Sean Connolly

- Requirements
  - We make it so the important controls are easy to see and the other controls can be easily found as well. Also, the overall visual is streamlined and all.
  - We have a max circle radius slider, a motion blur slider, and 6 different checkboxes that change different effects.
  - We use the audio data to affect lines, bars, and the circle in the middle. We change the context state several times to a pleasing effect. This includes the gradient in the background and the color of the particles.
  - We have one extra audio node. This is a delay node that allows the user to pause the music.
  - All the sound clips are in the mp3 format and are at least 30 seconds. We include a web font for the controls. Finally, the page is streamlined with the controls at the top for ease of use.
  - We have followed all the coding conventions and there is no left over debug code.
- How the Project Went
  - Overall, the project went very well. I believe that we achieved at least 90% of the vision we had for the project. We had several issues trying to get objects to be the right size, making sure they were the right color, and so on.
  - The things that I wish I had been able to implement are getting the particles velocities and colors to be a function of the waveform data. I was having a lot of trouble getting the data from the waveform passed into particleEffect(), so I could use it for the particles.
- Non-Course Resources
  - Angular JS
  - The Duck Song from Youtube
    - https://www.youtube.com/watch?v=MtN1YnoL46Q
  - Nightcore – Dancing for My Life from Youtube, as well
    - https://www.youtube.com/watch?v=smEBl_nJtF8
  - Also used code from:
    - http://learnsome.co/blog/particles/
- Contributions
  - Me:
    - I did the particle systems and grabbed some extra songs, so that the audio visualizer had some cool effects and had some unique songs to listen too. I also added the ability to turn off particles and to put them in the foreground. I also worked with Andrew as he coded the blades that spin around the circle,
  - Andrew:
    - He did an awesome job of creating the GUI, the bars, the circle, the blades spinning around the circle, the changing hue, and the bouncing lines.

- Grade
  - Me – 90%
    - I chose this score, since I felt that I did less than Andrew. I however did put my fair share of time into getting the particle system to work and playing around with the various ways I could let the user play with it. I also debugged various issues with the code on an atypical basis.
  - Andrew – 100%
    - I feel the amount of time he spent giving the streamline look and all the awesome effects he put in more than qualifies him for the 100%.
  - Overall – 100%
    - The audio visualizer hits all the requirements established by the rubric and is appealing with a wide array of features.