

Project 3 Assessment

In the beginning it was a hard start for our group. We ran into a bit of a disagreement on what exactly what we wanted to do as a group. No one had any sound ideas that the really wanted to create, so we decided to go with Eric D's idea with an audio visualizer that you could download as a Google extension. He wrote a proposal and step by step implementations on how everything would be run. This got everyone on board and excited for the project. Although, since none of us really knew how the sound capture API worked it took us a bit to figure it out.

After the completion of the first sprint, we think we realized we bit off more than we can chew. We wanted to create many visuals and simulate a web music player. Essentially, a Spotify with a visual aspect to view when you were at a party. We started with the API, because we thought the music player would be pretty simple to implement. It was quite difficult to get the API web audio capture to do what we wanted it to do. We didn't know how to exactly retrieve the data to manipulate it. That was the whole goal of the first sprint. The visualizer really depended on this data being retrieved.

With some deliberation, we all had to scrap everything except the audio capture and visualizer for the first sprint. Once, all the data was figured out it everything else would come along smoothly. Eventually, Eric S. found a very well documented website and found out how to pull in the different waves and manipulate them. Fan and Evan worked on putting in the foundations and ensure that our code was nice and tidy. Kevin worked on the documentation and some of the capture code with Eric S.

To ameliorate our second sprint, we all should have read through the documentation that Eric S. found. We all had a better understanding and were able to implement more. We should have done this right away, since it played a big role in how everything else would work. Communication is always tough, but we found a way to succeed.

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