

April 21: ShortSounds Weekly Status Report

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Seth Hampson, Neil Harlow, Joel Sigo and Nick Jones

Plans and Goals for This Week

- Everyone should set up Android studio on their personal work computer, clone the repo, and attempt to make an Android application with a single simple button.
- Neil and Casey should lay out the models, determine what methods are necessary, and set up method stubs.
- John should determine what file format we should save our sounds in based on how an Android recording is saved when it is recorded
- Mattie should set up some basic test cases for adding effects to sounds and see how the libraries that manipulate sound in Java work
- Joel and Seth should set up a User Interface in Android Studio
- Nick will create a runnable MainActivity
- Justin will be a floater, helping anyone who needs support

Progress from Past Week

Tasks Completed:

- Everyone set up Android studio, cloned the repo, and ran a basic Android application.
- Official teams were set up. The three teams are the tracks/effects team, the ShortSounds team, and the Library team. These teams will all be working full stack with oversight on the UI from Joel and Seth.
- Neil set up a database prototype for both short_sounds and short_sounds_track
- Joel and Seth made a UI skeleton setup with Navigation Drawer for a library of sounds, and an expandable list view for tracks as well as a bottom toolbar
- Nick made UI sketches for inner effects fragments and did more specific effects library research, finding the AudioEffects library.

Setbacks and What We've Learned From Them:

- When we made the goals for the week, we hadn't defined our roles on the project. This mean we had to reevaluate the goals when we assigned teams on Thursday. In the future, we now know that it is better to get organized before attempting to dive in to our project.
- Setting up even simple elements on the UI (like the floating record button) has proved difficult. We have learned that we must allot a substantial amount of time to UI design.

Plans and Goals for This 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