

# Authoring 2 - Interactive Music Mixer

Using SVG, Audio and Events

## Assignment Description

The focus of this project is to collaboratively research, experiment with and ultimately design and build a multimedia application using design and motion tools as well as HTML, CSS and JavaScript. Your team will implement drag and drop functionality to load audio clips and create a dynamic audio experience, trigger animation, and play a compiled audio track (see [www.incredibox.com](http://www.incredibox.com) as a reference).

Try to implement this project in sprints - part of an agile workflow best practice. A sprint consists of a scoped mini-project that focuses on one particular deliverable or feature. The work you do lives on a specific branch; everything required to complete that deliverable is done on that branch and then merged to the main branch when finished.

Then it's on to the next sprint!

## Assignment Requirements

### **Sprint 1: Setup, analysis and initial design**

Set up the Github repo with a readme (make sure this is more than just the project name - refer to readme examples online). BOTH team members should be contributing at this point - the designer can create the layout, generate the html and the css; the developer should be researching functionality, creating JavaScript files, updating the HTML to add classes or other tools you might need to make things work. Testing events, loading audio, etc can all happen here - it doesn't have to be final/finished but you should have an idea of how you want things to work, how you want it to look and start designing, testing and experimenting.

**IMPORTANT - designers MUST contribute to the repository directly, on their own design branch. You MAY NOT deliver design work via social media, or your partner's commits, or deviate from the workflow best practices in any way. Create your artwork, add and commit it via Github. Failure to follow the correct workflow as outlined in the Authoring class will result in a (substantial) grade reduction.**

### **Sprint 2: Drag and drop, audio, design improvements**

Implement drag and drop functionality; get your audio synced and playback working. Designers should be replacing any FPO (for position only) assets with real artwork and doing any other design changes that need to be finished.

### **Sprint 3: Final touches / improvements**

At this point you should be crushing any final bugs that pop up, doing any final design tweaks, and lots of testing / fixing. Responsive fixes would occur here as well - make sure you're testing on lots of different screen sizes.

## CHECKPOINTS

Week 5 and Week 9 - **graded checkpoints**

Checkpoint documents will be provided

## Submission

Homework must be submitted by midnight on the **Saturday of Week 13 (April 8th)**

- Github repo: readme.md file, main branch, design branch(es) and development branch(es)
- correct structure for a web project (css, js, images, audio etc and index.html)
- **DO NOT INCLUDE AI OR PSD FILES** - just the SVGs / .png / .jpg in the image folder will do.
- Name the dev branches appropriately per feature IE **des**.tvr.artwork, **dev**.tvr.script
- Submit the repo link via FOL dropbox

**ONLY THE MAIN BRANCH WILL BE GRADED. DO NOT SUBMIT ZIPPED FILES!**

## Additional Information

Missed tests/exams will not be rescheduled without some valid evidence of some important event over which the student has no control (e.g., Court appearance, death in the family).

Missed tests or exams, therefore, can receive a zero. The students are advised to notify the professor prior to missing the test.

Students are expected to hand in all assignments to the course instructor on the due date, and all assignments must be submitted in the format specified by the instructor (e.g., on FOL, in printed form, on a specific lab computer, etc.); assignments will not be accepted in any format other than that specified.

Late assignments will not be accepted, nor will make up test or assignments be permitted, without some valid evidence of some important event over which the student has no control (e.g., documented illness, death in the family). Missed tests or assignments, therefore, will receive a mark of zero. Late assignments and make-up tests will only be permitted following the submission of adequate documentation acceptable to the instructor (e.g., a doctor's note).

Students are advised to notify the instructor prior to missing an assignment due date or a scheduled test.

Immediately upon return from an illness/absence in which a test or assignment has been missed, the student is responsible for contacting the course instructor to discuss the problem. The instructor will make arrangements for any student deemed eligible. The alternative test/assignment will be of equal value to the one missed with no grade penalty. The timeline and due dates will be determined by the course instructor.

At mid-term, any unsatisfactory results will be reported to the student.

This course may be revised by the professor with suitable notification to the students. Students are responsible for making arrangements to pick up missed handouts, assignments and course announcements from classmates.

Plagiarism (e.g., failure to acknowledge sources used, submitting another student's work under your name, or producing work for another student to submit) is a serious academic offense that shall result in appropriate penalties, to be determined at the discretion of the course professor in consultation with the chairperson of the Communication Arts division. The penalties shall range from failure of an assignment to possible failure of the course. Students shall not make the assumption that any provision will be made by the professor to permit the student to rewrite or redo failed assignments.