

Development Progress Report 2

I went through a long series of humps since the last update, as I initially believed I would have to create an audio player from scratch with an audio buffer source node that would fetch and buffer files from a separate GitHub repository. Since then, I struggled to implement a play/pause button as well as a working master fader that fit what I wanted, as well as couldn't really find any specific sources that would help me implement HTML templates for each song's page. After discussing options and receiving sample code from you, I was able to quickly adjust the code and implement it in my own program to fit my project. As of now, it now works around a dropdown menu that allows users to select a song, from which it will show the song title and artist as well as the cover art and the HTML audio player for the file, which also allows users to download the file. Now that I have a solid framework for the functionality of the website, my next steps from this point are to add the rest of the song information onto each song's "page," test for possible bugs, and make the pages look more aesthetically pleasing with different fonts and a more structured page layout.