Music Men: Sight Reader

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Project Overview

- Our Sight Reading application is an attempt to automate and distribute a methodology for approaching a common problem amongst musicians, the skill of sight reading.

- Sight reading is the process of reading and playing a sheet of music that a musician has never read before.

Key Architectural Drivers

- Needed an architecture that supports an interactive user interface

- Needed to be simple and concise so it follows our design paradigm

- Did not need to connect user to internet/server, or to each other… fully local

- Needed to encourage mobile development styles

- Straight forward class organization

Architectural Style Choices

- Pipe & Filter
  - System evolution is easy
  - Adding components is as simple as changing the filter
  - We can reuse filters for other pipes
- Layering
  - Simple and easy organization
  - Works well locally
- We choose: Pipe & Filter
  - Android studio doesn't support layering well
  - Class design centered around simple user data flows

Our Architecture
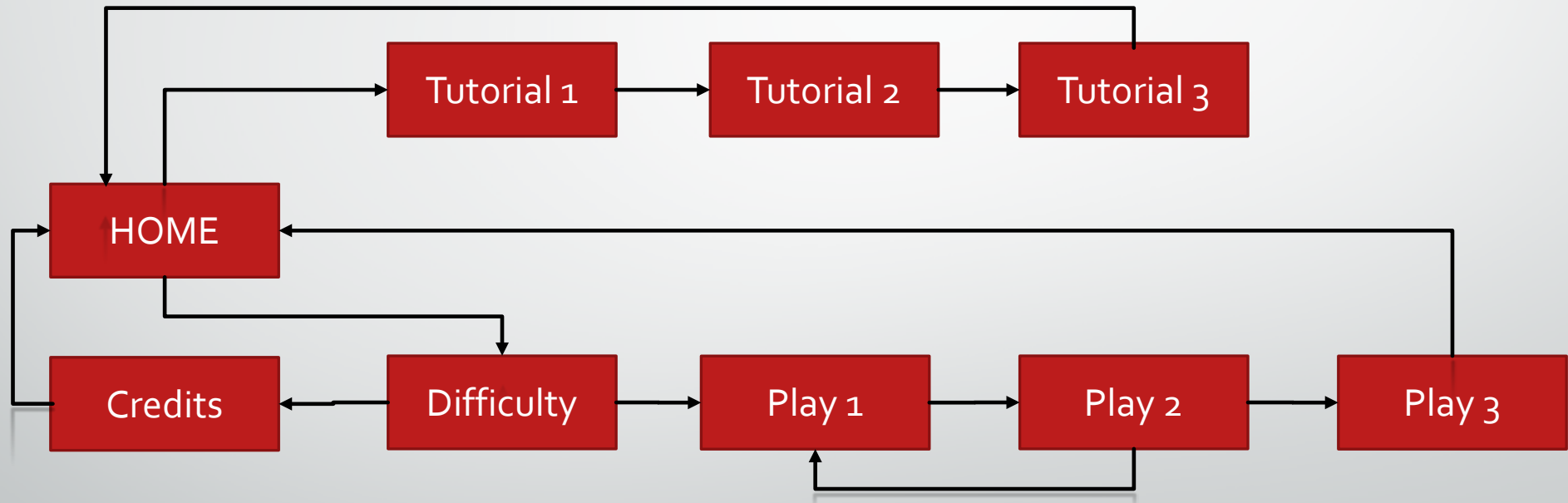
Conclusion

- Chosen Style: Pipe & Filter

- Issues: Game Loop

- Risks: Too many pipes and filter? Possible scaling issues

- Questions?