Sound Adventure

# Presentation Notes

## About Website

* Idea to allow users to essentially create their own songs from options provided to them
* Learning about chord progression - how certain chords go together and which ones work best, and what mood/type of tune they create
* Currently two choices of two chords each, can be expanded further
* Once chosen the first four chords, users can choose the three additional chords that will make up the melody for the song
* Can click the “Dance” button for extra ‘danceability’

## Demo

* Start with Pumped Up Kicks, then Meglomania & All Star (do these count as ‘performances’?)
* Click the “Dance” button for extra ‘danceability’

## Things we’d like to add/improve

* Would like to expand the range of options for chord progressions, from 4 up to 16
* Would like to add more instruments, so that you can have multiple instruments playing simultaneously (and add graphics appropriately)
* Longer progressions (longer than four chords)
* More interactivity in learning materials – rather than just text based

## Inspiration

Netflix's genre of 'choose your own adventure' TV shows.

## What it does

Users learn about chord progression by choosing between different options presented to them. Through choosing the options, they learn how different chord progressions help to create very different styles of music.

Once users have chosen their first initial chords, they then go on to choose/figure out the melody that will accompany it.

## How we built it

We primarily used JavaScript, creating the front end using Bootstrap, HTML & CSS.

The audio effects come from the Tone.js library, which was used extensively to enable us to create the functionality on the website.

## Challenges we ran into

We initially had some serious issues integrating the Tone.js library and implementing the sound functionality. This was due, in part, to our prior lack of javascript experience & in part to a lack of examples & poor/inconsistent documentation for the library.

We also had to drastically downscale the number of progressions we are going to include in this release, simply as we would not have enough time to have added them all.

## Accomplishments that we're proud of

We are proud of achieving full sound functionality, of recreating real songs (created using the code) into the website to aid with the educational process, and we are especially proud of the UI/UX, which looks professional.

## What we learned

We learnt a lot about JavaScript, using libraries (particularly on Tone.js), the integration of APIs into the front-end, and a lot about music in general (for those who didn't already know).

## What's next for Sound Adventure

If we were to revisit this project & add more to function to it, then we would expand the range of options for chord progressions - from the current 4 to 16, and allowing users to choose every chord (rather than two at a time at present) - and the possibility of longer progressions.

We would, as well, like to expand on the number of instruments available for the user to play, and eventually, be able to choose multiple instruments & have them play

simultaneously.

One major aspect we would like to improve is adding more interactivity to the learning materials, so that rather than just being text-based there are other visual aids to help communicate the knowledge to the user.

Finally, once the website is finished (or at least much closer to completion) we would like to proceed with reaching out to local & online music schools, colleges, tutors, etc to be able to aid in their student's learning.