Small Project 2

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The device uses a a pressure sensor and piezo. The user can interact with the pressure sensor in different ways and it would respond with a different song. The user can tap, tickle, poke, hit, squeeze, or just touch it and the arduino would know which song to play. The user can't start another song until the one playing currently has ended.  
The code utilizes a timer that begins once the pressure sensor has a value. During the timer's duration, it will record how many times it was pressed and if was pressed hard at any time. Once the timer ends it will choose the according songs and start over again awaiting for a new input. The code has a library with pitches, and melodies are arrays of those pitches that are organized into functions to be played at anytime.  
The concept we had in mind was a device that played like an instrument that sending notes as you interact with it, the behavior of the note depends on the behavior on how the user interacts with it. Like hitting a drum harder will make a louder sound. As of now it plays entire melodies so it's more a music player that can be hit or tickled. Off that note it could be just that, a music player that plays a random song depending on how you press the play button, maybe from your mood.