

Concept: Music mixer with drag and drop

Create a UI with draggable sound icons; users could drag three sound icon pieces into the drop zone to compose new music. A sound associated with the icon would play when dragged into the box.

Music Mixer Feature Breakdown

- users will drag an icon piece from the left section of the page and drop it on one of the three drop zones blow “the radio” to start to compose a song.
- Each icon when placed in the drop zone will produce a sound.
- Users can preview the sounds of icons by clicking on it in the deck.
- Should have a reset button option so users can reset the drop zone to try different combination.
- Have an info button that possibly explains how the music mixer works; to be added in the future.

Page load,D&D

- Need draggle attribute and audio linked to the icon pieces (jpg or svg)
- Use JS to work on the drag, by setting the ID of the icon piece that is being dragged from the Option section.
- Assign data set number from 0 t 3, depanding of the number of icons in the deck.
- Need to link audio to the icons created, where js is also used to create a play and pause function With as standalone custom button.
- need to create a function that will reset the puzzle pieces and bring them back to their original place;firstChild & removeChild could be used as well to solve this issue.

Bug

The D&D is not working properly, there is no error seen on consoles, currently researching and looking Into what was done wrong.

Play and Stop button

Use the assigned class eg trackref and create a path that links the audio file to the svg Image and let it be the value of the variable ..

For stopping the audio , can set the value of current time to equal 0 .

Maybe link a data set so that dataset [0] would be for playing the audio and [1] for stopping the audio. Need to add event listener .