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.

  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 .