Abram Bradley:

I have been mostly working on project 5 just to get it out of the way so I have more time to work on this. I spent a bit of time last week doing some housekeeping, I looked over everyone’s code, made sure it ran, and added everything into the mono-repo. Also, one of the libraries we are using on npm, a wasm-pack vite plugin, had a small bug; it’s a pretty new package. I created an issue on github and the author of the library fixed it.

Robert Daniel Nutt:

I have been improving the drum machine. I added some functionality and customization capabilities to it. I also added the ability to turn recorded taps into a drum machine pattern. I reformatted the percussion code to make it easier to integrate into the final project, essentially just separating the javascript functions from the DOM manipulation.

Jonathan Shved:

I have been working on challenge 9 and project 5 so I have not put in any additional work since last week. This next week I hope to create a ui template with figma so that our audio environment can look decent and understandable.