Discussion of Problem and How I solved it:

For my Term Project I created an interactive drum tutor and audio visualizer. It will help people learn rudiments and it will also allow people to share their rudiments with other people. I want drummers to be able to practice new rudiments that they make at all different speeds and get real feedback so that they can master the rudiments

User Interface:

For my user interface I use stick clicks to move from screen to screen. 1 click gets you to next tab. 2 clicks presses the tab. 3 stick clicks will always get you to the home screen. The Learn tab is where users can have the computer play the rudiments and play along. The contribute tab allows users to add their own rudiment to the library. The play tab allows users to play songs and watch them get visualized. When recording the first four beats detect background noise, the next four are calibration beats in which you must play one note, and the last four are where you play the rudiment