

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) Collect notes for playaudio function

Visual Interactivity

- The instruments are the elements that have to be dragged and dropped.
- The music sheet (or mic) is the drop box that collects the dropped audio clips.
- The audio plays back as soon as it is dropped in the drop box.
- The music sheet (or mic) collects each audio clip and plays over one another so it makes music as you go.
- Try to make the wind chimes move.
- On hover, the instruments change or transform slightly to make the user know that they are elements to be dragged and dropped.