**May 26: 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 implement the solo button, volume control, and get 44100 samples
* John will write more unit tests.
* Mattie will write use case tests
* Justin will write ShortSound/ShortSoundTrack unit tests
* Neil will work on audio export/compilation, as well as resource management for AudioTrack and Effect objects. Seth will help.
* Seth and Casey will work on effect conversion functions & effect debugging (toggle, effect sound, effects loaded after app close, etc.).
* Joel will remove bugs associated with UI, tie in the seek bar on front end, look into a different seekbar design for tracks volume and look into actually compiling an effect onto the raw audio file.

**Progress from Past Week**

*Tasks Completed:*

* Nick made track volume and worked on functionality for deleting individual tracks
* John wrote unit tests
* Mattie implemented sharing and worked on tests
* Justin wrote unit tests
* Neil worked on compiling audio files and getting effects attached to audio playback
* Seth worked on implementing effects and connecting the effects with the UI
* Joel implemented the seekbar functionality and implemented the record timer
* Casey worked on setting EQ parameters according to EQCanvas

*Setbacks and What We’ve Learned From Them:*

* Implementing the audio effects was incredibly difficult because the library was buggy and not well documented. We learned that documentation is key to making a usable library.
* We had group members that were writing tests on code that was not up to date, which resulted in a lot of failing tests. We learned to to pull from master constantly.

**Plans and Goals for This Week**

* Nick will finish implementing delete track, rename track, compile with effects, and reverb playback
* John will write more unit tests and work on user tests as well
* Mattie will do a code review with Seth over the effects implementation and update documents
* Justin will write more unit tests
* Neil will work on bug fixes
* Seth will work on effects bug fixes and code review with Mattie
* Joel will work on bug fixes and usability tests with John
* Casey will work on bug fixes and make sure all of the code is commented.