

Final Project Proposal

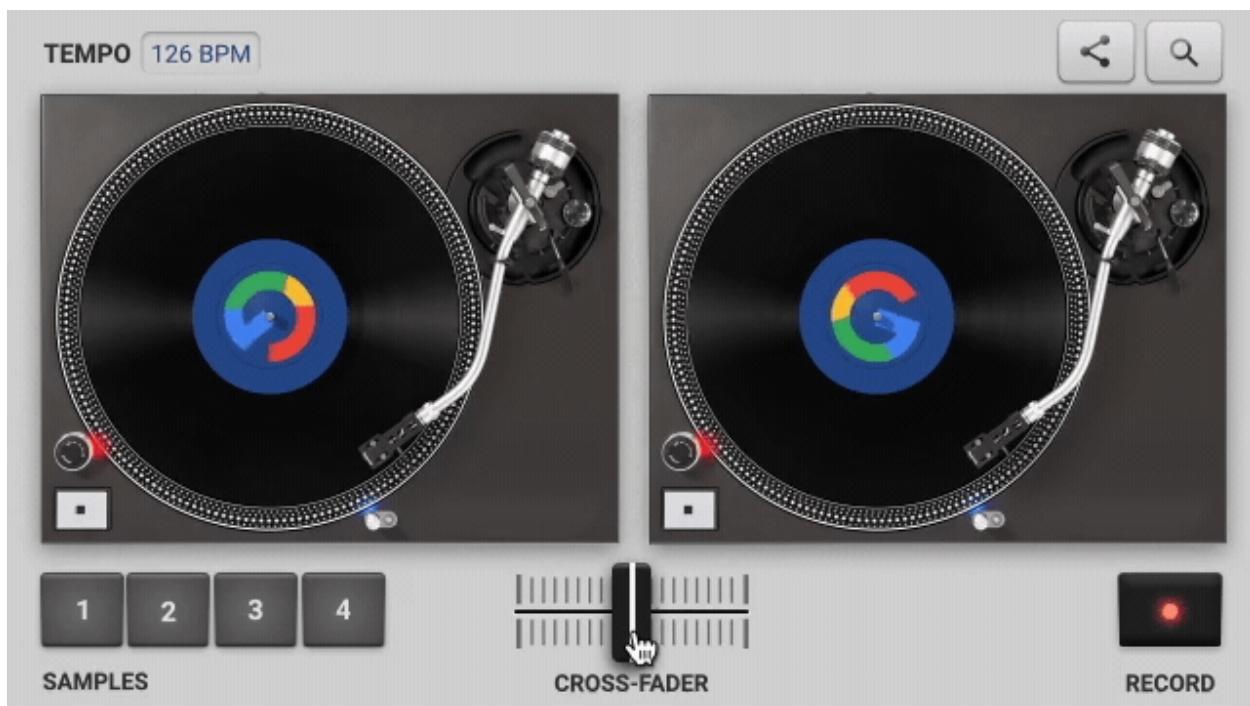
This p5.js project is inspired by the 44th Anniversary of Hip Hop Google Doodle and iPad DJay app.

Here's the link to the exact Google Doodle:

<https://www.google.com/doodles/44th-anniversary-of-the-birth-of-hip-hop>

For the final project, I decided that I wanted to have it based on music— in particular the birth of Hip Hop. In p5.js I plan to make a turntable with various records that can be played on the turntable, that will stop/start the music when the user clicks on the record. The turntable will have a bar that the user can adjust the volume on, and a crossfader. On the next screen, a basket holding the different records will allow the user to scroll through and see their options. On that same screen, if the user clicks on that record and then returns to the main screen, that record will now be on the turntable. I also would like to try to use p5.js for this project because I think that I could learn a lot from working on this.

This ideally will be what it looks like with different sample options and a crossfader.



- *By April 10:* First milestone— will have found and uploaded all the sounds I need for the records.
 - Second milestone— rendering of the turntables and the visuals for the records is rendered.
- *By April 17:* Third milestone— the sliders (for both speed and crossfade) are rendered.
 - Fourth milestone— the music zones that are drag-over are rendered.
- *By April 19:* Fifth milestone— the code is finished— it runs perfectly— not a single hiccup in the code.
 - Sixth milestone— start adding unnecessary extras because I have extra time.

Pseudocode:

```
var speed Slider 1
```

```
var speed Slider 2  
var crossfade Slider  
var vinyl  
var music zone 1  
var music zone 2  
  
function preload  
  harp = load Sound  
  silent = load Sound  
  vinyl = load Image  
  
function setup  
  Create Canvas  
  Speed Slider 1 = create Slider  
  Speed Slider 1.position  
  Speed Slider 2 = create Slider  
  Speed Slider 2.position  
  Crossfade Slider = create Slider  
  Crossfade Slider.position  
  Image Mode  
    Music zone 1 = select  
    Music zone 1.position  
    Music zone 1.drag Over  
    Music zone 1.drag Leave  
    Music zone 2 = select  
    Music zone 2.position  
    Music zone 2.drag Over  
    Music zone 2.drag Leave
```

```
function unhighlight 1  
    Music zone 1.style
```

```
function highlight 1  
    Music zone 1.style
```

```
function unhighlight 2  
    Music zone 2.style
```

```
function highlight 2  
    Music zone 2.style
```

```
function draw  
    background  
    var speed 1 = map(speed Slider 1.value())  
    var record Speed 1 = map(speed Slider 1.value())  
    var speed 2 = map(speed Slider 2.value())  
    var record Speed 2 = map(speed Slider 2.value())  
    var crossfade 1 = map(crossfade Slider.value())  
    var crossfade 2 = map(crossfade Slider.value())
```

```
record(record Speed 1)  
record2( record Speed 2)
```

```
Silent.set Volume(crossfade1)  
silent.rate(speed1)  
if (!silent.isPlaying())  
    silent.loop()
```

```
Harp.set Volume(crossfade 2)
```

```
    harp.rate(speed 2)
```

```
    if (!harp.isPlaying())
```

```
        harp.loop()
```

```
function record(x, y, recordSpeed1)
```

```
    push()
```

```
    translate(x, y)
```

```
    rotate(frame Count / record Speed 1)
```

```
    image()
```

```
    pop()
```

```
function record 2(x, y, record Speed 2)
```

```
    push()
```

```
    translate(x, y)
```

```
    rotate(frame Count / record Speed 2);
```

```
    image()
```

```
    pop()
```

Flowchart:

