**IGME-330 Project 2 Documentation**

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Initial Goals

* Game like rhythm game, where based on audioData, I spawn circles that the user must click to destroy. The more particles they click, the higher their score.
  + Display high scores
* Have an option for just a visualizer or the game as well
* Allow users to choose preset songs or upload their own to play as well.

What has been done

* The visualizer is complete
* Particles are being spawned

What needs to be done

* Lines still need to be added as per rubric.
* The game feature still needs to be added
  + Involves a function where particles are destroyed on click
  + Scoring system for user
  + High-score display
* Allow users to pick preset songs or use their own songs

Obstacles encountered

* Exams have been kicking my butt.
* Time management
  + Create a short calendar for the weekend to display when and what I am during for each hour to completely make time for the project
    - Add a little lee-way in case of errors, bugs, etc.
* Waveform data isn’t working for some reason.
  + I want to add a waveform line down the middle of the screen, but it’s not working. I want to learn why, and how to fix that this weekend, as it will be my lines that are needed for my grade.
* Code is very cluttered and sometimes unreadable. I worked on, and still have to, comment and clean up the code.
  + This is so it is easier for grading, but most importantly easier to work on.

**Final Documentation**

What has changed?

* It is no longer a game-like visualizer
  + Why?
    - It became too difficult to complete given the time constraint.
      * We got lucky extensions but at that time I would’ve had to recreate the project almost.
* All controls work!
* Treble and bass controls
* You can upload your own songs!
* Waveform data now works.

Obstacles encountered

* Almost the same as last prototype, exams have been beating me up.
* Time Management
  + Although better, it is an issue that can’t be removed with just a few days