MusicVis

Introduction to Programming II

TASK	PROGRESS
Planning and Brainstorming	
Research existing visualizations and tools.	100%
Brainstorm design ideas for visualizations.	100%
Create rough planning for features	100%
Outline coding structure and data flow	40%
Creating Visualisations	
Develop the Circular Waveform visualisation.	100%
Develop the Particle Mask visualisation.	100%
Optimization and Debugging	
Test both visualisations for performance issues.	50%
Optimize rendering loops and memory management.	10%
Debug any errors or crashes in particle motion and ML tracking.	50%
Refine transitions and visual smoothness	25%
Equalizer Functionality	
Implement interactive sliders to adjust bass, mids, and treble.	0%
Link adjustments to FFT bands in real time.	0%
Ensure smooth UI feedback and live audio updates.	0%
Track Switching and Music Upload	
Add functionality to load and switch between preselected tracks.	0%
Implement file input for user-uploaded music.	0%
Test compatibility with different audio formats.	0%
Popup Menu Interface	
Design and implement an aesthetic popup menu.	40%
Implement visualization switching, playback, and settings.	0%
Ensure responsiveness and animations for better UX.	0%
Final Testing and Refinements	
Conduct usability testing to identify issues.	0%
Refine visualizations and UI interactions.	0%
Optimize performance and code structure before submission.	0%
Final Testing and Refinements	
Finalize code documentation with comments and explanations.	0%
Write the final project report, including diagrams and logs.	0%
Proofread and format the report for submission.	0%