

ASSIGNMENT 2 DOCUMENTATION

Prepared by: Aniesha Sangarapillai, Zahra Ahmadi

Prepared for: Sabine Rosenberg

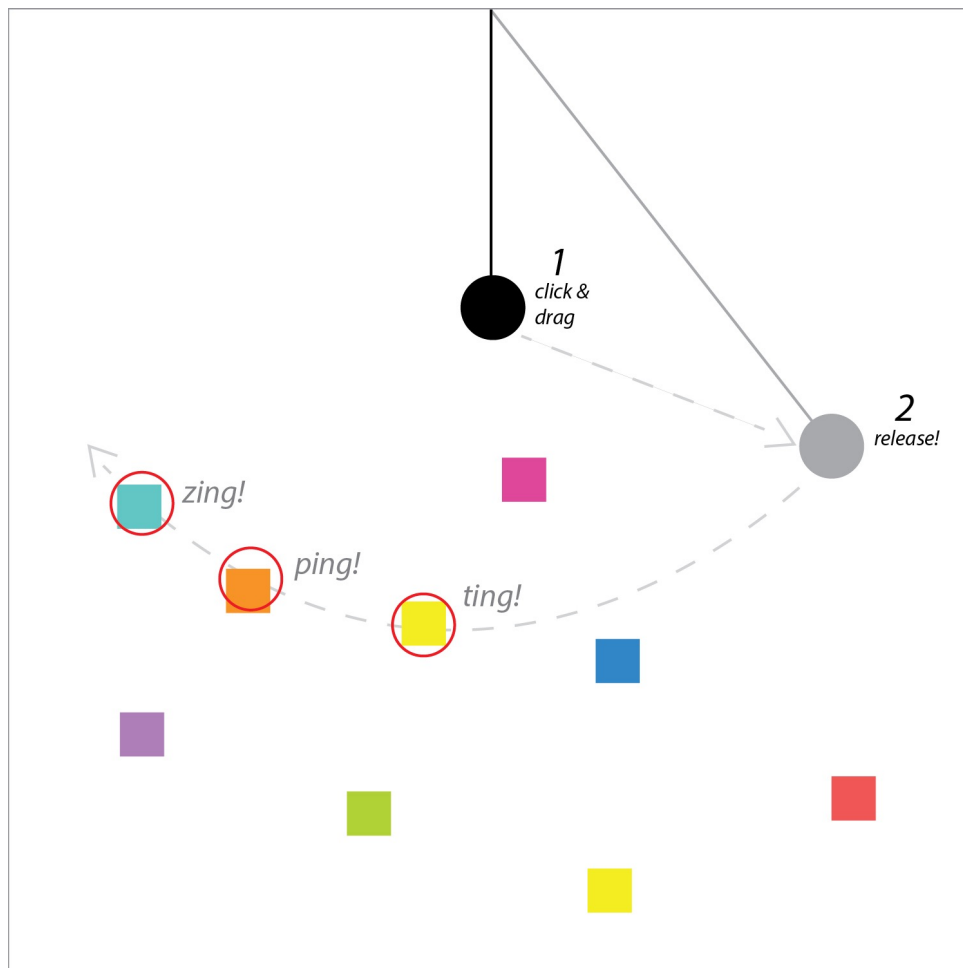
Submission date: October 15, 2018

Course: CART351 - AA

Purpose

The concept behind the piece is based on the concept of the xylophone. We have 8 different colours for the squares and 8 different sounds just like the xylophone. The pendulum ball replaces the mallets of the xylophone and hits the squares to play a tone.

The purpose of the piece is simply for the enjoyment of the user to hit the squares using the pendulum and listen to the sounds it makes. The random positioning of the squares enables you to get a different series of sounds, resulting in musical tones, as the pendulum hits the squares.



Process

The code is created using a combination of Javascript and P5. The boxes are created using an array. Each given a random color from the array and random y position. Each square, depending on the color, is assigned a different sound. For example, if 3-4 squares are hit together, they play the sounds one after the other creating something possibly musical.

The user interaction involves clicking, dragging and releasing of the pendulum ball to aim at the squares. The force of the pendulum ball depends on how far, how high and how low the pendulum ball is dragged. If the boxes are more grouped together, you will hear more sounds than if they are apart.

Future Ideas

To further improve our assignment in the future, we would like to make this into a game. Making the squares more populated to increase the possibility of hearing more sound. Adding a score keeper. The objective of the game would be to drag and release the pendulum and you end up creating a harmonic sequence.

Roles

Most of the project was worked together equally. We met at school and worked on it together. We did some research separately in terms of assignment ideas and coding ideas, then got together, shared our ideas and took the necessary decisions to create it.

Links

Pendulum Ball by Fredo Corleone:

<https://codepen.io/eternalsunshineofspotlessmind/pen/wxbwqE>

Code for Collision Detection:

<http://jsfiddle.net/m1erickson/n6U8D/>

Sounds:

<https://freesound.org/people/mooncubedesign/sounds/420501/>