# Team D3 - WoodWindMania

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Add your 12 slides after this slide… [remember, 12 min talk + 3 min Q/A]

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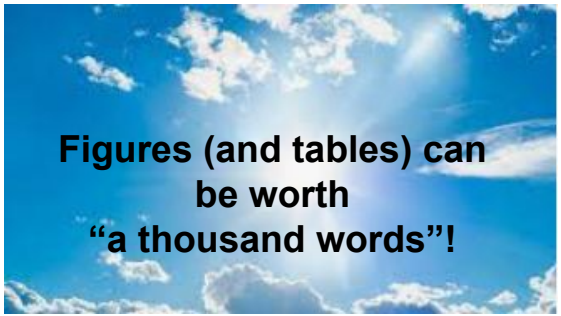



Make sure to cover
(refer to the Design Review Guidance):

- Use Case / Application
- Use-Case Requirements, especially quantitative
- Solution Approach (include Design Requirements here)
- System Specification / Block Diagram
- Implementation Plan  (include Design Trade Study(ies) here; i.e why choose that implementation)
- Test, Verification and Validation Plans (including quantitative metrics with target values)
- Project Management

Consider that this slide already works as a introduction slide so use your first slide wisely

# Use Case

- **Problem**: Learning woodwind instruments has a high cost associated with it and may not be practical to do in most environments
    - Lessons plus Instrument, which can cost around $1000
    - Not beginner friendly
- **Solution**: A digital woodwind learning tool that allows users to learn fingerings on a realistic woodwind controller, in this case a flute
- **Areas**: Hardware Design & Software Systems

WoodWindmania

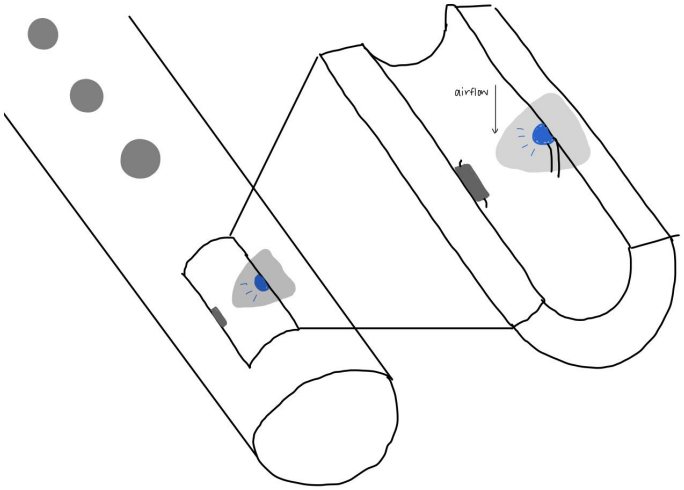
musical learning starts here

# Requirements

- **User Experience**
  - Comparison to real instrument
    - Physical dimensions: 1.3lbs, 26”x1”
    - User satisfaction: 4/5
  - Beginner friendly
  - Portability
- **Accuracy**
  - Note feedback, orientation feedback, breath control feedback >= 90%
- **Speed**
  - Latency <= 500ms

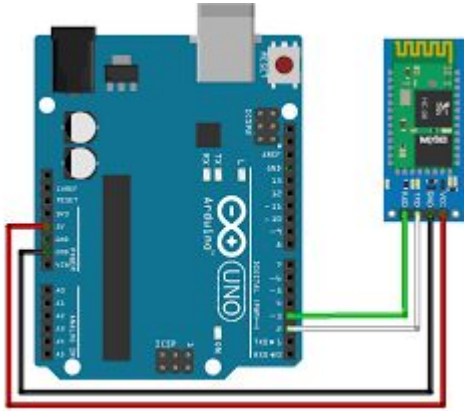

# Solution Approach: Hardware

- **Physical controller**
  - Use PVC pipe and 9 tactile buttons to detect notes
  - Gyroscope sensor mounted inside
  - Breath control
    - Obstacle detection using LED, photodiode, and a piece of latex to obstruct light
    - User must blow downward correctly to break beam
    - Air flow can be determined in photodiode reading by how much light is obstructed
  - Arduino nano mounted inside processes sensor input



# Solution Approach: Hardware

- **Wireless Connection**
  - Bluetooth, sends information in four bytes
    - 1 bit per button, 1 byte for gyroscope, 1 byte for breath control
  - HC06 Bluetooth Module
  - Serial.write()
    - 4 bytes/1200 bytes per second (9600 Baud Rate)

