Script for Sprint 2 Presentation

# Slide 1

Hey, we are team 2, our project, Fid’Lin, is an app that is going to help a fiddle or violin player in various ways.

# Slide 2

During this iteration, we updated a lot of our documents. We stopped using excel for our gantt chart because it wasn’t that user friendly and it didn’t look to great either. So, Tanner created a new one using INSERT HERE. Next, our project plan was updated and so was our project document. Finally, Dylan created some new test cases now that we have an idea of how the code will function.

# Slide 3

Tanners Slide

# Slide 4

For the project document, I went in and updated a lot of the sections since a bit has changed from the first iteration. I also added a couple terms, more will be thrown in as time passes.

# Slide 5

Dylan did test cases

# Slide 6

Tanner’s slide

# Slide 7

We have two plans for the intonation portion of our app as of now.

# Slide 8

As long as we are able to connect the intonation portion to the tuning function that Derek is working on, we plan to create a little “simon says” game. Where it plays a note or two and then gives you time to play it back and listens to make sure you play it correctly. The game will get progressively difficult the more the player is able to correctly play the given notes.

# Slide 9

If we are unable to connect to the tuning function, it’ll basically be the same thing but without the ability to measure if the player is accurate or not to the given notes. So there won’t be any game function either since there isn’t anything to measure or give score to.

# Slide 10

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# Slide 11

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# Slide 12

Derek’s slide