sdmay19-32: Sound Effect Devices for Musicians

Week 1 Report
September 4 - September 11

Team Members

Tim Day — *Analog Engineer*
Blake Beyer — *Digital Engineer*
Eric Fisher — *Test Engineer*
Francisco Alegria — *Cheif/ Musical Engineer*
Travis Gillham — *Integration Engineer*

Summary of Progress this Report

This week we have met with our points of contact and introduced on what our project will be. We will be creating a synthesizer to help musicians create new sounds for their gigs and for and to produce new music. We have a flow chart of what the circuit should look from the input of the keyboard to the output of the speaker. We are in the process of researching all of the modules to see what the best approach for our design would be.

Pending Issues

Confirmation of what we want within the synthesizer.
Full divisions of who will be working and research on modules
More research into the a sound flow through the synthesizer.

Plans for Upcoming Reporting Period

Updated website for our team.
Updated gitlab for our team
Team has full understanding of what they will be working on.

Individual Contributions

Team Member	Contribution	Weekly Hours	Total Hours
Tim Day	Researched into circuit design for synthesizers. Trying to get the kanboard set up to monitour our progress. Skimmed through two books to get a broader understanding of how a synesizer works. Gave the 1 minute elevator pitch to the class	4	
Blake Beyer	Researched synthesizer information. Determined role and desired modules	3	3
Eric Fisher	Researched information on synthesizers to get a better understanding of what they are and what we are doing.	2.5	

Francisco Alegria	Did research to make an info document for the team, and two presentations for the client and the class. Organized meeting times with client. Also filled out a meeting minutes report.	7	7
Travis Gillham	Researched more information on other products and moduels. Learned more about the waveforms that the signals produced.	2.5	2.5

Gitlab Activity Summary

Nothing to report.