[Project Title]

Team
[list team members]

Project Goal
[This is the high level mission statement of the project. It should describe who the target user is. It should express the project's intent from the user's point of view. The project's success is measured by how well it fulfills this goal. The goal should be well thought out and brief – 1 to 3 sentences].

Project Description
[Describe the project. Describe all the functional components of the project, including user-control, audio, musical reactivity, graphical user interface and hardware design (if applicable). Describe the main assets (data files, content files, graphical, audio, music assets) needed for this project. Describe any hardware and external software packages you plan to use. A diagram of the components and their relationship / interconnectivity is useful here.]

Major Risks / Challenges
[What are the main challenges for this project? What systems are absolutely necessary for project success, but are not obviously or easily solvable? Can you mitigate some risk? (i.e., if A doesn't work, I can fall back on B)]

Division of Labor
[Describe what each person will do. Describe how tasks will happen concurrently. What are the software interfaces / contracts between the project components and how can they be worked on in parallel?]

Timeline / Milestones
[Describe the Milestones for this project. What subsystems will be working and testable by when? There are three required Milestones with associated in-class presentations. Describe the goals and features completed for each Milestone. You must get to a "first working prototype" by Milestone 1 and "alpha level" functionality by Milestone 2.]

21M.385 Interactive Music Systems
Fall 2016