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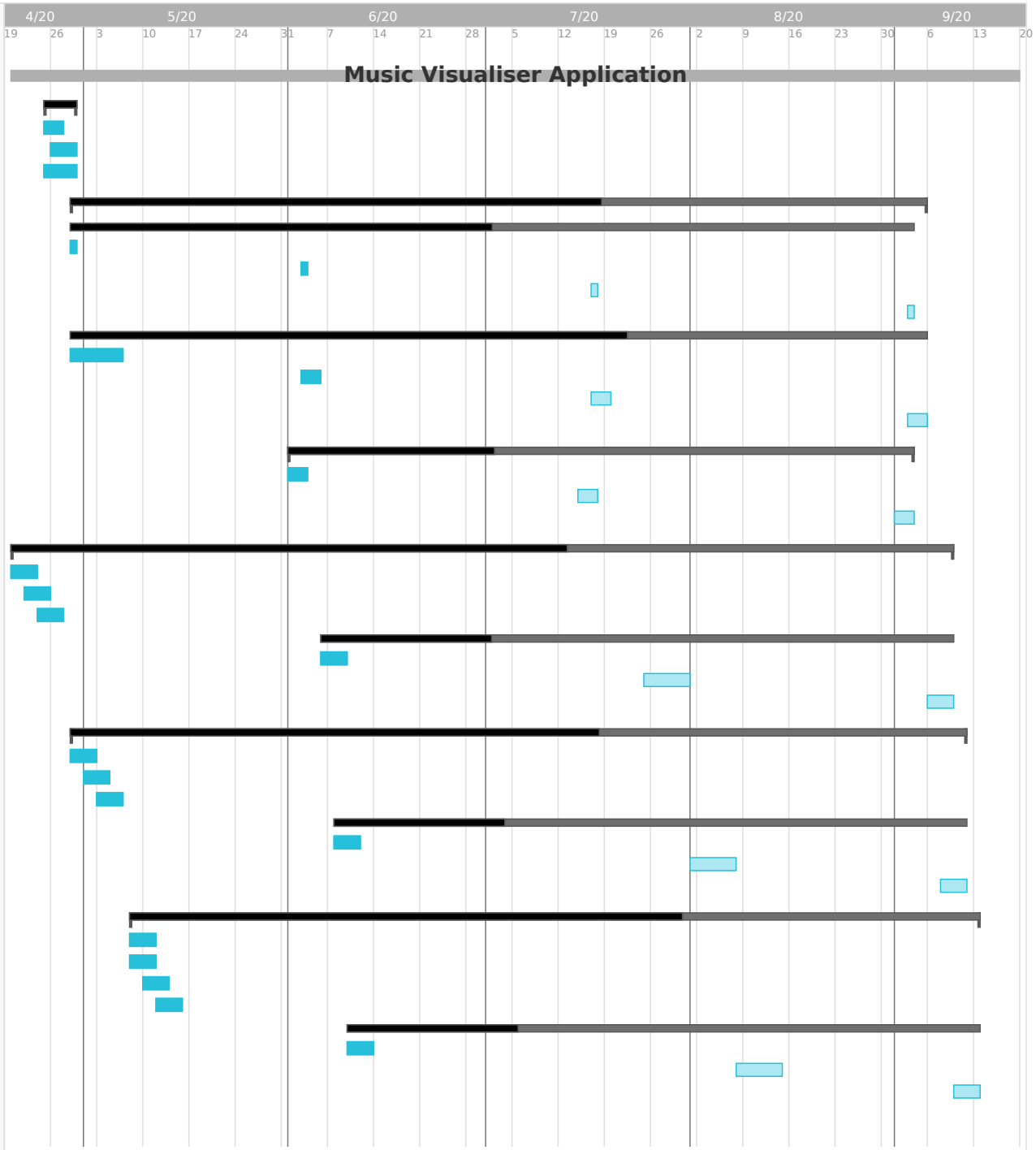
Music Visualiser Application	start	end	59%
Research	**25/04/20**	**29/04/20**	**100%**
Read about music visualisers	25/04	27/04	100%
Watch videos of music visualisers	26/04	29/04	100%
Browse p5.js reference/examples	25/04	29/04	100%
Brainstorming	**29/04/20**	**05/09/20**	**62%**
User Interface	**29/04/20**	**03/09/20**	**50%**
Session 1 - prior to ANY testing	29/04	29/04	100%
Session 2 - after Test Session 1	03/06	03/06	100%
Session 3 - after Test Session 2	17/07	17/07	0%
Session 4 - after Test Session 3	03/09	03/09	0%
Visualisations	**29/04/20**	**05/09/20**	**65%**
Session 1 - prior to ANY testing	29/04	06/05	100%
Session 2 - after Test Session 1	03/06	05/06	100%
Session 3 - after Test Session 2	17/07	19/07	0%
Session 4 - after Test Session 3	03/09	05/09	0%
Testing	**01/06/20**	**03/09/20**	**33%**
Session 1	01/06	03/06	100%
Session 2	15/07	17/07	0%
Session 3	01/09	03/09	0%
Extension 1: Hypnotic Squares	**20/04/20**	**09/09/20**	**59%**
Layout & draw squares	20/04	23/04	100%
Rotate squares	22/04	25/04	100%
Use of amplitude/frequencies	24/04	27/04	100%
Review & Revise	**06/06/20**	**09/09/20**	**27%**
Session 1	06/06	09/06	100%
Session 2	25/07	31/07	0%
Session 3	06/09	09/09	0%
