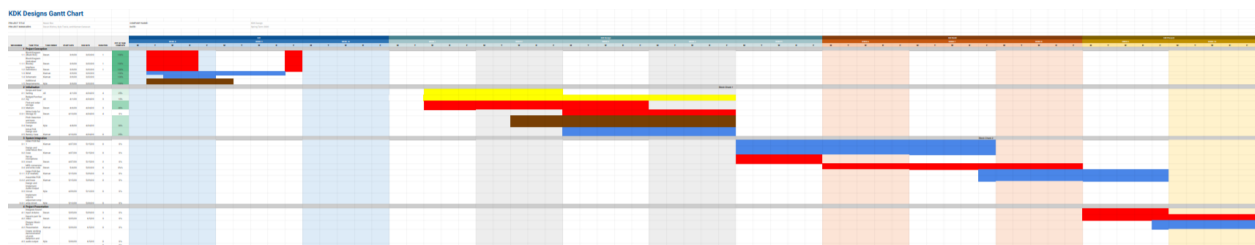


## Project Summary

The core design of our project is centered around taking in user inputted audio and playing it's frequency while maintaining an aesthetically pleasing, easy-to-understand design. Our approach to this challenge saw several steps as the system progressed. Our design phase involved us breaking the system into blocks and understanding how these blocks would communicate with each other. We drew up preliminary schematics, focusing primarily on high-level functionality and satisfying customer requirements. Next, we each focused on designing and constructing our own assigned blocks, taking time to meet up weekly and verifying that we were on track to accomplishing the main goals of the system. Once our blocks had been constructed and properly tested, we were able to begin thinking of the project as a cohesive system and confirming that each customer requirement had been properly met.



Project Timeline

As a team, we learned the importance of communication. Especially given the circumstances of the remote term this project was conducted during, staying in touch and sharing updates helped us stay on the same page so that the project could come together despite the distance between us. Time management was also an important lesson. The more relaxed schedule of a remote term made it even easier to put off work until later. Learning the importance of diligently managing time and sticking to a schedule made accomplishing the required tasks of the project possible.