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Development Progress Report #2

My personal goals for coding this week were to further develop the ambient background music and code in the SFXs in relation to the interactive zones. In terms of further developing the background ambient music, I decided to borrow some code our class worked on (on April 9th). In class, the code was utilized to create a polyphonic synthesizer using a single Voice.js file. I decided to borrow the "scale and key definitions," the "audio context and synth setup," and a handful of the handling sections of the code in order to recontextualize the code into my project. First, I picked a handful of scales (major / minor pentatonic and dorian), coded random notes to play from these scales using "Math.random," and created random ambient generation with a function called "playAmbientNote." In addition, I experimented with adding a few filters to the sound, including delay. I hope to continue experimenting with adding filters to the overall ambient sound to make it more spacious-sounding. Finally, I replaced the oscillators connected to the interactive zones (from last week) with SFX files (.wav / .mp3). All in all, the code works well but can definitely be improved / further developed. The final coding I want to implement before testing includes:

- Continue adding filters to the ambient background music.
- Further experiment with the randomness math in the Voice.js file.
- Add a few more SFX & interactive zones.
- Add filters to the SFX to make them more spacious / add reverb.
- Implement the UI controls (if needed).
    - Definitely implement the volume UI control.
- Complete and re-implement the background image
- Add a stereo panner (which is coded but I have to re-add).
- Get ready for testing.