Sprint Review 2

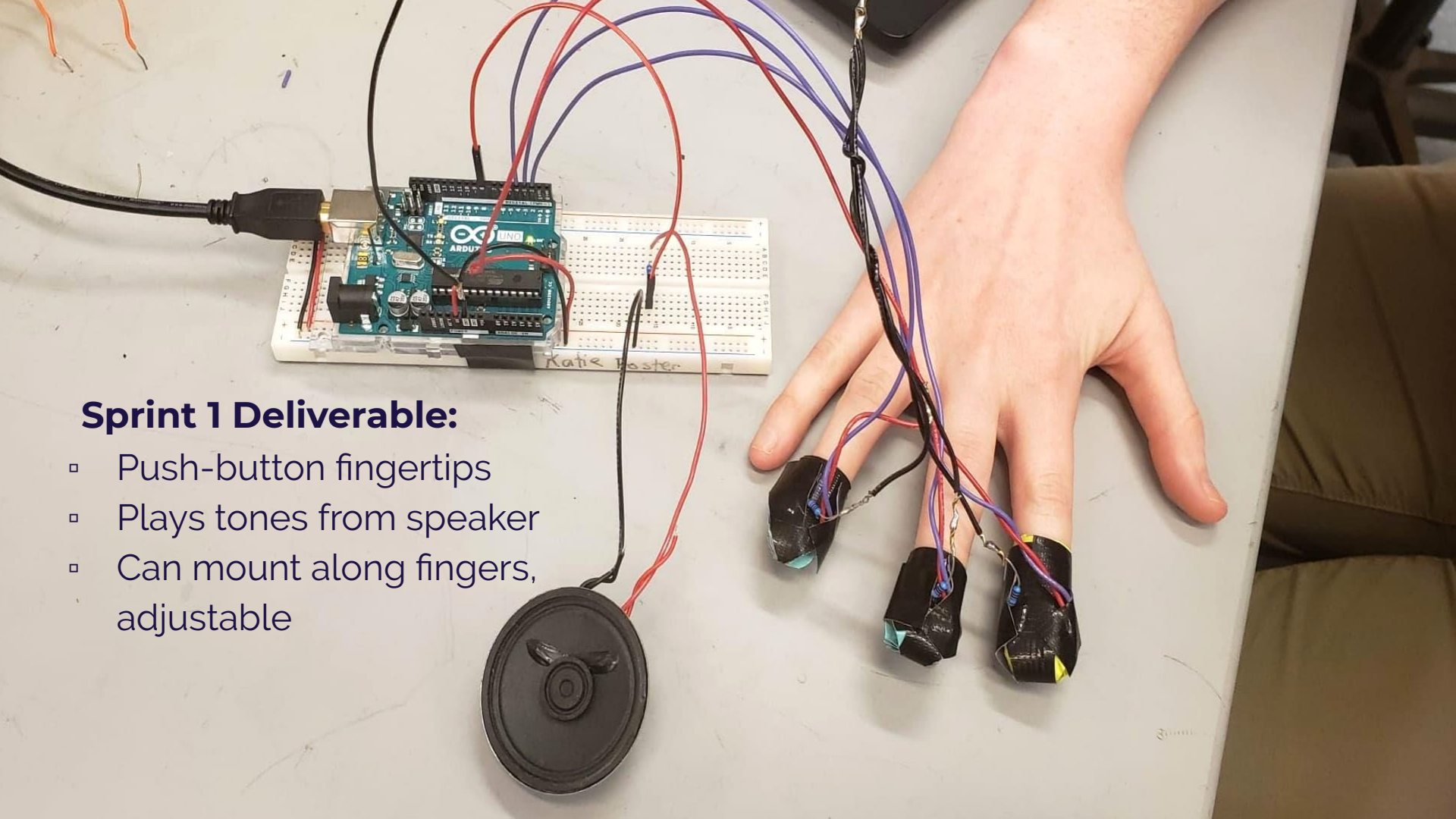
Feedback Form:
https://tinyurl.com/y3cad2zr

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
- Prioritize team health



Sprint 1 Deliverable:

