

# Engineering Art Design Review

## 1.1 Include the Project title and Team information, including attendance. (Include a reason if there is an absence)

- Client/Advisor
  - Rachel Shannon
- Team Members
  - Ayden Boehme
  - Tomas Elias
  - Elizabeth “Liz” Fransen
  - Shelby Murray
  - Juno “Winter” Robertson - interacted virtually
  - Cosette Thompson - sick, but interacted virtually
  - Nathan “Nate” Underwood

## 1.2 Meeting Overview

### 1.2.1 List of any decisions made

- Kotlin will be used as the primary programming language for front and back end of the project’s functionality and data manipulation.
- React framework will be used for the web frontend, where users can access their results. This will cover both Android and Apple product usage.
- There will be a set playlist to select music from. It will include a variety of genres and song choices but remain somewhat limited to increase chances for user’s to compare results.

### 1.2.2 List of any actions to be taken

- Researching how people respond to music and how that differs between genre and song choices: this research will be recorded on our shared Miro board, which hosts the bulk of our research through the project.
- Research possible licensing for music and verify that our project falls under educational use.
- Start wire diagrams for user interactions with their data, including example pages for a user’s phone
- Confirm or create a request with ETG for a tablet, led by Tomas
- Create a request for a server/database with ETG or the ECpE senior design program, led by Tomas

- Complete Gitlab repository setup and initial pipeline creation, led by Liz
- Submit request for Muse 2 SDK usage, led by Cosette
- Submit request for Muse 2 device, led by Cosette

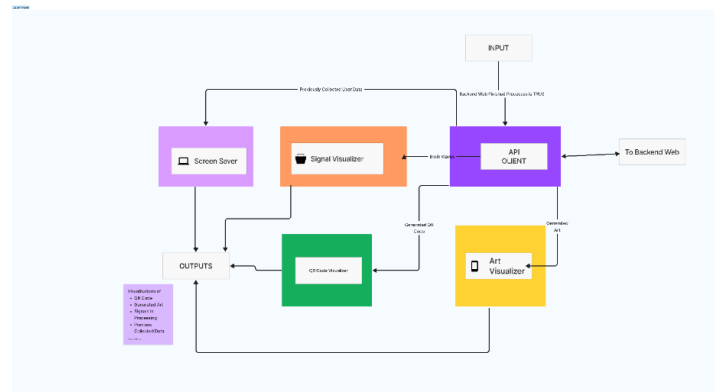
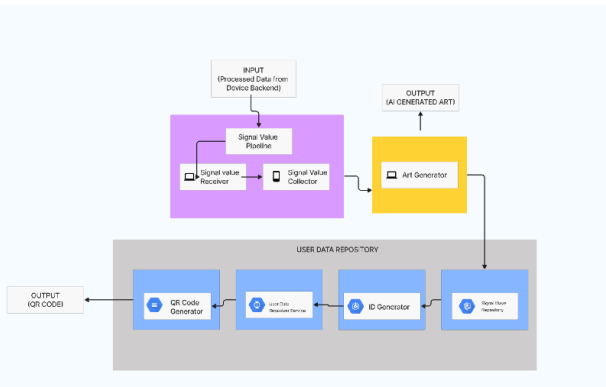
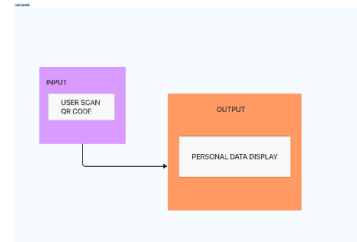
### 1.2.3 Next steps for the project

- Make continued design decisions:
  - Which genres do we want to include data on?
  - How many songs do we want to include for a given genre?
  - How do we want to display the final data / generate the visual?
- Test functionality of devices once each is accessible
- Consult with an Industrial Design major on creating the best user experience

## 1.3 Agenda

### 1.3.1.1 Block Diagram Design

## Digitalized Diagrams



### 1.3.1.2 Objectives and Requirements

#### Objectives:

- Create an application that will display user data
- Generate art via an algorithm or artificial intelligence
- Complete the main components of the design plan

#### Requirements:

- Create an electronic process book covering our project, per our advisor
- Inform users on the 21st Century Challenges, specifically reverse engineering the brain
- Inform users on downsides or consequences of artificial intelligence (ex: ChatGPT, AI art, etc.)

### 1.3.1.3 Schedule and Milestones

1. Research priorly listed subjects
2. Before receiving the Muse 2, set up infrastructure for the project, including the server and database required
3. Setup Gitlab and a basic pipeline, making updates as needed
4. Once receiving the Muse 2, accessing and interacting with the information it collects on the user
5. Functionality for backend of device, such as processing signals
6. Simultaneously, functionality of applications
7. Basic implementations of UI
8. User testing
9. Improved aesthetics for UI
10. Final iteration of process book