**COMM AUDIO progress report**

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| |  |  | | --- | --- | | Mon: | 3/7 | | |  |  | | --- | --- | | Tues: | 3/8 | | |  |  | | --- | --- | | Wed: | 3/9 | | |  |  | | --- | --- | | Thur: | 3/10 | | |  |  | | --- | --- | | Fri: | 3/11 | | |  |  | | --- | --- | | SAT: | 3/12 | | |  |  | | --- | --- | | SUN: | 3/13 | |

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| oscar kwan |  |  |  |  |  |  |
| Attend Design meeting | Work on learning QT Framework | Complete basic UI elements | Hand in initial design | Go over tutorials for multimedia with QT |  |  |
| State Diagrams | Pseudocode |  | Rework design from feedback |  |  |  |
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| gabriel lee |  |  |  |  |  |  |
| Attend Design meeting | Pseudocode |  | Hand in initial design | Start development – Multimedia API (Waveform) |  |  |
| State Diagrams |  |  | Rework design from feedback | Start development – Multimedia API (Aux Audio) |  |  |
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| eunwon moon |  |  |  |  |  |  |
| Attend Design meeting | Pseudocode |  | Hand in initial design | Start development – client-side send |  |  |
| State Diagrams |  |  | Rework design from feedback | Start development – client-side receive & ring buffer |  |  |
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| krystle bulalakaw |  |  |  |  |  |  |
| Attend Design meeting | Pseudocode | Finalize Design Documents | Hand in initial design | Start development – server-side send |  |  |
| State Diagrams |  |  | Rework design from feedback | Start development – server-side receive |  |  |
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| |  |  | | --- | --- | | Mon: | 3/14 | | |  |  | | --- | --- | | Tues: | 3/15 | | |  |  | | --- | --- | | Wed: | 3/16 | | |  |  | | --- | --- | | Thur: | 3/17 | | |  |  | | --- | --- | | Fri: | 3/18 | | |  |  | | --- | --- | | SAT: | 3/19 | | |  |  | | --- | --- | | SUN: | 3/20 | |

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| oscar kwan |  |  |  |  |  |  |
| Start GUI helper functions |  | Start integrating multimedia logic w/ GUI |  | Start integrating file handling logic w/ GUI |  |  |
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| gabriel lee |  |  |  |  |  |  |
| Implement minimal multimedia API to be able to play file |  | Implement minimal multimedia API for microphone support |  | Implement file handling (read) |  | Implement file handling (write) |
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| eunwon moon |  |  |  |  |  |  |
| Implement client TCP connection |  | Implement ring buffer |  | Implement client UDP connection |  |  |
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| krystle bulalakaw |  |  |  |  |  |  |
| Implement server TCP control channel |  | Implement server-side completion routines |  | Implement server UDP connection |  |  |
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| |  |  | | --- | --- | | Mon: | 3/21 | | |  |  | | --- | --- | | Tues: | 3/22 | | |  |  | | --- | --- | | Wed: | 3/23 | | |  |  | | --- | --- | | Thur: | 3/24 | | |  |  | | --- | --- | | Fri: | 3/25 | | |  |  | | --- | --- | | SAT: | 3/26 | | |  |  | | --- | --- | | SUN: | 3/27 | |

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| oscar kwan |  |  |  |  |  |  |
| Break |  |  |  | Start implementation of BFs |  |  |
|  |  |  |  | Song library |  |  |
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| gabriel lee |  |  |  |  |  |  |
| Implement client-side buffering and playing |  |  |  | Start implementation of BFs |  |  |
|  |  |  |  | Player progress bar |  |  |
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| eunwon moon |  |  |  |  |  |  |
| Implement client-side buffering and playing |  |  |  | Start implementation of BFs |  |  |
|  |  |  |  | Play, rewind, fast forward (file seek) |  |  |
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| krystle bulalakaw |  |  |  |  |  |  |
| Implement multicasting |  |  |  | Start implementation of BFs |  |  |
|  |  |  |  | Audio visualizer |  |  |
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**BF**: Bonus Feature

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| |  |  | | --- | --- | | Mon: | 3/28 | | |  |  | | --- | --- | | Tues: | 3/29 | | |  |  | | --- | --- | | Wed: | 3/30 | | |  |  | | --- | --- | | Thur: | 3/31 | | |  |  | | --- | --- | | Fri: | 4/1 | | |  |  | | --- | --- | | SAT: | 4/2 | | |  |  | | --- | --- | | SUN: | 4/3 | |

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| oscar kwan |  |  |  |  |  |  |
| Continue BFs |  |  |  | QA Testing |  |
| Equalizer (bass, treble) |  |  |  |  |  |  |
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| gabriel lee |  |  |  |  |  |  |
| Continue BFs |  |  |  | QA Testing |  |  |
| Volume control |  |  |  |  |  |  |
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| eunwon moon |  |  |  |  |  |  |
| Continue BFs |  |  |  | QA Testing |  |  |
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| krystle bulalakaw |  |  |  |  |  |  |
| Continue BFs |  |  |  | QA Testing |  |  |
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QA Testing and finalization of documentation until 4/6

Demo on morning of 4/7