CS 440 Meeting Minutes

Group: 31   Date: 2/5/22   Time: 6:50pm-8:30pm   Duration: 2.5hrs

Present, on time: Edward Plesa, Ryan Jasiak, Beyza Soylu, Abel Abraham

Present, not on time: N/A

Absent: N/A

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Synopsis:

The purpose of this week's meeting minutes was to discuss the details of the Piano Training Simulator Report. We needed to start understanding the more nuanced topics and implementations that the previous semester's paper touched on and for us to all agree upon the correct approach to start designing our own program.

Recent Individual Accomplishments:

Ryan: Ensured the use of a midi keyboard for the user to use as the user is a viable option for the application. Done by plugging in a midi keyboard and looking up a quick example in JavaFX code to mess around with.

Abel: Researched current/active implementations of specific parts of the program, particularly a working version of a converter which translates MIDI files to sheet music, and also actively maps the current note played to that of the note displayed on the sheet music. Beginning to think of ways to recreate this in the back end of our project.

Beyza: Looked into how certain GUI elements might be implemented/achieved in practice with JavaFX, unfortunately hit a roadblock getting JavaFX to actually run and could not test out the implementation.

Edward: Identified and studied programs/ that can give us insight in the way we design our own implementations of the Piano Training Sim.

Current Individual Activities:

Ryan: Read through Piano Training Simulator Documentation, and brainstorm some more specifics for building overall framework

Beyza: Continue work on implementing Piano GUI with JavaFX.

Edward: Read the Piano Training Sim report to fully understand and familiarize with the ideas presented.

Abel: Continue to work on implementation ideas for the MIDI file to music score conversion and discuss practical design patterns with my group members.

Individual Action Items:

Ryan: Read through entire Piano Training Simulator documentation and understand needs/necessities, potential issues, and over planning for project

Beyza: Figure out issues with running JavaFX & SceneBuilder on VSCode and fix it, finish reading through Piano Training Simulator documentation to understand specifics.

Edward: Read the project report, research frameworks/ already implemented programs to get a reference on what we should be doing.

Abel: Read through Piano Training Simulator documentation, discuss implementation design with group members, begin making headway once we are all ready.