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FP4 - Final Project Write up

Part 1: Description
My website plays Animal Crossing OST music depending on the location that you are in. There are different songs played based on time of day and weather in the Animal Crossing game. Similarly, the song playing on the site is based on the city the user chooses' time and weather. My motivation for making this is because a lot of my friends like playing Animal Crossing and being able to immerse yourself in the music would be both cute and can help people study/do work, similar to how people use LoFi study music for the same purpose.

Part 2: Interaction
- Clickable form – choose the city you want and click submit. This will adjust the text on the bottom of the page to tell you what the weather conditions are for that city, and what time of day it is (either morning or night)
    - The music will change accordingly to match the city's weather and time of day.

Part 3: External tool
1) Name: Howler JS
    a) It takes mp3/music files from the internet and plays them. This is how I was able to pull music files from a website that contains Animal Crossing OST music and play them.
    b) This is used after someone chooses their city. This causes the library to grab the specific audio from the link and play it.
    c) It adds the music playing aspect of my website! It's an integral part of the website.
2) Name: OpenWeather API
    a) I needed an API that would give weather information for different locations.
    b) After someone chooses their city, the latitude and longitude of the city is taken and passed through the API. Through there, the weather conditions are taken and then used to determine the music playing.
    c) This helps make the website interactive. This way, people can choose what music that corresponds to their city of interest they want to hear.

Part 4: Iterations
I had difficulty using the Openweather API, so I simplified the project down from the user being able to choose ANY city of their choice, to only being able to select from a select list of options. This way I was able to hard code the location's latitude and longitude instead of having another system in which I needed to give users the ability to input any location of their choice. In addition, because I had difficulty using the Openweather API, I scaled back my project so that there are no longer multiple pages on the website. It only has the home page from which users can interact.

Part 5: Challenges

OpenWeather API wasn't working for a while, so I had trouble integrating other features that relied on the API. In addition, I didn't realize how many APIs or libraries I had to use. In addition to Howler JS and OpenWeather API, I would probably need another API in order to fully build out a feature in which users can select whatever city they want. This is my first time doing anything other than plain HTML/CSS/Javascript, so it was a big learning curve to learn how to use libraries and APIs, but I think the project turned out well!

Appendix:

Responsiveness: I wasn't able to make my website responsive, so please just grade it using 1200px width screen.