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| **Name** | **Date** | **Observations** | **What I Did to Address this Issue** |
| Alan | 17th August 2022 | The rate of change of the leaves/seasons in the ‘Tree’ visualization was too slow 🡪 took a while to get going to see what was happening with mapping the shaking of the leaves/falling of leaves to the beat. Wanted there to be more noise from the beat detected | I implemented a slider in the GUI that enables the user to change the beat sensitivity of the Advanced Beat Detector constructor |
| Vivian | 23rd August 2022 | Some of the visualizations are still visible but paused yet some are completely absent with only a black screen showing when paused | In the draw loop, used the isPlaying method on the sound to stop drawing the selected visualization if the sound was paused. Instead, I drew some text saying ‘Retro Music Player’ on this screen |
| Fabian | 27th August 2022 | Would be good to be able to fast forward/skip/rewind the song | I tried to implement this by attempting to understand how to use async functions and callbacks, but unfortunately when I tried to create a function called loadSong() that took a callback called playSong(), in which the .play() method is called on the song, this didn’t work. My other experiments with async (see the Progress Log and Report for more details) on the Butterfly visualization were not successful either. This is definitely the main area I would like to work on |
| Eva | 30th August 2022 | Wanted there to be an option to choose various songs, to test the visualizations on different kinds of music | Quickly (at the last minute), I implemented a song chooser in the GUI, enabling the user to choose from five different songs |