Lab 2 Report

1. How accurate were your time estimates?

a. How did you arrive at your estimated times?

We read the lab manual and did a lot of research based on the key concepts of the manual. Based off of the information we gathered from our research along with understanding the objective and requirements of the task. We were able to break down each task of the project and give an educated estimate on how much time it would take to complete the task.

b. What time requirements did you estimate well?

The requirements that we estimated well were Phase 1: Audio Development and Phase 2: FatFS CLI Testing. Also we were successfully able to give a proper estimate on Phase 3 the isWav, Song Index and LCD Display functions. These functions were fairly small and thus easy to estimate.

c. What time requirements were poorly estimated?

The requirement that was poorly estimated was Phase 2: Playing the .wav audio file because we had issues with distortion. We slightly miss estimated Phase 3 User Interface and Wave player operation due to the debouncing of the buttons. We ran into issues with adjusting buffer size to get a clear sound form the speaker.

2. What would you do differently if you were to complete a similar project in the future?

We would spend even more time on research to fully understand the objective and be able to have a distinct plan on the implementation of the requirements. And have structured plan such that it is segmented in small chunks to achieve efficiency and a better time estimate.



|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Date (MM/DD)** | **Estimated**  **Hours** | **11/07** | **11/ 15** | **11/ 16** | **11/ 17** | **/** | **/** | **Total** |
| Project Setup | 0.5 | 0.25 | 0 | 0 | 0 |  |  | 0.25 |
| Phase 1: Audio Development | 1 | 0.5 | 0 | 0 | 0 |  |  | 0.5 |
| Phase 2: FatFS CLI Testing | 1 | 0.25 | 0 | 0 | 0 |  |  | 0.25 |
| Phase 2: Playing “.wav” Audio | 1 | 0 | 6 | 0 | 0 |  |  | 6 |
| Phase 3: isWav Code | 0.5 | 0 | 0 | 0.25 | 0 |  |  | 0.25 |
| Phase 3: Song Index | 0.5 | 0 | 0 | 0.5 | 0 |  |  | 0.5 |
| Phase 3: LCD Display | 1 | 0 | 0 | 0.25 | 0 |  |  | 0.25 |
| Phase 3: User Interface | 0.5 | 0 | 0 | 0 | 2 |  |  | 2 |
| Phase 3: Wave Player Operation | 2 | 0 | 0 | 1 | 2 |  |  | 3 |
|  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |