This week you are creating the work schedule for your program. We will be using this schedule to evaluate your progress over the semester, and be checking in weekly to make sure you are staying on schedule.

Create a detailed list of all of the features your program will include. Divide these features up into three categories: ``Must Have'', ``Should Have'', and ``Would Be Nice''.

For each feature, come up with a list of the steps involved to implement it. This may include several development steps, including researching existing solutions (and evaluating available open source implementations).

Next, create a schedule with due dates for each of these steps. BE REALISTIC about how long each step will take, and when in doubt, pick the longest estimate. You should have several steps due each week, in order to work on multiple things in parallel; for example you may work on prototyping with users while at the same time researching which basic technologies you should use.

Your schedule should include ALL of your ``Must Have'' and ``Should Have'' features, and at least a third of your ``Would Be Nice'' features. Leave weeks 11-14 of the semester dedicated to User Testing, revising based on testing, and creating your presentation.

Post your schedule as a note on your group project piazza post.

**Must Have**

User interface (that works) - with instrument mode, keyboard mode, play mode

compatible with computer keyboard

a way to draw things

a way to translate those things into sound

Assign instruments to keyboard

save and load instruments

export sound and visual files (save permanent version onto computer)

produce art from playing the instruments on the keyboard

**Should Have**

look pretty

Sound nice

able to play notes with the piano keyboard (external)

be able to save and load keyboard layouts

instrument adjusters

modifiable drawer tools

modify final art product

**Want**

be able to import mp3, aif, wav files and map to keyboard

it would be cool to be able to “tint” certain instruments with imported audio files (multiply it with like a low frequency oscillator) idk -felipe

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Thing** | **Priority** | **Length** | **Person** | **Thing you’re using** |
| The BrainGuy (function headers) | Super Must Have | Eternal & Infernal & Oh So Good | Team | Java |
| Design GUI | Must Have | 3 weeks | Rachel/Gavin | Java Swing |
| compatible with computer keyboard | Must Have | 2 weeks | Eliana | Java Swing |
| a way to draw things | Must Have | 2 week | Helen | Processing |
| a way to translate drawings things into sound (instruments) | Must Have | 1 - 2 weeks | Felipe/Gavin | Max/Processing |
| Assign instruments to keyboard | Must Have | 5 days? | Eliana | Java Swing |
| save and load instruments | Must Have | 5 days? | Felipe | Java Swing/Max |
| export sound from max | Must Have | 1 week | Helen | Max |
| export visual files from Processing | Must have | 5 days | Gavin | Processing |
| produce art from playing the instruments on the keyboard | Must Have | 3 days | Gavin | Processing |
|  | | | | |
| able to play notes with the piano keyboard (external) | Should Have | 3 days | Helen | Max |
| Save and load keyboard layouts | Should Have | 4 days | Eliana | Java Swing |
| instrument adjusters | Should Have | 1 week | Felipe | Java Swing Max |
| modifiable drawing tools | Should Have | 1 week | Rachel | Processing |
| Improve visuals | Should Have | 2 weeks | Gavin |  |
| Improve audio | Should Have | 1 week | Helen |  |
| Improve interaction | Should Have | 2 weeks | Gavin |  |
| Improve GUI | Should Have | 1 week | Rachel |  |
|  | | | | |
| come up with a good name | Want |  |  |  |
| be able to import mp3, aif, wav files and map to keyboard | Want | 5 days | Felipe | Max |
| it would be cool to be able to “tint” certain instruments with imported audio files (multiply it with like a low frequency oscillator) idk -felipe | Want | 5 days | Felipe | Max |
| Be able to change the style of the drawings (output) | Want |  | Gavin? |  |
| modify final art product | Want | 2 week | Gavin |  |