Music Mixer Project Documentation

# Project Description:

The project is a multimedia application that consists of drag and drop, dynamic audio, and compiled audio functionality. Each SVG has its own audio clip that plays once placed in one of the boxes. You can have different audio clips paying simultaneously as well.

# Approach:

# Pseudo Brainstorming:

Drag And Drop :

* Declare values to the variables such as icons, images, dropzone etc.
* Making functions for event handling such as Dragstart, DraggedOver, HandleDrop for dragging and placing instruments icons in a place or zone. (CSS occurred: cannot place the dragZone in the middle of the site due to grid.)
* Making functions for audio event handling such as Play, Stop and Rewind.
* Inside HandleDrop function, a condition is also to be made to only allow one icon at one time. This could be done through if condition such as

If(this/event.children.length > 0) return. Note that the return statement will stop the event if the condition stated is true.

* Then make us of these functions by applying them in event listeners.

# Research & Ideas:

The idea of this website is of a ***person making music in their room***.

This also the reason the website will be named as **Dream Studio**.

Also, for this reason, the website template or layout will be designed like room. Here is the following example of this idea.

Diagram

Description automatically generated

Graphical user interface, website

Description automatically generated

# 