Agenda 5/19

1. What did you work on last week?
    a. Nick   - UI revisions, effects, Model Control, bug fixes
    b. John   - Researched and added tests and testing scripts.
    c. Mattie - Implemented Menu Bar, updated documentation
    d. Justin - Unit testing
    e. Neil   - Changed backend to the new audio playback/record.
    f. Seth   - Worked on the backend model for the effect parameters, and connected it fully to the UI. On UI updates its values are be modified.
    g. Joel   - Worked on fine tuning the UI. Implemented the back end recording with new media format.
    h. Casey - Effects backend work.

2. Let's talk Audio
    a. probably cutting bitcrush and distortion.
        i.   Why? android has unpredictable audio effects classes
    b. Replace with input effects for noise cancellation, etc?

    c. Acoustic echo canceller, noise canceller, AutoGainControl
    d. https://android.googlesource.com/platform/cts/+/d5296d114f601c2fd599ed4a6
       2c10fd1a9799756/tests/tests/media/src/android/media/cts/AudioPreProcessing
       Test.java

3. Menu team update status

4. Testing and bug list compilation

    Add tests to src/androidTest/java/com.sloths.speedy.shortsounds.tests
    Mac: ./test_suite.sh
    Windows: test_suite.bash

5. **Pull from master everyday. Seriously. Why? So there are no more repo shit shows**
        - Also don't push broken code to master, or Joel
6. Feature-complete release   (aka every button works)
    a. additional back-end effects ready to test/tweak
    b. user test feedback
    c. **splash screen**, options, help, share, misc

7. What are you going to do this week?
    a. Nick   - solo button, volume control, get 44100 samples
    b. John   - Writing unit tests.

c. Mattie - Testing (use case tests?)
d. Justin - ShortSound/ShortSoundTrack Unit testing
e. Neil   - Audio export/compilation, Resource management for AudioTrack and Effect objects.
f. Seth   - Effect conversion functions & effect debugging (toggle, effect sound, effects loaded after app close, etc.). Also can look into effect compiling with Neil.
g. Joel   - Remove bugs associated with UI. Tie in seek bar on front end. Look into a different seekbar design for tracks volume. Look into actually compiling an effect onto the raw audio file.
h. Casey - Work with Seth on conversion functions