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

**Semester: \_\_\_1\_\_ Week: \_\_9\_\_ Meeting number: \_\_\_5\_\_**

**Pre-meeting:**

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| **Achievements (relate to last week’s aims):**   * Looking into Zong which converts musicXML to Java objects for rendering: seems unfinished but may provide a starting point. Several other OSS projects such as score-library which renders musicXML using Javascript and HTML5 canvas: again seems unfinished. Mingus (<http://code.google.com/p/mingus/> ) may help for object planning as it has all the relevant containers * devised plan for rendering:   + table of symbols matched to font: Lassus (<http://www.fontspace.com/david-rakowski/lassus>) looks to cover everything.   + port musicXML to objects: need to design structure and number of objects in design phase. Each object to have symbol ID – need to look at data structure options to make look up of symbol fast for rendering   + render fonts using ttf library + python-tk   + need to consider how panning/page change will work |
| **Reflection:** Considering platform and language: would be most comfortable in python, may need some crossover into C or C++ if certain libraries are unsupported (will be reviewed further during initial planning+feasibility phase) – platform wise currently prefer using Ubuntu as OS for python dev: hoping to make it cross platform but wondering whether initial dev in Ubuntu would cause any issues demonstrating at end? |

**At meeting:**

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| **Aims and objectives:** |
| **Other comments:** |