

May 5: ShortSounds Weekly Status Report

Mattie Carlson, John Buscher, Justin Yoon, Casey Marcus Pittman Fischer,
Seth Hampson, Neil Harlow, Joel Sigo and Nick Jones

Plans and Goals from Past Week

- Nick will make XML for the track editing and effects as well as integrate Seth's code
- John will make the navigation drawer functional and add UI elements to it
- Justin will work on the documentation for developers, the build executable, the README, and the recording interface
- Casey will work on the documentation for developers and add comments and stubs for the tracks/effects model, as well as research distortion
- Mattie will write the documentation for users as well as work on the navigation drawer with John
- Neil will create the user facing website and oversee that all of the required components are there
- Seth will write Java code for track editing and effects
- Joel will help write the documentation for users, integrate the UI with other teams' UI elements and short sound objects/tracks, and set up a continuous build integration server on Amazon AWS that will be running Jenkins

Progress from Past Week

Tasks Completed:

- Nick and Seth created the interface for the track editing and effects
- John added a menu button with options, as well as made it possible to load a track from the database from the library.
- Justin wrote the developer documentation
- Mattie wrote the user documentation
- Neil made the project website
- Joel set up Jenkins

Setbacks and What We've Learned From Them:

- From setting up Jenkins, we learned that testing an Android application is really slow because it requires emulators. We have learned that test driven development is not a good strategy because these requires frequent tests.
- We also learned that nested list views are not allowed in Android apps, so we had to change the layout of the track editing and effects.

Plans and Goals for This 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