

April 28: ShortSounds Weekly Status Report

Mattie Carlson, John Buscher, Justin Yoon, Casey Marcus Pittman Fischer,
Seth Hampson, Neil Harlow, Joel Sigo and Nick Jones

Plans and Goals from Past Week

- Mattie and John will update the Process paper with Nick making the schedule
- Neil, Seth, Justin, and Casey will work on the System Architecture assignment / UML
- Nick, Joel, and Neil will prepare the presentation
- Mattie and John will connect the UI to the backend database with the menu bar
- Nick and Seth will work on effects layout and design for EQ and/or Reverb
- Casey will work on the Tracks class and the Effects class prototypes.
- Joel will work on the card view for tracks and the recording action button

Progress from Past Week

Tasks Completed:

- Nick made the XML files for a few views, worked on the presentation slides, made the meeting agenda, and made a milestone schedule for the rest of the quarter
- Mattie and John wrote the Process Paper and did preliminary work on connecting the front end to the back end
- Joel worked on the presentation slides, added the RecyclerView and Card Views to the UI, and edited the overall UI layout
- Casey made the sequence diagrams
- Seth helped with the architecture paper, the UI architecture diagram, and worked on the track/effects views with Nick
- Justin figured out how to record sounds in Android and got a temporary Android device for testing
- Neil worked on the architecture writeup, UML class diagrams, and database schemas

Setbacks and What We've Learned From Them:

- On Saturday morning we realized that nobody had turned in our completed architectural design assignment. From this we learned that we need to better communicate and explicitly give people ownership of tasks so that nothing falls through the cracks.

Plans and Goals for This Week

- Nick will make XML for the track editing and effects as well as integrate Seth's code
- John will make the navigation drawer functional and add UI elements to it
- Justin will work on the documentation for developers, the build executable, the README, and the recording interface
- Casey will work on the documentation for developers and add comments and stubs for the tracks/effects model, as well as research distortion
- Mattie will write the documentation for users as well as work on the navigation drawer with John
- Neil will create the user facing website and oversee that all of the required components are there
- Seth will write Java code for track editing and effects
- Joel will help write the documentation for users as well as integrate the UI with other teams' UI elements and short sound objects/tracks