

TITLE: Clarinet Player
PROGRAMMER NAME: Greg Beckley

Overview:

This project is a clarinet that shows the fingering for the notes pressed. It also shows the name of the note being pressed and plays the note as well.

Complexity:

This project involves the following techniques:

- Click broadcast
- Clarinet note variable
- Sound broadcast
- Sprite changes
- Importing sprites

Interest: It appeals to people who are into music and want to learn basic fingering for the clarinet. It also teaches them how to read music, and teaches them that the clarinet is in a different key than other instruments.

Remix: I came up with this pretty much on my own. I only took the fact that there are different instrument sounds from various projects.

Anticipated Problems: I anticipate that changing the octaves will be difficult as well as going back to previous octaves.

Implementation Goals:

Thursday (September 20): get the sounds to work

Saturday (September 22): add an octave

Sunday (September 23): make a second octave

Monday (September 24): work on going from first octave to the second

Tuesday (September 25): Ready for testing!

Techniques Yet to Learn:

- Changing the sound

Debugging Buddy: Brian Michalowski