**Student name: \_\_\_\_Charlotte Godley\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Semester: \_\_\_2\_\_ Week: \_25\_\_ Meeting number: \_\_12\_\_**

**Pre-meeting:**

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| **Achievements (cover Christmas vacation period to present):**   * improved on musicXML to Objects parser   + handles most common notation: still a few picky bits like voices yet to handle   + had to redesign the structure of the objects multiple times in order to suit to MusicXML format, and then redesign slightly to fit to Lilypond output   + Currently running into issues because of <forward> and <backup> tags which mean the object format needs another restructure: need to go back and look at data structure options   + included plenty of unit tests and testcases in the process, but bigger testcases come with a lot more issues and are harder to test * created mostly-working object to lilypond exporter   + still some kinks with duration handling from mxml to object to lilypond   + caused restructure of objects because of the way lilypond wants dynamics written * Polled for feedback on proposed third secondary objective: difficulty grading   + lots of feedback on "general" things - too much ink = hard etc.   + plenty of instrument specific ones   + also collected beta-tester emails which should help later in the process   + definitely something that could be implemented even on a general level but will be put behind midi output |
| **Reflection:** Needed to do strategic research on MusicXML and Lilypond formats to ensure design of object structure was relevant for both, rather than processing on a case by case basis. spending longer in the design phase would have helped with this, though hard to know what issues will come up with 2 formats which I hadn't come across before.  **Demo feedback:**   * confusion when creating a testcase of whether I was using my own work or MuseScore: if showing a testcase being rendered, just use the bare XML and then show how it looks as a rendered piece. * be completely clear that the project is based around Sheet music (i.e written down notation given to players so they know how to produce sound) not the sound produced.   ***Please record feedback given on interim demo here*** |
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**At meeting:**

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| **Aims and objectives:** - aim to wrap up whole drawing objective by the end of this month and make anything that isn’t inside that objective by then handle failure gracefully. this includes the refactor + any final things that are messing up the lilypond output in a way in which the output does not look readable. |
| **Other comments:** |