Music Mixer Dev Notes

What are we going to make? Overview of the Music Mixer

A website for an Interactive Music Mixer game designed for desktop browsers. There will be seven different characters that will be animals that can be moved to the zoo that will work as a music stage. Each animal will be linked to a specific sound giving to the players different musical possibilities where they can add different characters to the stage.

How will it work? Key Features

Design

The website interface will be organized in four areas. The header will display the logo and a navigation menu with the next sections: Home, How to play, Characters, and Team. In the how to play there will be the instructions, in the characters there will be a brief description of each animal, and in the Team, information about the devs and the designers. The main area will be the zoo that will work as a stage where the user will drop the animals. Below the stage will be the music mixer zone where there will be all the control buttons. Finally, the bottom of the page is where the characters icons will be waiting to be selected and dragged by the user.

Controls

The base of the stage functions as a mixer when the user will take control of the audio. This area will include icons for play, pause, stop and reset. Also it will be a volume bar where the user can control the volume levels.

User experience

Each animal will have their specific sound, giving users the freedom to create a custom mix by adding any of the seven animals to the stage. To give a clear interaction, the character boxes at the bottom will have a hover effect that increases their size when the mouse is over making sure to the user that that's the character that they will select. When the user drags and drops the animal to the stage, this one will start dancing while playing the sound that it's attached to each character.

What will we need? Architecture

We will need to design and program the website by using html and css to make those interactions work. We will need to implement the drag and drop functionality that makes it possible that when a character is selected and dropped to the stage, this will be

attached with a sound that starts displaying at the same time the animal is dropped. We will make sure that when other animals are dropped the sound adds and does not restart. Also we will need to program the music mixer for the user to be working properly when the user decides to pause, play, stop, reset and manage the volume levels.
We will need to research and find the audios that we will use, decide which animals we will use and with which sound will be attached to maintain some logic in that decision.

Resources Research (include links)

At first instance, audios from 8 animals were chosen, with view of purging one of those animal sounds from the list but with its inclusion in order to expand the project's possibilities. The candidates selected were 1) alligator (2 initial potential sounds), 2) grizzly bear (1 sound), 3) elephant (2 initial potential sounds), 4) lion (1 sound), 5) monkey (2 initial potential sounds), 6) parrot (2 initial potential sounds), 7) seal (2 initial potential sounds), and 8) tiger (2 initial potential sounds).

Every sound was downloaded from free sources from the Pixabay website, an internet source of public access audios from many varieties. The following is the web link for the home page for the mentioned site:

https://pixabay.com/

Some animals have more than 1 sounds incorporated in a provisional manner for the purpose of expanding the range of selection, as only one sound will be displayed during interactions in the project website.

References

https://www.incredibox.com/

https://www.yatatoy.com/bandimal

Task Delegations

Jordan Chuquillanqui
- Create the folder structure
- Create the wireframe

David Ceron

- Add the first instances for the displayed audios.

Together

- Research for inspiration and examples for the website
- Complete the music mixer dev notes