Keyboard Learner

Aaron Noble

ENTER

Introduction

- Keyboard Learner
  - Software for learning typing
  - Software for learning piano
- Planning and Design Phases Complete
  - Diagrams
  - Mockups
  - User stories
  - Use case scenarios

Work Performed So Far

- [Project Planning Doc](#)
  - Detailed information about the project
  - Diagrams, mockups, user stories, schedule
- Milestones
  - Milestone 1: choosing software, architecture, creating goals, schedule, planning structure
  - Milestone 2: detailed user stories/scenarios, creating mockups, Visual Studio project creation
- Began coding (defining variables…)
- Database created (in Access…)

Progress

Gone Well

- Project Planning Document and overall planning

- Setting and understanding goals

- Learning and understanding process of software development

- Confidence in ability to create this project
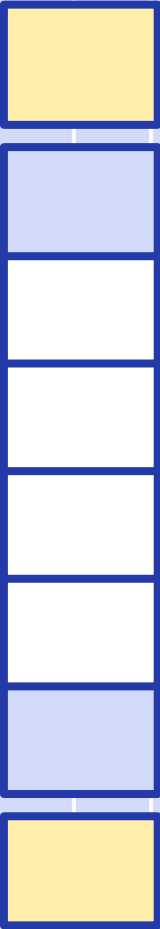
Challenges

- Finding time to start implementation

- Learning the structure of Visual Studio and C# language structs

- Time management (how will I do this all in 2 months)

Plan for Remaining Work

- Begin implementation
  - Decide if I should use an Access file as my database or switch to SQLite
  - Continue to build software components in C#
- Test-driven development
  - This will allow to me to get ahead on the next milestone
- Create basic GUI windows
  - Prioritizing functionality over aesthetics
  - Bottom-up approach

Conclusion

- Fun so far, but need to prioritize more time for it (falling behind in implementation)

- Planning and Design phases are complete, hopefully making the implementation phase easier

- C# is the best programming language

Project Demo!