Details of each individual group member's approach to animating the group code, what properties of the image will be animated and how, highlighting how they are all different (ie one changes colors, the other component sizes, another reveals only some components at a time etc).

Panyuan:

Ash:

Sylvia: reflect the FFT of audio on the randomly appearing large blocks, when the audio/music starts, the blocks will move automatically.

Claire:

**Codes References:**

1. Creating a class() refers to the steps in Part 5 of the lecture from Week 7 on how to use classes. And inside the class we make a constructor, this is a function for building a new instance of the class. It sets the class variables to required values, these can happen internally like the rectangular blocks which are set to random size and color in this project.
2. In the drawing function, the square() function is used to draw a square, it quotes at: <https://p5js.org/reference/#/p5/square>
3. In order to ensure that the dimensions of the artwork are proportionate to the size of the browser window being called, we use the built-in windowResized() function to set the canvas size to the size of the window. From the part of the Responsive Design in p5.js in week 8 Lecture.
4. 使用floor()函数将随机的索引值转换为整数，使矩形在一组预定义的颜色中随机选择一种颜色，并被填充以创造多彩的效果。https://openprocessing.org/sketch/1366787

Using the floor() function to convert a random index into an integer, the rectangles randomly select one color from a predefined set of colors and are filled with it to create a colorful effect.