Extension 2: Gloop	**29/04/20**	**11/09/20**	**59%**
Create & update array of gloop	29/04	02/05	100%
Implement gloop constructor	01/05	04/05	100%
Use of amplitude/frequencies	03/05	06/05	100%
Review & Revise	**08/06/20**	**11/09/20**	**27%**
Session 1	08/06	11/06	100%
Session 2	01/08	07/08	0%
Session 3	08/09	11/09	0%
Extension 3: Cityscape	**08/05/20**	**13/09/20**	**65%**
Draw array of background rects	08/05	11/05	100%
Draw array of midground rects	08/05	11/05	100%
Update elements of arrays	10/05	13/05	100%
Use of amplitude/frequencies	12/05	15/05	100%
Review & Revise	**10/06/20**	**13/09/20**	**27%**
Session 1	10/06	13/06	100%
Session 2	08/08	14/08	0%
Session 3	10/09	13/09	0%



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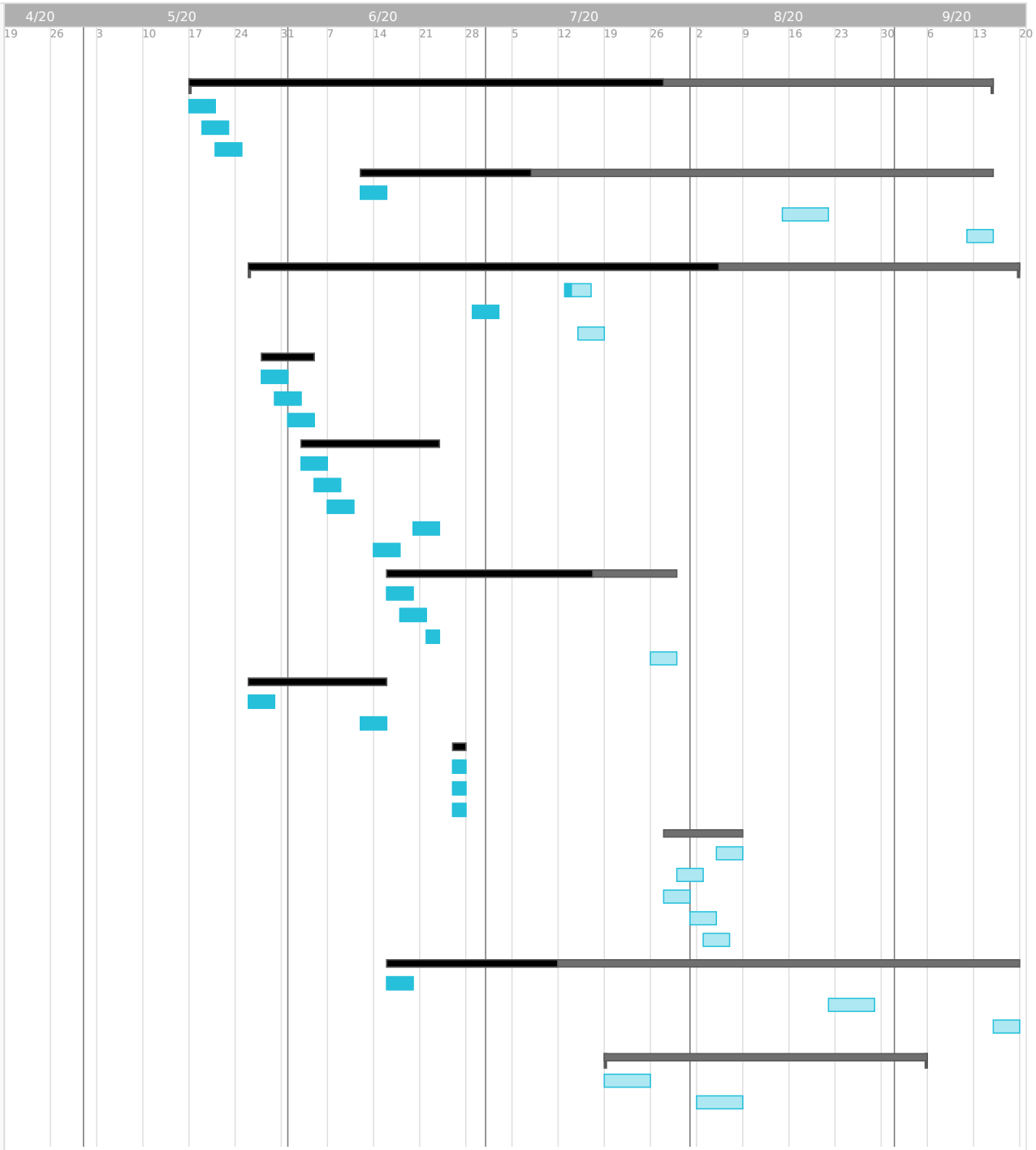
Extension 4 Pinwheel	**17/05/20**	**15/09/20**	**59%**
Rotate array of rects	17/05	20/05	100%
Update elements of array	19/05	22/05	100%
Use of amplitude/frequencies	21/05	24/05	100%
Review & Revise	**12/06/20**	**15/09/20**	**27%**
Session 1	12/06	15/06	100%
Session 2	15/08	21/08	0%
Session 3	12/09	15/09	0%
Extension 5: Alien Intruders	**26/05/20**	**19/09/20**	**61%**
Draw & implement sprites	13/07	16/07	25%
Use of amplitude/frequencies	29/06	02/07	100%
Timer	15/07	18/07	0%
Star Field	**28/05/20**	**04/06/20**	**100%**
Movement	28/05	31/05	100%
