Music Mixer Checkpoint 2 Notes

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Music Mixer Rundown:

The music mixer is a program that we are making in our Multimedia authoring class. It will use html, css and javascript.

Upon opening the program, the user will be faced with a series of neon instruments along the bottom of the screen. These images can be dragged into one of the music spots to start making their own music.

HTML and CSS will be used to make up the sections of the website, and designing it to look appealing.

For the javascript, we will use that drag and drop functions we leaned in class to have the samples go to one of the dropzones and once they are there, javascript will play a sample which can be linked with other samples dragged in.

Design Notes:

For our design, we are going with a neon sign look for the drag elements, and a grey background to make the neon elements noticeable. At the top there is a boombox also to fit the 80s feel.

Dev Notes:

The javascript looks for an element to be dropped on the drop zone, then when this happens it plays the drop function. The drop function allows the element to drop and then plays the sound that is linked to that element.

The buttons at the bottom should pause, play and reset the pieces on the mixer.

Bug Reports:

I ran into quite a few bugs while making the mixer.

- The first bug was the elements were not centered on the screen which was solved by changing the padding from around all the elements at once to on each element individually.

- Next, The drag and drop was not working as intended. This was solved by adding ID’s to all the images, making it so the JS detects them as ID’s and then allows them to drop onto the drop zones.

- Then, on a drop, the drop zone text got pushed to the side, messing up the alignment again, this was solved with a simple line that hides any overflow.

- The final bug was that the audio wasn’t working at all. This was solved by having the JS look for a drop, and on a drop, load the audio and then play it. There is still a bug with the audio so only 1 audio plays at the moment but this bug will be crushed for the finished project.