

Team name: Codescapes

Project name: Audiovision

Team members: Miguel Vazquez and Luc Tang

Current leader: Miguel Vazquez

Github: <https://github.com/poke8014/CS161>

Job Assignment:

Luc: Back-end lead

Miguel: Front-end lead

Milestones:

- fetched audio file from database
- audio playback on front-end
- Sign-up and login functionalities
- JWTs and persistent login

Week 12: Finishing touches

- Implement working audio-reactive sketch
- Start implementing dynamic parameters for the sketches

Week 13: Finalize prototype

- Test the prototype thoroughly and fix any bugs
- Present a working prototype

Week 14: Non-essential features

- Exporting audio visual along with audio
- Customizability for audio visualizer
- Choosing visual design / color palette

Instructions for expert users to verify work:

- Clone the Audiovision repository from Github using the following command:
 - `git clone https://github.com/poke8014/CS161.git`
- Change your working directory to dev in the project root:
- Change your working directory to config
- Create a config.json file using the template config.example.json file.
- Fill in the required API keys in the config.json file (ask the contributors for the API keys).
- Return to the dev folder
- Install dependencies by running the following command:
 - `npm i`
- Start the app with the following command:
 - `npm run start`
- The server should now be running on `http://localhost:8000` and the front-end will be running on `http://localhost:3000`.

Testing audio upload:

- Select a mp3 file to upload
- Click the upload button underneath the file upload area
- Wait around 2-3 seconds (no loading page yet)
- Audio file is loaded on the Visualization page
- Click the button or on the canvas to stop/play

Technology Tools: MongoDB, Amazon s3, Express, p5.js, React, Node, Figma