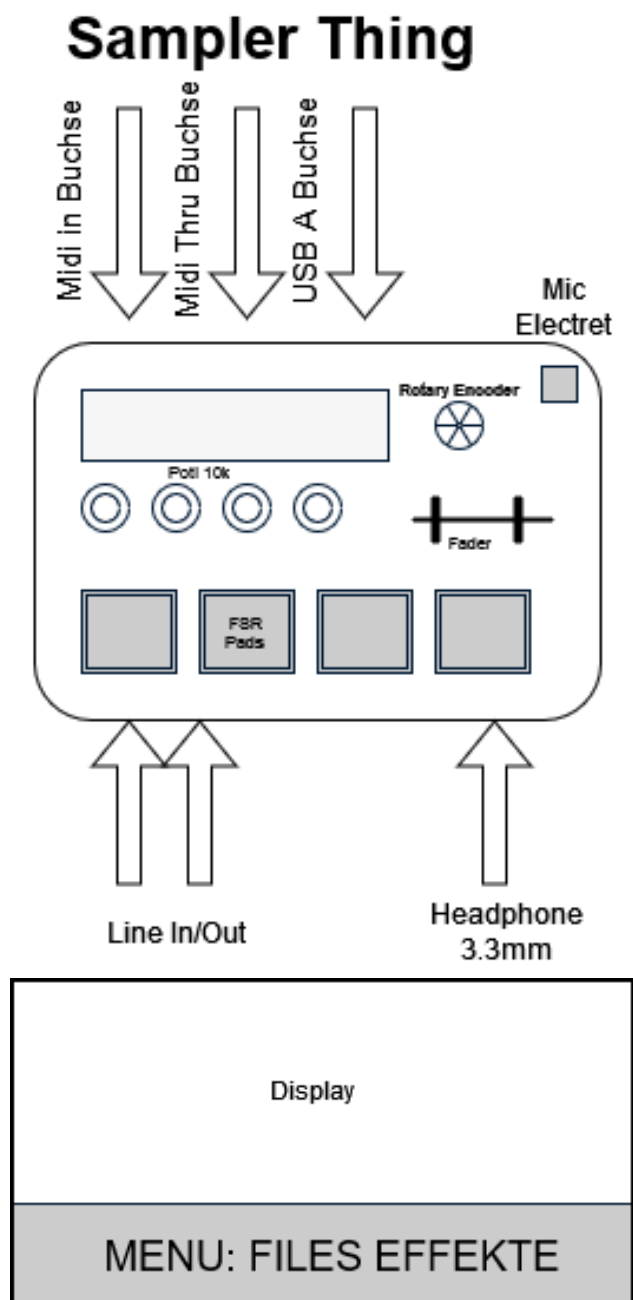


Figure 1: First draft

2 Things that are still unclear or still to be done

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3 Problems

4 Possible approaches to solve them