

Dev Notes

1) Most useful resources :-

- <https://www.lynda.com/JavaScript-tutorials/JavaScript-Essential-Training/574716-2.html?org=fanshawec.ca>
- <https://developer.mozilla.org/bm/docs/Web/JavaScript/Guide>
- <https://developer.mozilla.org/en-US/docs/Web/Events>

2) *Reference 1* for drag and drop function

3) *Reference 2* for the play audio on cue function

4) *Reference 2* for the play audio by key press function

5) *Reference 2* to play and reset animation on key press.

Visual Interactivity

- The music notes are the only draggable elements in the app.
- Dragging each or any of the note to any of the drum pieces make the respective sound.
- The dropzones aka the drumset is indicated with hover effects around each one.
- Hitting assigned keys have respective piano sounds.
- The sound that the piano makes is visually shown with some kind of animation.
- The keys to be hit to play the piano is shown on the screen inside circles.

Bugs to Be Crushed

- Sounds will not play at the same time.
- Sounds will not overlap.
- Pressing down the keys to play piano might create a glitch, essentially leaving the piano without the animation reset.

Code to Be Fixed

- ❖ Each code that plays the audio is linked without using `querySelectorAll` to avoid confusion and understand the code better.