Loop Station

This project simulates the actions of a loop machine.

I received 9 audio files and was required to create a loop machine that contains 9 squares,

Every square has 2 states of on and off.

When the user clicks on a square the state turns on or off.

There are different options to control the loops that are playing:

To start playing the loops for the first time the app loads the user should click on the loops he is interested in playing and then the click on the play button – that’s when the sounds of the loops are played, and an animation shows on the chosen loops.

While the loops are playing the user can add more loops to be played. But in order that the rhythm of the music that is being played should not change and should stay synced, the new chosen loops will be first heard when the next cycle starts playing.

When the user wants to stop a certain loop, he can click on that loop and the sound, and the animation will stop immediately.

But when the user will want to stop all loops at the same time, he can click on the pause button. That will cause the current loops sound to pause, and so that the user will know which loops are still active (that means that when he clicks the play button, they will be sounded again…) the animation on the paused loops still shows.

The App was written in React Js and does not include any additional packages. (Besides Font Awesome.)

To run the app locally clone the app from Git and run:

Npm install

Npm start