

## **Musical Wearables - Design Review 1**

**Team BOOMCRASH**

**Feedback Form:**  
[https://tinyurl.com/  
team-boomcrash](https://tinyurl.com/team-boomcrash)

## **MVP:**

An **interactive** device that produces **music** in a way that is **intuitive** for a user to play without any previous musical experience.

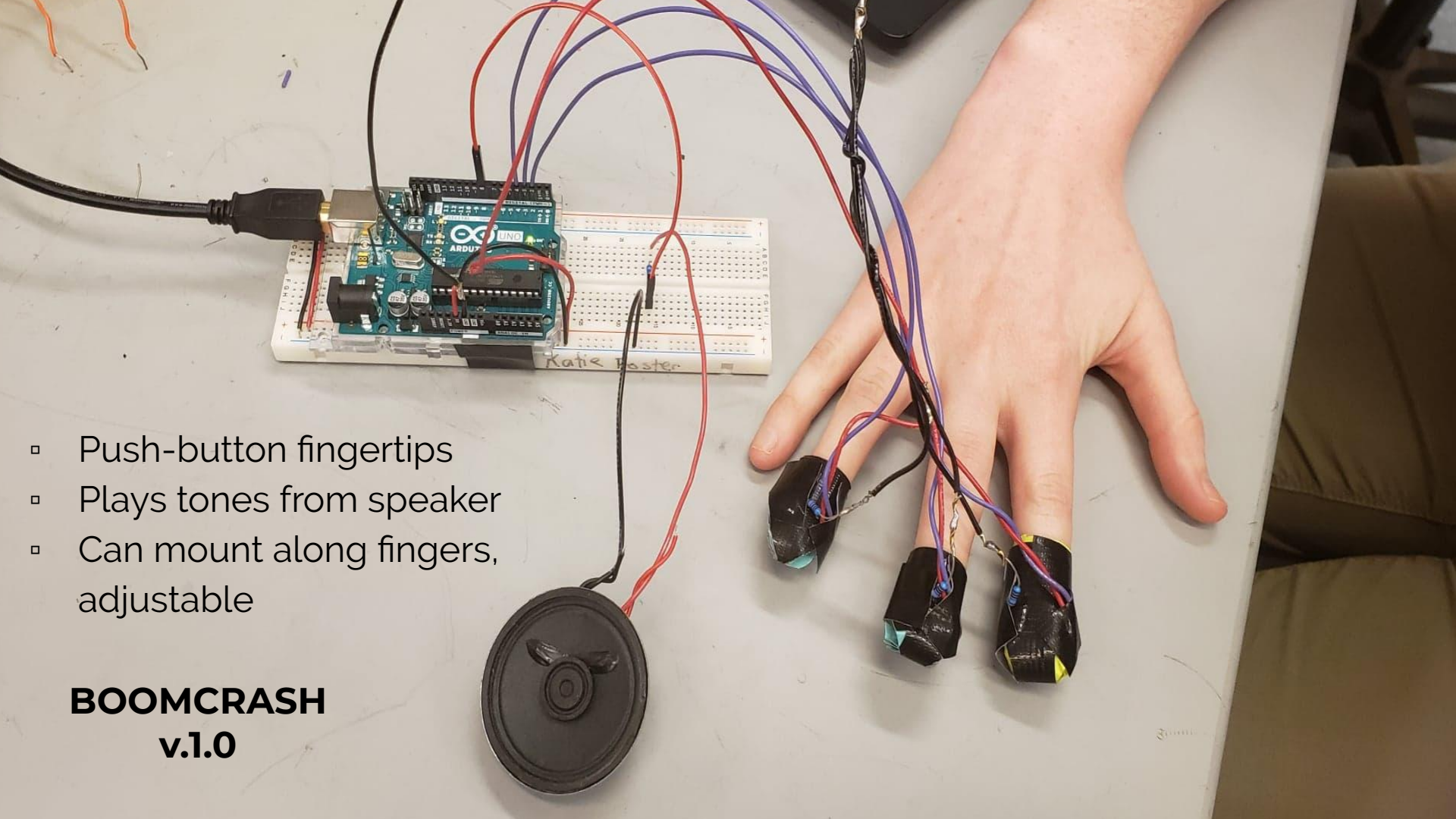


## Team Goals

- Pursue individual growth
- Growth in electrical, integration of previous mechanics and software experience
- Impact outside Olin culture
- Whimsical project
- Team Health

