EE/CPRE/SE 491 WEEKLY REPORT 4
October 29 - November 4
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 continued the UI research, then created preliminary versions of materials explaining the project. The two main pieces were a flowchart explaining the project flow from a user perspective and a block diagram explaining it from a data perspective. Following the week's meeting, the group chose to continue refining these materials.

Past week accomplishments

Name	Individual contributions	Hours this week	Hours cumulative
Dalton Sherratt	- Researched the interfaces of existing sampler apps - Researched the functionality of existing sampler apps - Made screen sketches - Planned each layer in a layered design for our app	6	48
Eric Stablein	- Created block diagram - Research Java and Android Studio - Watched and read tutorials	6	48
Zach Besta	Begin creation of a flow diagram for the application showing the operation from a user input perspective	6	48

Plans for the upcoming week
- Dalton Sherratt: form a more in-depth testing plan for the application
- Eric Stablein: update the block diagram to be more standard
- Zach Besta: update the flowchart to show more details and be more explicit

Pending issues
- Explanatory materials for the project were too non-standard

Summary of weekly advisor meeting (If applicable/optional)
- This week's meeting was shortened due to Dr. Chen having a meeting and Dr. Geiger being unavailable
- Dr. Chen said that our materials were too vague and non-standard
  - He said that we would need to revisit and fix the issues
  - Another goal is to add more details and depth