

The development of my project went well overall. The only real issue my code has as far as I can see is that the on/off switch i created causes extra latency in the sound when it is used. I am not sure why this is happening, but in the future I could try a different approach to muting the sound, possibly something like setting the output level to negative infinity or a similar number. Other than that it feels like the tone and hpf controls (filters) are not completely linear. They still work perfectly fine and are able to change the sound the way I intended but there are points on each where it feels like the sound is changed much more than others. I am very pleased with the way the website looks, but I wish I would've been able to make the pedal move with the window so both sides are equal at all times. I was able to make that work with the background image, but not with the knobs yet. Another small thing I noticed is that certain controls have to be moved first before sound is heard, specifically the drive knob. I don't know why that is but it isn't a very big deal in terms of operating the pedal since the intention of the user will be to move the drive control anyway. As far as sound, the pedal is able to create the sounds I intended very well, so I think the overall functionality is acceptable. I'm also very pleased with the way the visuals for the pedal came out and I think it looks like an actual pedal. The knobs are sourced from a github repository that I found, and the background is an AI generated image that I put into procreate to make the silver border which is meant to look like the textured metal that would be the pedal housing. In the future I would add a control that changes the algorithm of the distortion curve so that other distortion sounds/textures can be created as well.