**Work in Progress Report**

**Major developments/breakthroughs(reference specific code please):**

* General aesthetic improvement, colour pallet adjusted
* The beat detect bloom now randomizes in colour as well as alpha limited to general hue
* Beat detect also now spawns larger “blooms” in the background, these are also randomized in colour and alpha as well as size
* Classes have been introduced, the main audio bands are now the exact same object and only adjusted with InvX/Y variables that invert the circle as well as RGB and Alpha for both Fill and Stroke
* I’ve also added a new song selector feature so you can cycle through multiple tracks, originally I had about 10 tracks in there (I got addicted to running songs through it and just watching), it was reduced to 4 for upload reasons.
* This feature also displays the track's meta data on screen just to add to the dankness

**Major Challenges/setbacks (reference specific code please):**

* Implementing classes was difficult, stated below in the scratch section
* I spent awhile trying to decay the random location beat detect blooms in attempt to keep them on screen for a certain amount of time and then decay. Upon being told to wait until classes/objects I gave up
* Remnants of my attempt are still present in my code, trying to use for loops and the delay function, turns out the delay function delays the entire draw loop and often crashes the program

**Any modifications to your specifications/release schedule:**

* I added a Beta 1.3 release (to implement classes) upon WIP 2 feedback
* I plan on putting the beat detect into classes as well

**Description of your scratch/test program:**

**Describe the generic concept you needed to test out:**

* Classes and how to use them

**Source any web site/book that helped you with that concept:**

* I basically did this tutorial Mr. Jose Sanchez created
* <https://www.youtube.com/watch?v=PP4_96YzBnM>

**Describe the code and the lesson that you learned from it:**

* Upon clicking the spacebar the ball on screen will increase in size every frame and eventually cover the screen
* I learned that classes play a huge part in keeping your code nice and clean
* They are also very modular, no more copy and pasting the same bit of code to only adjust it by a few variables
* Basically a must for any coding project

**Describe any challenges that you enjoyed in integrating this scratch code into your major project:**

* Implementing classes/objects was difficult due to the fact that many variables had to be optimized (and created) in order for the class to have modularity
* Basically, I had to make many, many links between the main class and the Audio Band class (through variables) in order for it to work