

1. Usability and overall UX

- a. Each of the buttons and widgets are clearly spaced out and labeled for the user. It is obvious what button does what.
- b. I've added a button for every single feature in the visualizer that can be toggled. It is highly customizable.
- c. All the effects are made to create different designs. It doesn't look good with every effect on the screen at once, but the purpose is to customize the effects to get aesthetic outputs. The default look is awesome and if you play around with the toggles you can get multiple designs that look just as amazing.
- d. If u want to see something bad, turn on every feature and then turn on waveform data. Just be careful you might seize.

2. Interaction Design

- a. All the required features are present, there are A LOT more than what was required

3. Canvas API

- a. The getImageData() effects can be seen by checking off the "Intense Drop Mode" button. This effect changes the tint of the screen with the beat of the song.
- b. All the required effects are present. You can toggle Lines, Bezier curves, cubic curves, circles, rectangles, and the gears. The gradient requirement is found under the select for the color of the rectangles.
- c. I've changed many context state variables inside of my code.
- d. Canvas transforms were used for the gears
- e. "Push" and "Pop" was used quite a bit

4. Web Audio API

- a. The toggle for both types of data is present and functional

- b. The delay node is present and functional
- 5. Media and Presentation and CSS/HTML
 - a. I have two audio clips with at least 30 seconds each
 - b. I used two web fonts
 - c. The theme for the website is consist with obvious color choices kept in mind with the font.
 - d. All the buttons are laid out with css in an organized fashion.
- 6. Code
 - a. Followed all rules and commented well
 - b. Extremely neat and organized into functions
- 7. Above and Beyond
 - a. The visual aesthetic of my page I feel is well done. The music, colors, visualizer, and font all reflect a mechanical and “Doomsday” feel I was looking for.
 - b. I wanted the visualizer to have an awesome effect to represent the intense beat drop of the song (0:48). For the most part I achieved this with the “Intense Drop” button which you can see at the time I mentioned if its turned on.
 - c. The two gear sprites and the eye I added to create this mechanical feel I think worked well with the song choice. I downloaded these from the internet and edited them in photoshop to look proper. It took a long time to figure out how to make it aesthetic and mechanical at the same time. I really wanted the eye piece to scale with the base, but it was difficult and I couldn’t figure It out.
 - d. I wanted my visualizer to be able to look completely different with various features. I wanted the user to be able to make their own visualizer that looked completely

different from the default. I could achieve this by toggling every single design in the visualizer

- e. I spent a lot of time cleaning up my code to make it simple to read and understand. I separated each specific design into a separate function call.

8. What went right/wrong

- a. Everything went according to my plan, but getting the right visual aesthetic took a LONG TIME. It took me many hours of playing with designs and effects to get my idea of this mechanical doomsday visualizer out of my head and onto the program. In the end it turned out great, except for the whole base/scaling thing I mentioned earlier.

9. Resources

- a. Eye -
https://d13yacurqjgara.cloudfront.net/users/260537/screenshots/1129479/one_circle_layer_style_-_terminatoreye.png
- b. Gear - <https://cdn3.iconfinder.com/data/icons/gearz/512/Gear-1.png>
- c. I also looked up code for rotating the gear, I didn't use the other person's code line from line, but it gave me a good idea on how to rotate any object around its center. I only used it for a general reference. <http://stackoverflow.com/questions/4422293/rotate-an-image-around-its-center-in-canvas>

10. Grade - 100

- a. Honestly, I spent a lot of time on this project getting it to be what I wanted. I felt I went way above the requirements and put around 20 hours into it. Unfortunately, a lot of the time was just messing with different designs until I found what I wanted.