

## Testing Report

This week I was able to push my project closer to completion through more implementation and testing. I added a few more sound files and interactive zones in order to expand the interactivity on the webpage. I also finished the image for the webpage. In addition, I spent a good chunk of time developing the ambient background music in the Voice.js file. While I kept most of the file the same (and just experimented with the math-portion of the code), I experimented with adding a secondary layer or texture. I implemented a few renditions (including a white noise buffer texture), but settled on a “sparkling” texture created with oscillators, an echo effect, and a pitch drop effect. I also added a stereo panner in order to add some sense of space to the overall sound. Finally, I added in the UI controls into the soundscape.js file. While testing, everything seemed to work relatively well. The biggest concerns I had were in relation to sound rather than functionality (especially in regards to the ambient background music and the UI control parameters). Most documented issues were resolved. Here are a list of issues that I am still working on:

- UI control parameters.
  - Loudness (for the volume slider).
  - Effectiveness (for the delay and reverb sliders).
- Ambient background music (specifically the sparkling texture).
  - Checking the randomness math (tends to repeat).
  - Creating a more mellow sound.
- The webpage hot bar is covering the upper portion of the image.
- Interactive zones will become unaligned when the webpage is not fully zoomed in.
- The interactive zones do not fully cover the intended visual element.
  - You have to know where the interactive boxes are located.
- The interactive zone sound files can be spammed.