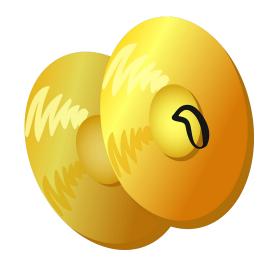


Project Pitch

Team 30







Team

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Drum Machine: Overview

We will create a software-based drum machine in which the user can:

- Make beats using different drum components: snare, kick, bass, cymbal etc...
- Create and save a beat to be looped, exported, and overlaid with other beats.
- Receive visual feedback on which drum components they have selected and which drum component(s) is/are currently playing.
- Create a beat by setting a sequence of drum components to play.
- Listen to beats on the drum machine in real time.
- Access a predefined set of beats.

Implementation:

- Drum machine program is able to be launched locally

Feature 1

Name: Beat Import/Export

Description:

- Users can export and import custom beats in MIDI/MP3 format.
- Beats can be created, updated, deleted, renamed and loaded into the drum machine.
- Exporting has an option between MIDI and MP3 formats.
- Imports can only be done with MIDI formats.
- Beats can be freely added into existing songs.

Champion: Shota Goginashvili

Feature 2

Name: Beat Sequencer/ Saver/ Loop

Description:

- Beat can be saved
- Beat can be looped
- Support of velocity of the note (tracking how "hard" the user has struck the drum)
- Duration of a note
- Tempo in bpm

Champion: Jose Gutierrez

Feature 3

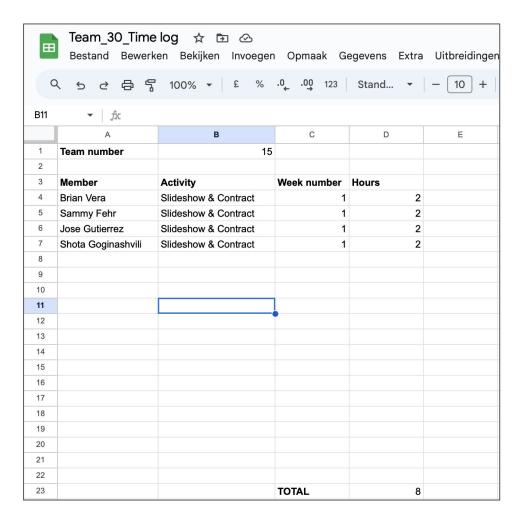
Name: Alternative visual representation

Description:

- The user will be provided with options for alternative music reproducers including a drum set and a keyboard.
- These visuals will behave independently from the drum machine with all features remaining the same:
 - Save
 - Play
 - Record
 - Export

Champion: Brian Vera

Time log



Signed contract

<<u>Team_Contract</u>>