<u>Demo Day Notes Template</u>
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Group name: SoftSynth

Which features of your project worked the best or were well received during the demo?

People really liked the physical keyboard, the options for different sounds, and delay effects. It seemed that users were having the most fun when manipulating the sliders while playing a sound. It was really interesting to hear all of the different sounds that could be created from the synth with the different settings that we had built. People liked messing around with the different sliders until they found a sound that they really liked and then they would stick around for a little bit and play around and try to make a little song for everyone standing around.

Which features of your project could be improved? Were there any features or interface elements that were difficult for users to figure out?

The biggest thing that could be improved is the ability to play more than one note at the same time. Almost everyone who came up would immediately try to play a chord and then were a little bit disappointed when they couldn't. We have made this change, so now chords work. Also, the users were a little bit hesitant to manipulate the sliders without being prompted by one of us. This could have been avoided if the keyboard knobs were functional. Overall, I think that because we had the big keyboard for the demo, all of our features were pretty self-explanatory to the user.

Did you notice anything surprising or unexpected? Did users find any bugs?

Users didn't find anything that we weren't expecting or anticipating. One thing that we did notice was that since we store the entirety of the key inputs as strings the program starts to get a little laggy because that memory grows and grows as the program continues. We fixed this issue. We also added polyphony so users can play chords.