Dev. 1

I've gotten a decent amount of work done on my project. I've gotten most of the html elements coded, I just need to add the parameter sliders. I've added event listeners to the audio context and the enable input button which resumes the audio context and enables input from the mic, or the default input. I've also created gain nodes and finished most of the routing. All that is left for me to do is create functions to turn the effects on and add event listeners to the parameter sliders that I mentioned I needed to add earlier.

Dev. 2

At this point I am mostly finished with all of the coding. I only need to fix the volume control as it's non-functional at the moment. I've added a more aesthetically pleasing UI, including some gifs that pop up when effects are turned on. The gifs serve no function other than to provide a more unique experience. I've also changed my chorus effect to a tremolo effect, as it is something I could see myself using more. I've condensed my two buttons (allow input and enable audio) into one, so when the button is pressed the audio engine starts and user input is enabled at the same time.