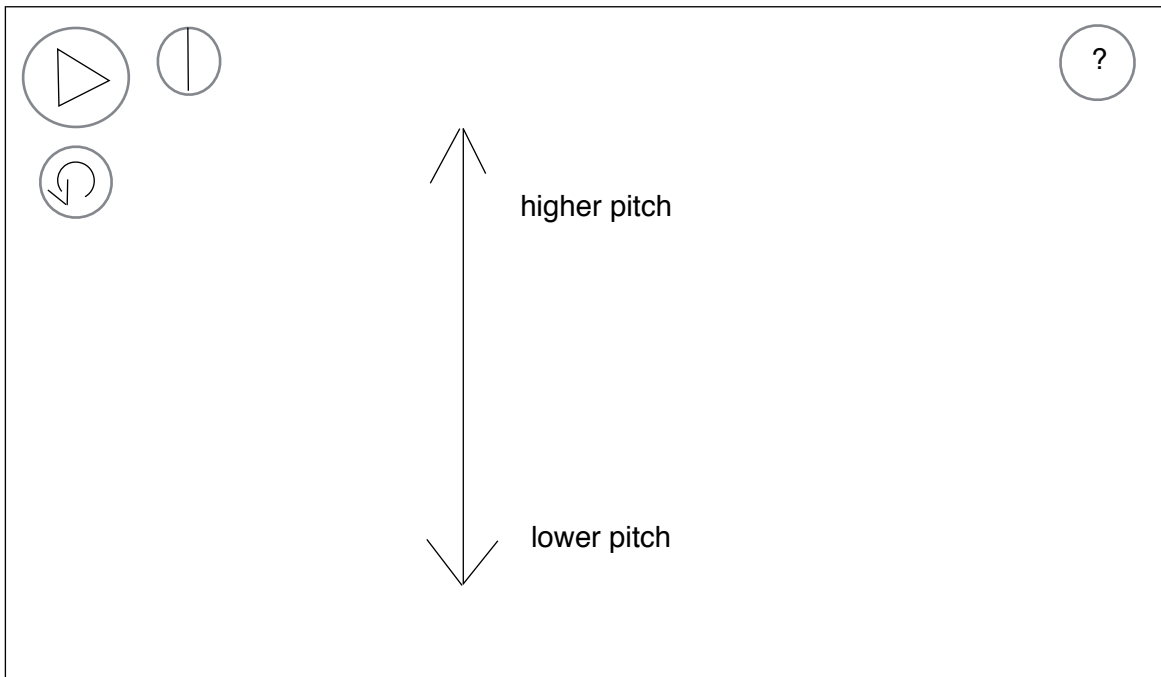# Ideation:



- Play sounds in sequence of what is drawn
- Color schemes ~ different instrumental combinations
- Triangular shapes ~ percussive beats (color scheme affects what kind of percussive instruments)
- Square-like, or circular shapes ~ vocals (color scheme affects what kind of vocal tones)
- **Ex.** Color scheme: Red/Orange (Guitar strings for strokes, maracas and cajon for percussion, latino singer for voice)

# Technologies:
- React.js (architecting)
  - Button
  - Modal/pop-up
  - Canvas
- p5.js (drawing application) —> will integrate into our React app
- MIDI.js (sound base) —> will rip off and integrate into our React app
- Git (for collaborating)

# Timeline:

- Week 3
  - On-boarding devs to GitHub repo, write React components, create simple drawing app
- Week 4
  - Integrate color support to drawing app, make re-do button work
- Week 5
  - port sounds onto canvas for all color schemes, make app save stroke sounds
- Week 6
  - Make play button work by accessing saved stroke sounds, add triangle recognition
- Week 7
  - triangle recognition, port over percussive sounds
- Week 8
  - circle recognition, port over vocal sounds, add info modal
- Week 9
  - polish (add reactivity), deploy and stress test