

sdmay19-32: Sound Effect Devices for Musicians

Week 2 Report

September 11 - September 18

Team MembersTim Day — *Analog Engineer*Eric Fisher — *Test Engineer*Francisco Alegria — *Chief/Musical Engineer*Travis Gillham — *Integration Engineer*Blake Beyer — *Digital Engineer***Summary of Progress this Report**

This week we fully separated tasks for our parts of the synthesizer. We started the git lab and all understand how to work it. Unfortunately, the career fair took place this week which did hold a hindering on our progress on the project. Even with this we were able to look into what our modules were and have started to come up with ideas for circuit designs; also, the best approach to integrate them in the final device.

Pending Issues

Need Hierarchy of the system

Need work flow of how each module is connected

Need to have circuit designs for each module

Plans for Upcoming Reporting Period

Updated website for our team.

Updated gitlab for our team

Team will come to together and we will make a hierarchy of the full system

Team will produce a gant chart to make sure we remain on track

Individual Contributions

Team Member	Contribution	Weekly Hours	Total Hours
Tim Day	Attended the weekly meeting. Learned HTML and created a time managing sheet for the team. Research Noise module circuits. Researched Mixer module circuits. Attended Dr. Geiger's meeting.	6	10
Eric Fisher	Attended weekly meeting. Looked into what filters are used in existing synthesizers. Researched some potential filter options we can implement. Attended Dr. Geiger's meeting	4.5	7
Francisco Alegria	Attended weekly meeting. Looked at Arduino	3.5	10.5

	examples for keyboards and sequencers. Did research on some useful components for internal signal path routing.		
Travis Gillham	Attended weekly meeting. Looked more into keyboard options and how they could be implemented. Attended Dr. Geiger's meeting.	3.5	6
Blake Beyer	Attended weekly meeting. Watched videos of modules and synthesizers to understand how they function.	3.5	6.5

Gitlab Activity Summary

Nothing to report.
