

SE 491 – sdmay20-48

Hear Together

Week 10/20 and 11/3 Report

10/20 – 11/3

Client and Adviser: Mat Wymore

Team Members

Jessie Rutledge - Communicator/Full Stack Developer

Andrew Peterson - Backend Developer

Malcolm Johnson - Backend Developer

Paul Licata - Full Stack/QA Developer

Richard Smith - Frontend Developer

Roger Ferguson - Test Engineer

Status for 10/20 - 11/3 (2 weeks):

Weekly Summary

Worked on implementing bluetooth. Worked on recording sound within an Android application. Completed required assignments attended weekly meetings. Had some discussions and agreements to switching to Wi-Fi instead of using bluetooth which resulted in some lost time.

Past two week accomplishments

Roger Ferguson - Implemented base framework for bluetooth. Contributed to required documents. Removed bluetooth.

Malcolm Johnson - Researched technical challenges, recorded portions of lightning talk.

Andrew Peterson - Created a demo application to record sound from the microphone, and to play it back through the speakers. (~6 hours report period, ~20 hours total)

Jessie Rutledge - Did some work on the UI, added dialogs for sessions. Did some research on connectivity prior to working on some classes and cementing the data structure of sessions, figured out some things about Wi-Fi Direct through lots of research, proposed switch to Wi-Fi instead of bluetooth. Contributions to documentation (~7 hours report period, ~20 hours total)

Paul Licata - Researched Android studio APIs for recording and playing back audio, specifically MediaPlayer and MediaRecorder. Added a class to implementing MediaRecorder.

Richard Smith - Researched firebase for android backend because I'm not familiar with firebase. Along with some UI implementation and getting familiar with speech API's.

Plans for the upcoming week

For the next week, we plan to have significant progress done towards having a complete basic use case for a single user, We want a basic use of a "Session" and "SessionMember" class so that a single user can put a phone on a table so that they can begin hearing the surroundings around them using the application. We also will look into exploring the android speech recognition framework to filter out all sounds outside of those coming from actual people (voices).