Reset position if off screen	30/05	02/06	100%
Implement constructor	01/06	04/06	100%
Bullets	**03/06/20**	**23/06/20**	**100%**
Movement	03/06	06/06	100%
Remove from array if off screen	05/06	08/06	100%
Implement constructor	07/06	10/06	100%
Collision with Player	20/06	23/06	100%
Collision with Intruder	14/06	17/06	100%
Intruders	**16/06/20**	**29/07/20**	**71%**
Fire bullets	16/06	19/06	100%
Implement constructor	18/06	21/06	100%
Add to score on collision w/ bullet	22/06	23/06	100%
Movement	26/07	29/07	0%
Player	**26/05/20**	**15/06/20**	**100%**
Movement on mouse drag	26/05	29/05	100%
Fire bullets on mouse click	12/06	15/06	100%
UI	**26/06/20**	**27/06/20**	**100%**
Score	26/06	27/06	100%
High score	26/06	27/06	100%
Lives	26/06	27/06	100%
Change Game State	**28/07/20**	**08/08/20**	**0%**
Title Screen	05/08	08/08	0%
Spawn/Respawn Player	30/07	02/08	0%
Gameplay	28/07	31/07	0%
Win	01/08	04/08	0%
Lose	03/08	06/08	0%
Review & Revise	**16/06/20**	**19/09/20**	**27%**
Session 1	16/06	19/06	100%
Session 2	22/08	28/08	0%
Session 3	16/09	19/09	0%
Additional Extensions	**19/07/20**	**05/09/20**	**0%**
Session 1	19/07	25/07	0%
Session 2	02/08	08/08	0%



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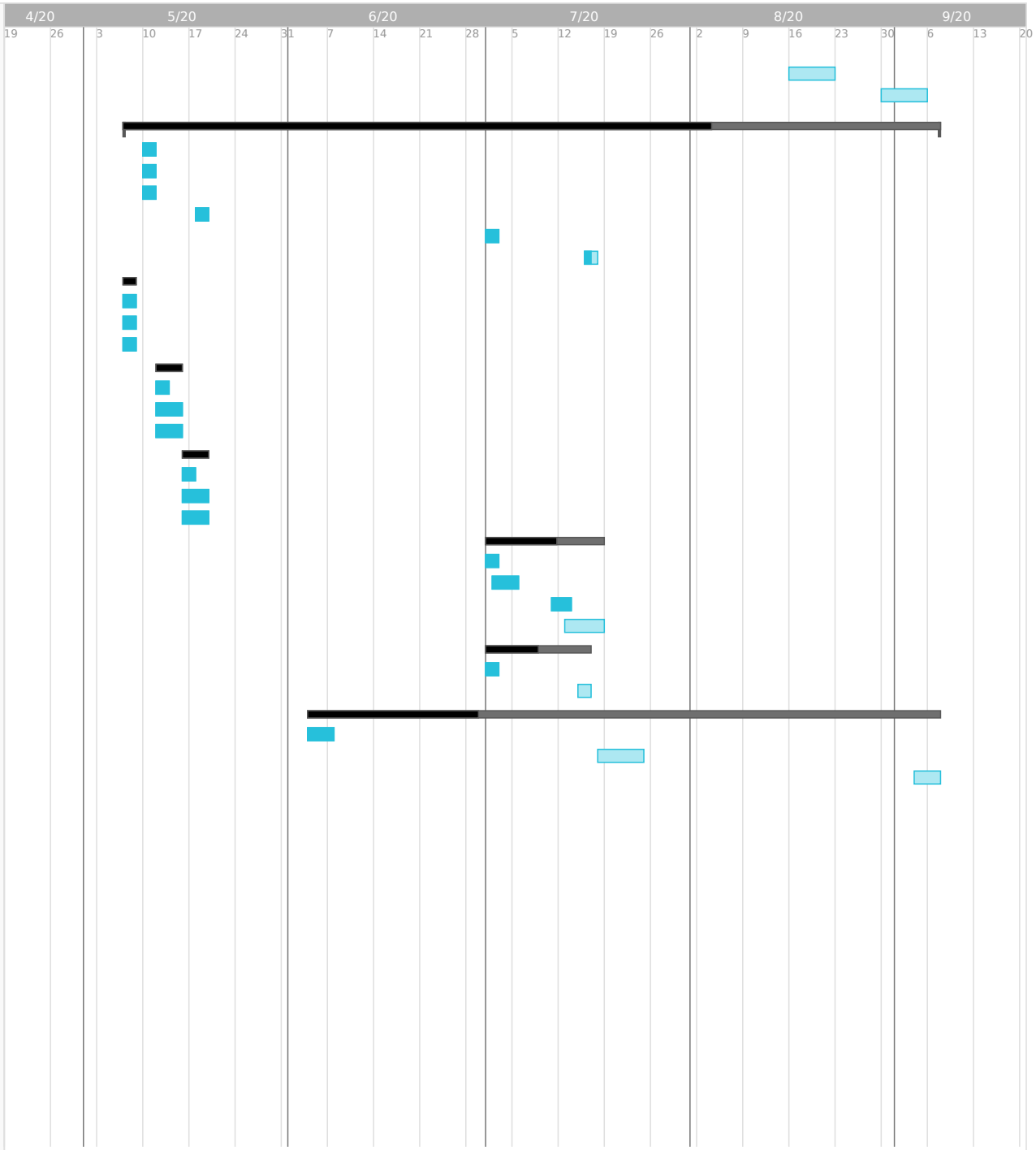
Session 3	16/08	22/08	0%
Session 4	30/08	05/09	0%
