EE/CPRE/SE 491 WEEKLY REPORT 3
October 22 - October 28
Group number: 56
Project title: Sound Effect Devices for Musicians
Client &/ Advisor: Dr. Randy Geiger
Team members/role:
    Dalton Sherratt: App programming
    Eric Stablein: Signal processing, meeting facilitator
    Zach Besta: Signal processing, meeting scribe

Weekly Summary
    This week, the group worked on implementing various functions that would be needed for the sampler app. The tasks were comparing and contrasting UIs of existing sampler apps and researching how pitch and speed shifting can be implemented in our app. Then, based on feedback from Dr. Chen, the group elected to focus on documentation and creating a more concrete plan in the coming weeks.

Past week accomplishments

Name	Individual contributions	Hours this week	Hours cumulative
Dalton Sherratt	● Researched UI possibilities ● Looked at existing sampler apps ● Researched how to implement speed shift ● Researched how to implement pitch	6	42
Eric Stablein	● Researched how pitch shifting works ● Sketch UI designs ○ Possible menu and button layouts	6	42
Zach Besta	● Research how envelopes can be implemented ● Documented info about the two main types of envelopes ● Briefly researched pitch shifting	6	42

Plans for the upcoming week
- Dalton Sherratt: research existing sampler app user interfaces
- Eric Stablein: create a block diagram of the project's filters
- Zach Besta: create a flowchart of how the application will operate

Summary of weekly advisor meeting (If applicable/optional)
- Dr. Chen expressed that we should create a more firm plan for our project instead of jumping into implementation
  - We need a more concrete plan
    i. Start with market research
    ii. Specifications
    iii. Refining specifications as a process between the business and design side
    iv. Evaluating feasibility
       - Updating project scope if necessary
    v. Testing
       - Internal alpha testing
       - External beta testing
       - Using feedback to refine
  - We need to create a block diagram of the system (i.e. how we connect to the speakers, how the components of the app interact, etc.)
  - We also need to create a system flowchart