**MusicMaker – Gaming/Personal Application**

A Music Maker application that utilizes html/css/js/bootstrap.

The music maker app only was made solely utilized keyframe concepts in css.

This application also consisted of a nav bar at the top that shows four tabs which I have been working on.

This includes a about me tab and a login page which is in progress

The second tab will lead the users using the application to my projects on GitHub.

My Third tab is a to-do list which I created using bootstrap where it’s a responsive webpage following the breakpoints of the screen.

The Music Maker application

Index.html

The html file consisted of div tags where the class was from pad1 to pad6. Each pad consisted of a audio tag which had a unique audio sound.

Index.js

I used a event listener to store the sounds, pad, visual, and info in constant variables whenever the page loads. Lastly I had a color array which stored colors in hexadecimal.

Once a pad is clicked on it would trigger a event listener where it would play the specific sound for that color and it calls the createBubble function.

The createBubbles is a helper function which would create a div element and the passed in parameter will help determine the color of the bubble. Then there is a if statement which will call the animation property based on the color being passed in. Finally once the animation is completed I made sure to add a event listener for whenever the animation ends to remove the bubble created earlier form the log so it won’t waste memory.

On top of that ,I was interested in adding a feature where you can play the sounds based on the key that was pressed. To do this I had an event listener where it would listen for a keypress and return whichever key was pressed on back to the function logKey.

The logKey is a helper function that would create a bubble and based on the certain key pressed it would go ahead and play the sound with the animation. Lastly I made sure to delete the animated bubbles ones the animation ended.

Style.css

This website was designed using the border-box style property. My keyframes were labled from jumpGreen up to the sixth color which was jumpRed. Each keyframe had a unique animation because the created bubble should only be coming from the pad that was clicked on rather than a different one.