Master The Bass Timesheet

Week Commencing:	09/12/2012				
Name	**Task Name**	**Description of work**	**Requirement number**	**Time Taken (hrs)**	**Git commit #**
Luke Mitchell					
Stephen Rogers	Create basic timesheet	Produce basic timesheet outline for Beta release	N/A	1	N/A
Guy Howcroft					
Ricky McGeehan					
Petro Tyurin	Research into layouts	Studied and tried how different android layouts work	N/A	3	N/A
Jon Rankin					

Week Commencing:	16/12/2012				
Name	**Task Name**	**Description of work**	**Requirement number**	**Time Taken (hrs)**	**Git commit #**
Luke Mitchell					
Stephen Rogers					
Guy Howcroft					
Ricky McGeehan					
Petro Tyurin	GUI improvements	Trying different versions of GUI	N/A	2	N/A
	Gesture prototype	Researched gesture detection in android and tested it on my phone		5	e03f7a588dc735fb121c2761b0 5026c2fd7cb6ed
Jon Rankin					

Week Commencing:	23/12/2012				
Name	**Task Name**	**Description of work**	**Requirement number**	**Time Taken (hrs)**	**Git commit #**
Luke Mitchell	Audio creation	Fixed a continuity error where the waveforms being created were not continuous when frequency was being changed.	N/A	12	395b92ea55f8c61f069f222394 285c336b176831
Stephen Rogers					
Guy Howcroft					
Ricky McGeehan					
Petro Tyurin					
Jon Rankin					

Week Commencing:	30/12/2012				
Name	**Task Name**	**Description of work**	**Requirement number**	**Time Taken (hrs)**	**Git commit #**
Luke Mitchell	Audio creation	Investigated NDK (native development kit) for audio creation to reduce latency.	N/A	20	N/A
Stephen Rogers					
Guy Howcroft	Created filters activity	added to main screen buttons, created filters activity, created filter and gesture list	N/A	6	N/A
Ricky McGeehan	UI design	Learn how to utilise certain tools on photoshop CS5, using the help of online tutorials, which will be used in the design of the UI.	N/A	5	N/A
Petro Tyurin	Further research into gestures	Testing and reading about gestures	N/A	2	N/A
Jon Rankin					

Week Commencing:	06/01/2013				
Name	**Task Name**	**Description of work**	**Requirement number**	**Time Taken (hrs)**	**Git commit #**
Luke Mitchell					
Stephen Rogers					
Guy Howcroft	Linked gestures to filters	When guesture has been completed, pop up now confirms, different fileters can be applied using different guestures.	N/A	6.5	N/A
Ricky McGeehan	Logo design	Experiment with fonts and effects to create different concept ideas for the logo. Improve on chosen logo based on feedback from group.	N/A	7	N/A
Petro Tyurin					
Jon Rankin					

Week Commencing:	13/01/2013				
Name	**Task Name**	**Description of work**	**Requirement number**	**Time Taken (hrs)**	**Git commit #**
Luke Mitchell					
Stephen Rogers					
Guy Howcroft					
Ricky McGeehan	UI design	Investigate main page concept ideas. Create prototype main page design. Improve on prototype main page design based on feedback from group.	N/A	15	N/A
Petro Tyurin					
Jon Rankin					

Week Commencing:	20/01/2013				
Name	**Task Name**	**Description of work**	**Requirement number**	**Time Taken (hrs)**	**Git commit #**
Luke Mitchell					
Stephen Rogers	Filter management	Look into current filters and waveform to try and produce a better sound	N/A	20	N/A
Guy Howcroft	Merged together existing code	Merged together code and tidied up GIT repository	N/A	5	N/A
Ricky McGeehan	UI design	Investigate settings menu concept ideas. Create prototype settings menu design. Improve on prototype settings menu design based on feedback from group.	N/A	15	N/A
Petro Tyurin	Research into vibration		N/A	2	N/A
	Research into communication between activities	Passing and Receiving values	N/A	2	N/A
Jon Rankin		Researched audio filters, created Noise Filter, Low Pass Filter, created different sound waves for the app to play.	3.5.1, 3.5.2	20	a7b885a2165aabfd55e2fb6a8c85c6fc24d57725

Week Commencing:	27/01/2013				
Name	**Task Name**	**Description of work**	**Requirement number**	**Time Taken (hrs)**	**Git commit #**
Luke Mitchell	Integration of audio	Hooked up accelerometer with FilterManager and SoundManager classes. Sound is now generated and filtered before being buffered directly to hardware. The cutoff (for the filter) is driven directly by the accelerometer.	N/A	35	379a9fbff64ffd647537e8937af192f399ce58c1
Stephen Rogers	Investigate sensor fusion	Investigate ways to use multiple sensors to produce values right for input to sound manager.	N/A	15	
Guy Howcroft	Updating the UI	Changed the UI, adding new components to create a better look and feel for the app. Fixed drop down menus	N/A	22	N/A
Ricky McGeehan	UI design	Design and create interactive components of the UI for both main page and settings menu (including buttons, switches, sliders, drop-down menus and header text).	N/A	20	N/A
Petro Tyurin	Added vibration prototype			3	5513cffb241c6dbf3eb6cc2e149be8397d052515
	Made toggle buttons keep their values.			2	
	Merged my and Guy's code	Made settings menu		5	cc6db5264b3959c1c829f803e95271fd23d6517c
	Slider prototype			4	
	Integrated slider into existing code			0.5	649b6314dc2b5e9d486136e4ee5470af19486234
Jon Rankin	Bug Fixes	Fixed bugs with the link between the cut off value for the Low Pass Filter and the accelerometer data. General experimentation trying to get the Low Pass Filter to work properly	N/A	4	c8c2cc6dc9bc7ce1cf9629e573498042f81fb050