

Updates

Instead of having the drawing contained within a Graphics class, we created a whole new class called Piano used for drawing the graphics related to the on-screen keyboard. We thought that this would be a huge improvement organization-wise because the methods used in drawing the on-screen keyboard are very long and don't relate much to other graphics methods, so it would be better to have a self-contained class of only these methods. We also added additional features to this on-screen keyboard, namely having keys visually "indent" when pressed and enableable computer key mappings on top of each of these on-screen keys.

We scrapped the Dancer and DanceParty classes, which would have created dancing avatars that react (dance) in response to played notes. We felt that it was a wacky concept that did not really fit with the overall feel of our program, and that it would take a lot of time we needed elsewhere in order to create professional-looking graphics. Instead, we thought that it would be better to focus on other graphics instead, such as additional key effects (e.g. visuals for pressed keys, key mappings) and backgrounds. We feel like these features are more relevant and related to the rest of the program than dancing avatars.

We also had the idea, instead of dancers, of changing the background image; we decided to have a background image corresponding to each instrument.

The core functionality of recording your own MIDI files using the piano ended up being dropped, just because we couldn't figure out how to write a MIDI file that would be read properly by a sequencer. It's a complicated process, and there doesn't seem to be any easy way to do it using the sequencer itself. Instead, we set up the program to load and play MIDI files created elsewhere, at the same time as the piano was being played. We included some MIDI files to run, and the user is welcome to try out others by dragging them into the Tracks folder. (It's recommended to edit them first in a separate program to bring their volume down, as we don't currently have any way of adjusting the volume in our program.)

The parts that did not change included the basic piano sounds and playing. This provided a good baseline to build on.