**Drum Kit App Specs:**

A JavaScript event-driven app that plays audio. When the user presses a keyboard key, play the audio that corresponds to that keyboard key press. Use a custom data attribute to match an audio clip with the key that’s been pressed using the event’s keyCode property as an index.

If a keydown event object doesn’t have an audio element that matches using data attributes and the retrieved keyCode, then exit the function (do nothing).

Add some visual feedback using the classList method to let the user know a key has been pressed (but only if that key has a custom data attribute)

Crush any bugs that pop up - this will be an iterative process, as we’re not sure what bugs will present.

Use HTML and CSS as much as possible before adding JavaScript.

**Methods and events:**

* Will need to listen for keyboard events on the window object (the browser window -> top level) -> debug on every event and see what we get
* Use the event object to retrieve the keyCode; use the this keyword to get the custom data attribute? Or find a matching audio element? And if there’s no match then exit the function