

Team Name: Kennedy
Project Name: Phonetics
Project Repo: <https://github.com/reidash/Phonetics>

Team Members:

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Demo Summary:

Our demo will show the class the first time user experience when using ***Phonetics***. We will start by showing how users will create and edit their profile, then move on to session selection, and finally demonstrate a listening mode session. For the purposes of the demo some of the content shown in the lesson selection page (the sessions we don't select) will be placeholder, however both profile creation and listening lesson are fully functioning and the words shown in the lesson are stored and loaded from disk exactly as they will be in the final application. We will not show speaking mode, statistics, goal tracking or the dynamically generated challenge session.

Project Status:

The demo is representative of our progress so far, we have completed work on profile creation, word format and loading, a set of 21 screen units (our name for word pairs) for the native Japanese language, and the listening mode logic. This leaves speaking mode logic, the statistics model and visualization, goal tracking and notifications, and the dynamic session generator that need to be done.

The main challenge we have been facing is getting the work flow set up and working on all group members workstations and finding an efficient testing workflow. So far at least half of the time we have spent working has been trying to get everyone set up to work and able to test the work they have done. Some group members have also had trouble with long iteration times due to lengthy building and testing processes. To address these challenges we are going to meet as a group this week to work out any outstanding work flow problems and decide on a standard testing procedure that allows for more rapid iteration without risking bugs slipping through.

Our plan for the next month is to first get speaking mode working with speech recognition and voice recording by the end of next week (March 10th). Then get statistics recording and basic visualization ready by March 17th, and finally work on goal tracking/notifications and the dynamic session generator for March 24th. Throughout this time we will continue to add more word pairs to the project. The weekend before the 27th we will finalize our documentation, fix any outstanding bugs, and polish our presentation for the following week.

Loading
Layer

UI Layer

Logic Layer

Storage Layer

Phonetics Application

Profile
Manager

Word
Controller
(finds and loads
words into app)

Get/Set
Profile Info

Session Selection
and Loading

Profile and
Screen Units
Stored On Disk

Menu
Controller

Update
Dynamic Lesson

Set/View
Goals

Start
Lesson

Start
Lesson

View
Stats

Goal
Manager

Listening
Controller

Speaking
Controller

Statistics
Visualizer

Update and
View Progress

Update Goal
Progress

Update
Accuracy

Get
Statistics

Goal
Tracker

Statistics
Model

Store Stats and
Goals On Disk

Phone Hardware

Native Device
Notifications

Native Device
Audio

Native Device
Speech
Recognition

Physical
Memory

Send Push
Notifications

