

## EE/CPRE/SE 491 WEEKLY REPORT 5

November 5 - November 11

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

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### Weekly Summary

This week, the group started the process of updating the project documentation to be more detailed and more standard. The group also met to clarify the image the members had of the app and begin creating the final project design document.

### Past week accomplishments

Name	Individual contributions	Hours this week	Hours cumulative
Dalton Sherratt	<ul style="list-style-type: none"><li>● Made additional screen sketches</li><li>● Formed a testing plan for the app</li></ul>	6	54
Eric Stablein	<ul style="list-style-type: none"><li>● Standardized block diagram</li><li>● Began working on project proposal</li></ul>	6	54
Zach Besta	<ul style="list-style-type: none"><li>● Updated project design flowchart</li><li>● Began editing design document</li></ul>	6	54

### Plans for the upcoming week

- Dalton Sherratt: create demo screens for the application to illustrate how the UI works
- Eric Stablein: finish updating the block diagram and work on a demo plan
- Zach Besta: create flowcharts for sub-main functions (pitch shift, envelope config) and work on a demo plan

### Pending issues

- Explanatory materials for the project were not detailed enough

### Summary of weekly advisor meeting (If applicable/optional)

- Dr. Geiger expressed concerns that our group was not all on the same page regarding the project
  - He suggested that we further refine our explanatory materials to clarify our image of the project

- He also felt our block diagram was too vague and our flowchart was not clear enough.
- He also stated that we should have a plan for demonstrating the project
  - Live demos are preferable to pre-recorded demos because they're more engaging and impressive
    - One suggestion was playing along to an existing piece of music using the sampler