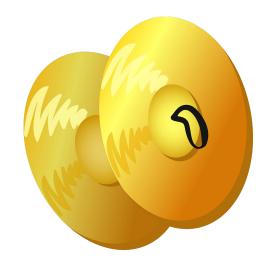


# Project Pitch

Team 30







## Team

Name	Student number	Email
Sammy Fehr	2835488	s.f.fehr@student.vu.nl
Brian Vera	2835621	b.v.vera@student.vu.nl
Shota Goginashvili	2703632	s.goginashvili@student.vu.nl
Jose Gutierrez	2835470	j.l.g.gutierrez@student.vu.nl

### **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

Name: Beat Import/Export

#### **Description:**

- Users can export and import custom beats in MIDI/MP3 format.

- 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

Name: GUI for Beat Sequencer/ Saver/ Loop

#### **Description:**

- User can record and save a beat
- User can loop beats
- User is able to choose how long a note is played for via a slider
- User is able to control the tempo (frequency) of a beat/ instrument in terms of beats per minute using a slider
- User is able to control "velocity" via a slider adjusting volume of specific note
- All this to be represented visually in a GUI

Champion: Jose Gutierrez

Name: Drum/ MPC GUI

#### **Description:**

- The user will be provided with a visual for navigating beat/note creation and deletion, similar to an Akai MPC
- 16 buttons to represent 16 different instruments
- Buttons for Tempo and Velocity
  - Play
  - Record
  - Export

Champion: Brian Vera

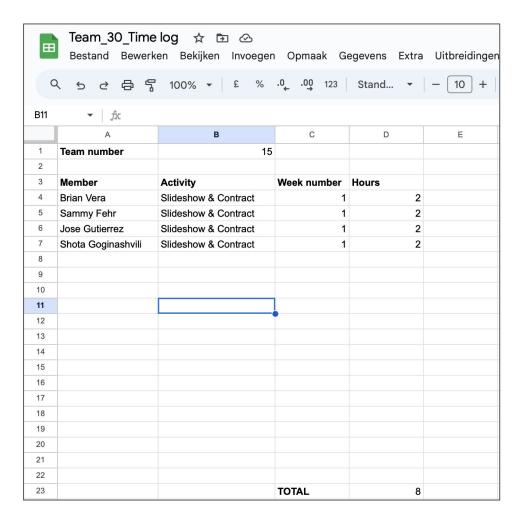
Name: CRUD

#### **Description:**

- Beats can be created, read, updated, and deleted using the our GUI

Champion: Sammy Fehr

# Time log



# Signed contract

<<u>Team\_Contract</u>>