

My project has really shaped up and I'm feeling like I'm in a much better place. Last update I only had a playable sine wave with the computer keyboard which all worked. Now I have added three more waves; Triangle, square, and sawtooth. And I added a dropdown menu so each is accessible to change at any time, starting on sine wave as the default. I also made the synth able to be polyphonic so multiple notes can be played at the same time, making any melody playable along with chords now being able to be played. Another change was that I added a simple ADSR to each wave to try and remove the click that plays when a note is pressed, it made it better but it's certainly still there so I will have to figure that out by the next development. I also added a display to show what notes are playing, I want to figure out how to make it look like a real keyboard and put it at the bottom but for now it serves as a helpful visual aid. My next step would be some of the stuff I mentioned earlier along with integrating the effects and formatting the webpage. I need to find out the ideal resolution to make the backdrop image I'm making and I want to put the parameters on screen first to be able to design the image around where things best fit on the webpage.