- Patrick   **<u>Mixer Sprint 2 Design Notes</u>**

We made lots of great changes to the site, and kept the same layout with some code changes to accompany the new JavaScript. I created some new SVG icons for each instrument, cleaned up the instructions text on the page, created new sounds for the icons and more. Check below for an in depth analysis of all changes.

<u>Layout</u>

We kept the original boxed out layout. I ended up going with 8 different instruments, as we stuck with the same ideas from when we started: An amount of sounds that was not overbearing if we decided to develop this further, and if we didn't, an amount that wouldn't give a crazy amount of options. The instructions is place underneath of the icons, and this is all due to hierarchy and how you look at a page. I went in order of most to least importance on the page, below the nav. First being the box that you drop the icons into, second being the actual icons, and third being what to do. Naturally eyes flow down the page and most people will read the text before starting anyways.

<u>Icons/Instrument Selection</u>

The icons are SVGs, but for the sake of JavaScript functionality, they are using an img tag. From what Austin has said, JavaScript has a hard time targeting the object tag, and I felt that having in-line SVG code was just more difficult to manage with the same result. As for instrument/sound selection, I went with traditional sounds. The iconic pieces of a drum set, a mix of F#, F and C for keyboard sounds with low pitch, a easily distinguished bass guitar, and some fun instruments like a triangle, maracas and a horn/trumpet.

<u>Sound Design</u>

I created all of the sounds within FL Studio. The design specs I followed were: Familiarity but not generic, each sound blends with every other sound nicely, easily maintainable and not too modern, but not too old. The most unique piece is the keyboard. While every other sound is one note repeated 4 times to allow for simple and fluid looping, the keyboard is 4 separate chords inside of a track that is as long as a 4 note track. This means that there were a lot of constraints with timing, but allowed for much more creativity. Each sound stands on its own quite well, and with them meshed together, clarity is something that barely takes a hit. You can hear every sound when they're all together, and in most test examples we did, they worked very well together. Overall I'm very happy with the sound design, and can't wait to see if we can implement pitch changing.

Play and Pause Buttons

We had some trouble with the development of them. While they would be a nice addition, their functionality isn't something we really need right now, much more of a "we want this but it's not needed" by the end of the project.

Extras That Don't Need a Paragraph to Describe

We removed the ability to change out the backgrounds, I felt it was an addition that was cluttering the page and didn't really provide much in the way of immersiveness.

Overall, the design is solid. We have a few wants, like getting the play and pause, but every core piece is working as intended.