

Schwartz  
Scene Link Testing Report

I actually didn't have a ton of bugs but the two I had took a long time to fix. I've been bug squashing as I go so there wasn't much left over, but I had been putting off dealing with the ones that were there because they were stumping me. Because my site has very little user interface there isn't a ton that can't be predicted which is nice. I tested in Chrome and Safari and had no issues with either one.

The one that took me the longest to fix was that every now and then when I loaded the page I would get an error saying that `createCanvas` was not defined. It was tough because it only happened maybe once out of every 20 times I loaded the page. After a bunch of investigation I realized my issue was that I didn't have a proper `setup()` function for my p5 code. Most of the time the `populate()` function would run before the `setup`, but now and then if it took too long it wouldn't work. I was able to add a `setup` function and (with chatGPT's help) I added a "isP5Ready" check within my `populate`, so that when `setup()` was complete it would mark p5 as ready and the `populate` could execute. This was honestly super frustrating but I got there!

The other issue was a pretty quick fix actually. Now and then when certain bands with large attraction forces ended up on opposite sides of the page the attraction function would freak out and play tug of war. I honestly don't 100% understand why this worked but I added some dampening to the attraction (equivalent of friction) and that sorted it out.

This isn't bug squashing but the biggest changes I made had to do with adding more data. I went from have 18 shows in my database last week to having nearly 2000! As you can imagine that required a lot of visual adjustments and filtering to get it to still look readable on a screen but I got to a point where it is very easy to add tons of data without requiring changes to the code.