

Capacity Plan

Needs Assessment

For the project we will need five media technology students/ engineers to develop a hardware sampler. Since the client (TH Köln) wants a prototype themselves and for developing the device in home office we will need the basic parts 6 times. For the primary needs, we will need: 6 x Teensy 4.0 microcontrollers, 6 x Teensy audio shields, 6 x Displays, 12 x Midi Ports, 6 x Electret Condenser Microphones, 6 x 128M-Bit Flash Memories, 24 x TS ¼" Jacks, 24 x 10k linear Potis, 6 x Rotary Encoders, 6 x 8:1 Analog Multiplexer

For communication we also need tools that help us with managing the project, files, dates and exchange with the team.

Determination of available capacities

Since the team is already build, we have five people that work on the project. But there is already a restriction, one team member will probably be two weeks (31.03 - 16.04) in the US, but we already acted and planned with that in mind. If something unpredictable should happen, time management and multiple stages of development in combination with five people should prevent the project from being at risk.

Everything that will be build or implemented is yet to come. Parts must be ordered and delivered, after that the coding and developing can start.

Tools for communication and managing are available and already prepared and used.

Target-Actual Comparison

The plan was to order the parts on Monday 28.03.2022, but we had to redo our order list due to the consultation with Professor Reiter. We are looking forward to ordering this week 29.03-03.04.

Our team consists of 5 people, with one person traveling from 31.03 until 16.04. In this time, we will be one person less, but we also need to wait for the delivery.

Tools for management and exchange during the project time are implemented, tested and ready to use.

Capacity balancing

The missing of one team member will be made up by waiting for the delivery of the needed parts and research on the internet about possible problems and more in-depth information on one of the three topics in stage one, which are Midi communication/mapping, display integration, and audio read out and loading and reading of ram.