Meeting Agenda

Date: 2014-03-20

Facilitator:

Participants: Kristofer Yffén, David Oskarsson

1. Objectives (5 min) Getting started up and to discuss what to do and how to do it.

2. Nothing to report yet

3. (a) How do we do...?
We will use the ABC format combined with MIDI songs to make a randomized output. Music theory will be implemented to prevent "mistakes" that breaks the non-existant rules.

(b) What to do...?
We will make a music generator that will learn about how other songs are built up and generate a new song from that information. The application will be able to learn new songs that it can use while generating to use some kind of similar feeling. For example if you want a jazz song, then it will learn a couple of jazz songs that it could mix to create a new one.

(c) Why is...?
Because it is good for people with a lack of creativity and people that are not in to music and still want to have music in for example a game that they have made or something.

4. Outcomes and assignments

Both Kristofer and David should read about something relevant.

5. Wrap up

During our next meeting we will be making a UML diagram that will be an overview of our application and to get some kind of structure.