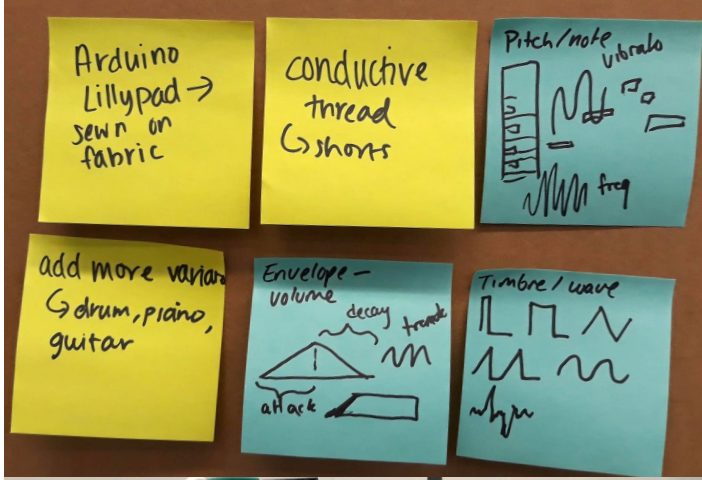
- Push-button fingertips
- Plays tones from speaker
- Can mount along fingers, adjustable

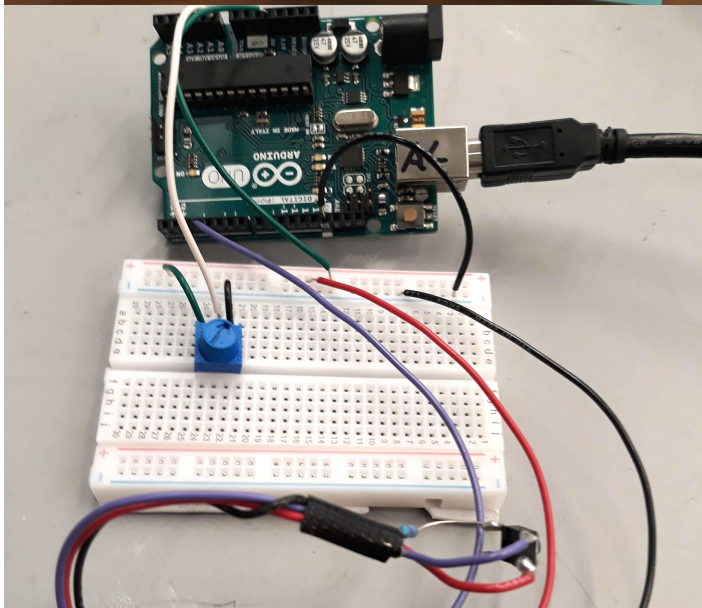
Sprint 2 Initial Goals

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

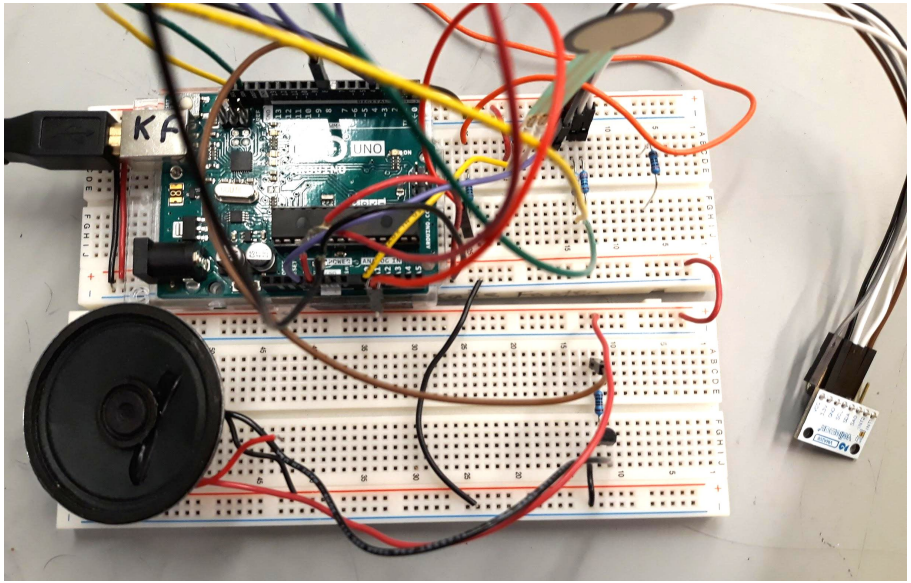
Process

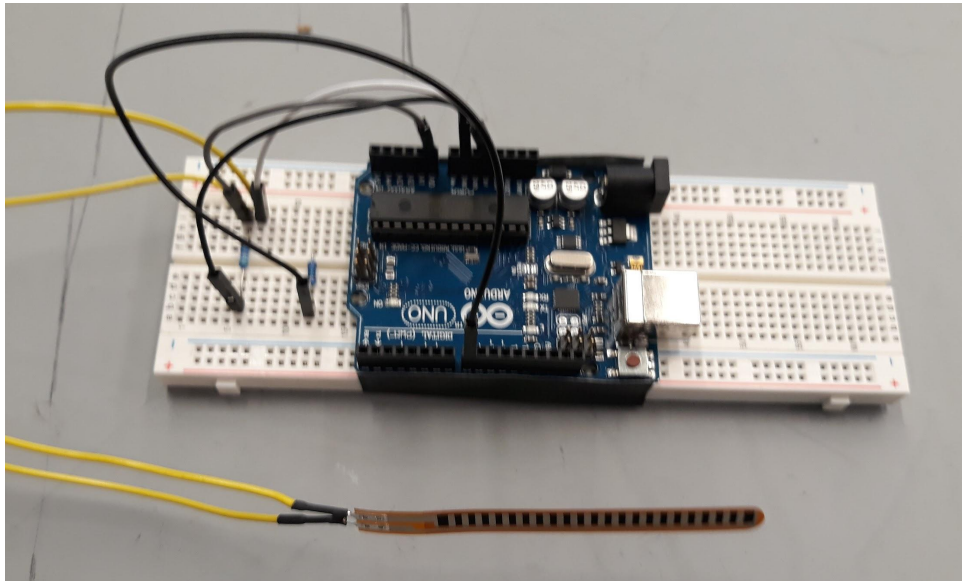
- Focused on user experience, brainstormed and decided on glove functionality
- Tasks
  - Team 1: output audio with new sensors (flex, force, and accelerometer)
  - Team 2: explore Max/MSP integration with Arduino
  - Team 3: amplify speaker
  - Team 4: glove design/mechanical integration
- Collective: Document and present