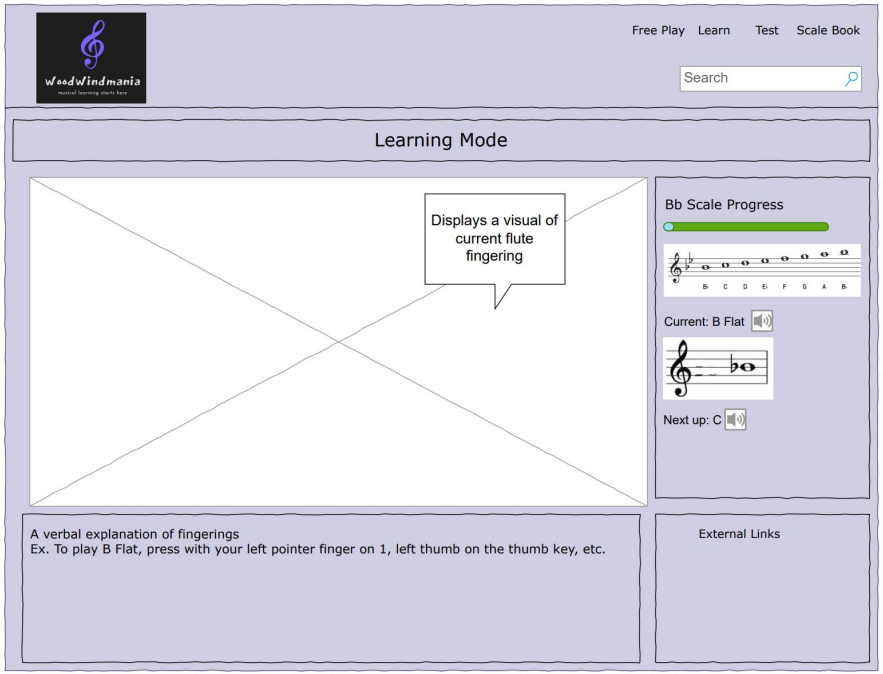


# Solution Approach: Hardware

- **Raspberry Pi**
  - Receives data from controller (fingerings, breath control, gyroscope)
    - Maps fingerings to note
    - Plays note based on incoming data
    - Sends data to application
  - Serial.readline()
  - Write to a .txt file that the application reads from

# Solution Approach: Software

- **Web Application**
  - Interprets data from the Raspberry Pi
  - Apache web server
  - SQLite for user database
  - Django framework used to display information
    - 7 major scales, flute fingerings ranging from E4 to D6
    - Feedback to the user such as correct positioning

