

Project 3

March 25th

- Class
- All members
- Brainstormed ideas and tried to come up with proposals for the best ideas

March 27th

- Class
- All members
- Decided on a music visualizer. Broke down what would be needed and split into groups

March 29th

- Class
- All members
- Erics worked on visual design, Fan and Evan worked on sound capture

April 1st

- Class
- All members
- Everyone finishes their respective developing code

April 3rd

- Class
- All members
- All of us worked on making the chrome extension

April 5th

- Class
- All Members
- Troubleshooting debugging.

April 6th-8th

- Google Hangouts
- All Members
- Troubleshooting debugging. Prepped for retrospective write-ups.

Project 4

April 10th

- Class
- All Members
- Come up the ideas for the further design

April 12th

- Class
- All Members
- Come up the ideas for the further design, and TA gives more suggestions for improvement.

April 13-14th

- Google Hangouts
- All team members
- Eric.D began working on casting
- We decide to fix the bugs and problems on the project 3 first.

April 15th

- Class
- All Members
- Group come up the first three ideas: adding the different kind filter, adding better casting and able to change the frequency by users.

April 17th

- Fish Bowl
- All Members
- Eric. D fixed the previous project's bugs, and Eric. S starting with adding the change frequency button and figured out how to change the range. Fan, Kevin and Evan considered with the filter logic and more feature & idea can be add to the visualizer.

April 19-24 th

- Google Hangouts
- All team members
- All members were working on their parts. Eric. S added option.html which holds the filter and frequency change. Evan and Fan were focusing on the test part and learning how to use Jest. Kevin were working on the artifact parts, adding some documentation and development plan.

April 26th

- Fish Bowl
- Kevin, Eric.D, Eric.S
- Eric.D come up an idea that makes the visualizer can overlay on the screen, not just pop up a window on the right of screen. Eric.S made the on & off button and filter selection enable to use. Kevin added the gantt chart to artifact.

April 27th

- Fish Bowl
- Fan, Evan

-Since most of the basic framework and functions are completed, Evan and Fan try to do some simple testing on the program by using Jest. However, there are some unpredictable problems on Jest. Bunch of files in Jest library added to our project, and which was a disaster made github download slowly. In the end, Evan decided to use another way to make test suite.

April 28th

- Fish Bowl
- All members
- The basic implements and ideas were added successfully. Now, we are working optimizing the function operation, overall appearance and filter visualizer plan.

April 29th

- Class
- All team members
- Eric.D officially ends casting functionality after >30 hrs time invested. After overcoming security measures casting was still incapable as each web app casts their own style and that cannot be overridden. Much more development would be needed if this is possible but considering the roadblocks thus far we are considering this a loss.

April 30th

- Hangouts & Fish bowl
- All team members
- Eric.D Creates 6 distinct visualizers (Falling, Right-side wave, Left-side wave, Fissure, Pulse and Starburst) and solve bugs related to the audio capture. Evan and Fan created the final test mode and adding the test button with Eric.S' help. Later, Eric.D adds more color options able to change the background color. Kevin was writing the development plan.

May 1st

- Class
- All team members
- Eric.D creates advertisement demo video and pictures published app to the Google Web Store. We allowed everyone to download our extension, and everyone is welcome to make comments and suggestion for our future design.

May 2-4th

- Google hangout
- Fan, Kevin
- Finished artifacts. Adding the presentation notes and powerpoint.