

# May 12: ShortSounds Weekly Status Report

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Seth Hampson, Neil Harlow, Joel Sigo and Nick Jones

## Plans and Goals from Past Week

- Nick and Seth will work on the UI for reverb and EQ
- Nick will get some sample tracks for testing
- John and Mattie will add buttons to the menu and make it so a track (and simultaneous tracks) can be played
- Justin will work on getting an audio file to be recorded
- Casey will set up backend for reverb and EQ
- Neil will help with audio playback and recording
- Joel will work on overall UI styling

## Progress from Past Week

### *Tasks Completed:*

- Nick found and formatted several data mixes, audio format research
- John worked on edge cases with playing and helped set up the action menu
- Justin worked on recording
- Casey attached reverb and eq objects to toggle buttons in ui
- Mattie implemented share and rename from the action menu
- Neil worked on recording and playback
- Seth and Nick on the EQ effect & Reverb effect UI and created both the Canvas graphics that display the effects.
- Joel worked on the overall UI. He styled the bottom button bar, added the floating action button, styles the cards, the RecyclerView, and added an animation so the cards slide open.

### *Setbacks and What We've Learned From Them:*

- Finding quick fixes to UI issues leads to problems down the road we learned when trying set a view for effects
- From the UI effects, we learned that libraries are sometimes not the best way to go because they are too constrained.

## Plans and Goals for This Week

- Nick will connect UI effects controller
- John will continue to work on playback edge cases cont and help finish action bar
- Justin will work on the sync bug in recording/playback
- Casey will finish connecting effects to UI toggle, start on effect parameters
- Mattie will finish action bar button implementations
- Neil will work on compiling audio files into a single file
- Seth will work on UI for effects, changing the dialogue frame to a fragment that populates the entire view.
- Joel will work on the overall UI with Seth