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Development Progress Report #1

My personal goal for coding this week was to properly code the overall framework for the project, leaving a structure that I can further work off of (replace and manipulate to find what code properly functions). I believe I was successful, but figuring out the basic framework took a larger chunk of time than I had hoped. So far, the overall structure works well. Interactive zones are easy to add and respond properly when interacted with, the (replacement) oscillators are properly functioning when interacted with, and the ambient background noise is properly functioning separately from the interactive zones. I was also able to separate the UI control sliders into their own section without interrupting the image interaction. There are a few problems I have come across at this stage. First of all, I am having trouble fitting the imported image onto the webpage (the lower and upper regions are being cut off). Secondly, there is a slight glitch in the code where the ambient background music will fail to play until an interactive zone is clicked (my goal is for the ambient music to begin when the webpage is clicked on outside of an interactive zone). My goals for next week are to:

- Complete and re-implement the background image
- Add more interactive zones
- Replace oscillators with SFXs
- Continue coding the ambient background music
- Code the UI controllers into the javascript file
- Get ready to test the code