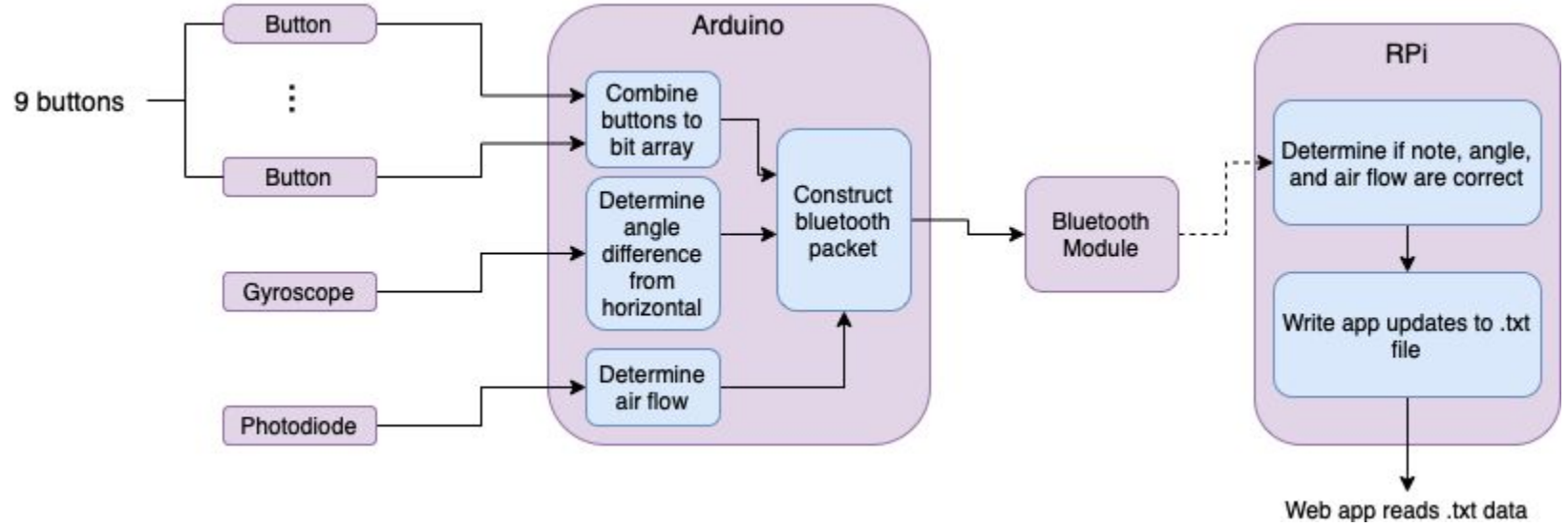


# Implementation Plan

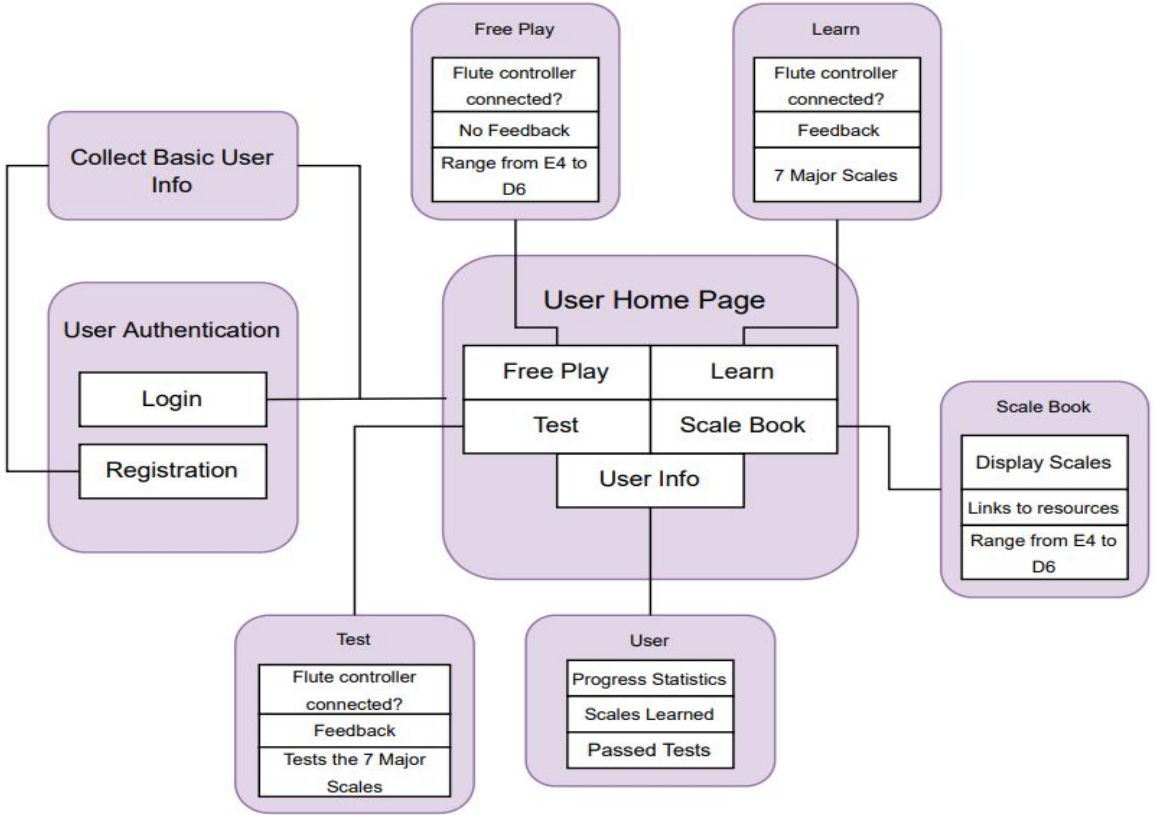
- Data Pipeline
  - Controller -> Bluetooth -> Pi ->Webapp
- Buying hardware and connecting to Arduino
  - Arduino Nano, Bluetooth Module, Raspberry Pi, Buttons, Diodes/LEDs, gyroscope
  - Building flute controller out of PVC
- Writing Code
  - Writing code to process and send data to Raspberry Pi
  - Write code on Pi to process information, play note, and send to application
- Web Application
  - Hosted locally on pi

Total Cost: $50 + RPi

# Hardware Block Diagram



# Software Block Diagram



# Testing and Verification

| Requirement | Metric | Testing Strategy |
|---|---|---|
| Accurate Feedback | Note, orientation, breath control feedback >= 90% accuracy | Give correct/incorrect notes/orientations and determine feedback<br>Use correct/incorrect breath control, comparing to an actual flute |
| Speed | <= 500ms | Record time from user input to feedback |
| User Experience | 1.3lbs, 26”x1”<br>80% user satisfaction | Measure weight, width, length<br>Survey beginners on user experience |

# Risks/Unknowns/Mitigations

- Issues with hardware (sensors malfunction, broken connection)
  - Mitigation: Testing systematically, changing sensors for best fit
- Unstable communication
  - Mitigation: Send dummy data once hardware is implemented
- High latency
  - Mitigation: Analyze communication speeds and optimize as soon as possible
- Very different feel from real flute (breath control, buttons, weight)
  - Mitigation: Prioritize testing components when adding

# Project Management