Introduction to Programming II Project Log №1

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| **Project title:** | The player with music visualization function |
| **Topic:** | Fixing previous and adding new player features |
| **What progress have you made this topic?** | |
| After the midterm, I thought about changing architecture to handle several p5 sound files. But after few days of research and testing, I rejected this idea. A lot of player features utilize the callback functions and juggling several sound files with a lot of callback seemed like a bad idea. So, to better handle loadings, I added a buffer state that disables buttons functionality while there is loading in the process. After that, I decided to add several new buttons: the “full screen” button that stretches /shrinks the visualization window, and two buttons that show/hide playlist and visualization window. I also worked out some HTML changes and added a style file to make the player more visually appealing. | |
| **What problems have you faced and were you able to solve them?** | |
| As I already mentioned, I added buffering state to better handle problems with buttons' functionality. Also, I spent some time with the “full screen” button – there was some tricky part when the user resized the window while in full-screen mode. I was able to recalculate the new window size to return if resize occurs while in FS state. Show / Hide buttons were not this hard to implement, and polishing HTML and CSS was just time-consuming, but not this hard. | |
| **What are you planning to do over the next few weeks?** | |
| In the next few weeks, I would like to add few new features to the player – like an interactable timeline and maybe something like a small display, that shows song name and other metadata. | |
| **Are you on target to successfully complete your project? If you aren’t on target, how will you address the issue?** | |
| I think I am still on track. In the next few weeks, I plan to complete the player itself, and after that, all that left is adding more visualization options and testing/bug-fixing. | |