- Push-button fingertips
- Plays tones from speaker
- Can mount along fingers, adjustable

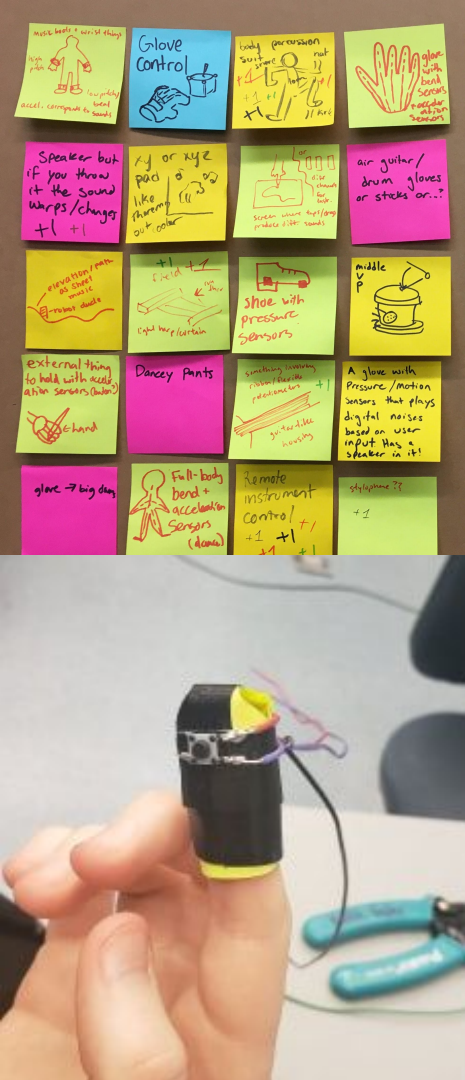
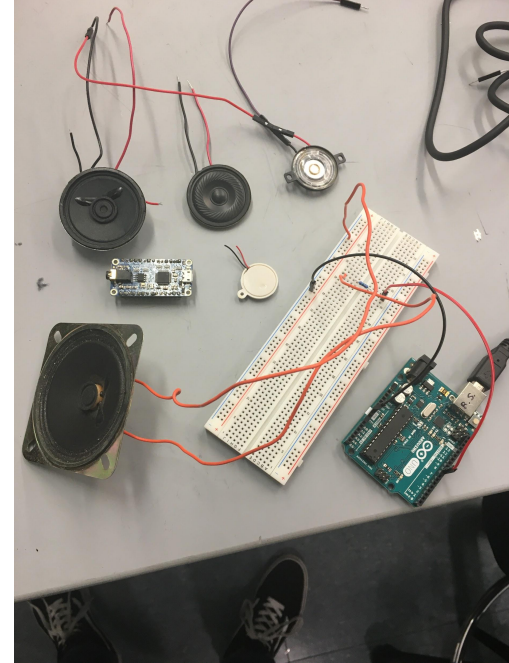
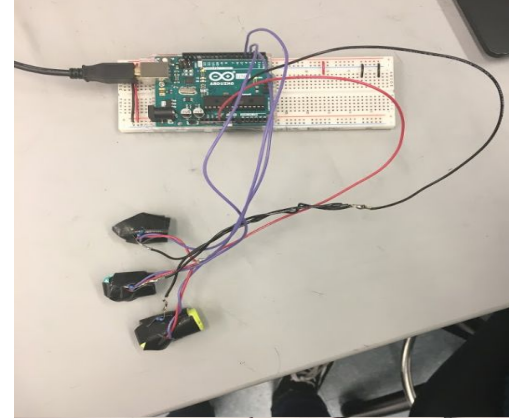
## **BOOMCRASH v.1.0**





# Process

- Tasks:
  - Team 1: design and read from finger sensors
  - Team 2: find hardware and output audio
  - Team 3: study audio and MIDI output
  - Collective: Document and present
- Technical risks:
  - Integration
  - Several sub-tasks, communication
  - Electrical inexperience



# End Goal and Next Sprint

## Next Sprint Goal:

- Tone function to .wav sampling
- Design glove
- Less clunky sensors
- Amplify speaker

## End Goal:

- Comfortable, adjustable glove
- Pressure/flex sensors
- Customizable sounds
- Wireless connection to speaker

## Stretch Goals:

- Arm/body control
- MIDI controller
- More than one, playing in a band