New Sensors & Speaker Amplification



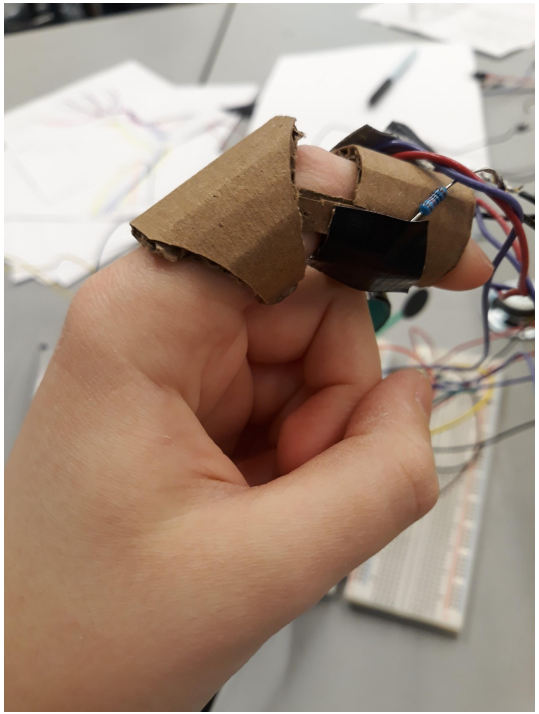


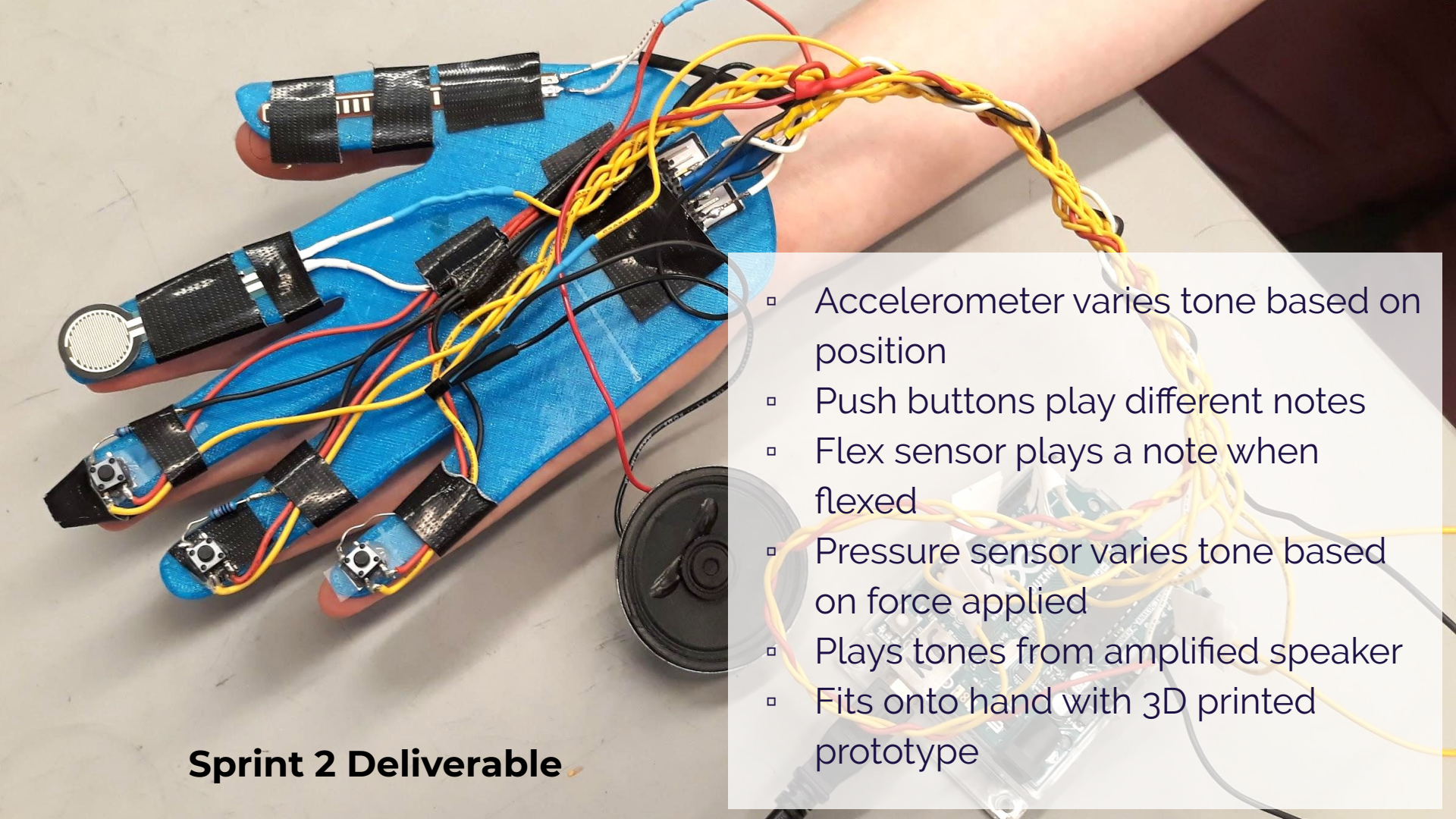
Max/MSP/Maxuino*

Video here too.

*feat virtual Alex who is at a higher ed expo!

Glove Design Iteration





Sprint 2 Deliverable

- Accelerometer varies tone based on position
- Push buttons play different notes
- Flex sensor plays a note when flexed
- Pressure sensor varies tone based on force applied
- Plays tones from amplified speaker
- Fits onto hand with 3D printed prototype

Risks	Steps to Address
Having 2 forms of audio creation	Good team communication Clear goal setting
MAX is uncharted territory	Have Arduino as backup Use documentation and connections
Integrating many sensors in a small area	Keeping an up-to-date schematic of current sensors and their connections

End Goals and Next Sprint

Next Sprint Goals:

- Wireless/Bluetooth
- More mechanical integration, comfortable glove
- Generate sounds with both Arduino and Max, integrate code
- Sound amplification that works for Arduino and Max

End Goals:

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

Stretch Goals:

- GUI
- Looping
- 2 gloves