User Interface	**07/05/20**	**07/09/20**	**72%**
Display current time/track duration	10/05	11/05	100%
Display audio track name	10/05	11/05	100%
Add additional audio tracks	10/05	11/05	100%
Display current visualisation name	18/05	19/05	100%
Display menu when mouse hover ov...	01/07	02/07	100%
Implement keyboard input	16/07	17/07	50%
Sliders	**07/05/20**	**08/05/20**	**100%**
Volume slider	07/05	08/05	100%
Playback rate slider	07/05	08/05	100%
Pan slider	07/05	08/05	100%
Next/Previous Track Buttons	**12/05/20**	**15/05/20**	**100%**
Draw button icons	12/05	13/05	100%
Next track on mouse click	12/05	15/05	100%
Previous track on mouse click	12/05	15/05	100%
Next/Previous Visualisation Butt...	**16/05/20**	**19/05/20**	**100%**
Draw button icons	16/05	17/05	100%
Next vis. on mouse click	16/05	19/05	100%
Previous vis. on mouse click	16/05	19/05	100%
Progress Bar	**01/07/20**	**18/07/20**	**60%**
Draw progress bar	01/07	02/07	100%
Map current time to progress bar	02/07	05/07	100%
Click to change current time	11/07	13/07	100%
Drag to change current time	13/07	18/07	0%
Mute Button	**01/07/20**	**16/07/20**	**50%**
Draw button icon	01/07	02/07	100%
Mute/unmute on mouse click	15/07	16/07	0%
Review & Revise	**04/06/20**	**07/09/20**	**27%**
Session 1	04/06	07/06	100%
Session 2	18/07	24/07	0%
Session 3	04/09	07/09	0%