

MiniTask Challenges

1. MiniTask - Debugging

Fix the errors in this piece of code and use a comment statement to document how you fixed the errors.

2. MiniTask - Delay Effect

Create 8 measures of music and use `setEffect()` to add a delay effect to at least one track and to set the delay time on the effect.

3. MiniTask - Fade In, Fade Out

Create 16 measures of music and use `setEffect()` to create a fade in and a fade out on at least one track.

4. MiniTask - More Cowbell

Create 16 measures of music. Then add an additional track that uses a loop to repeat two different cowbell sounds over and over for the entire song, alternating back and forth between one and the other.

5. MiniTask - Movie Line

Record your own voice saying a well known movie line and mix it into a 24 measure piece.

6. MiniTask - Nature Sounds

Upload a nature sound from [Freesound](http://www.freesound.org) and mix it into a 24 measure piece. (www.freesound.org)

7. MiniTask - Most Repetitive Song Ever

Make a custom function that takes two sounds and a starting measure as arguments and creates music on two tracks. Call your function repeatedly with different sounds so that the piece lasts 48 measures.

8. MiniTask1 - Making Custom Beats

Make a custom beat from the movie line voice recording and loop it as the background beat in a 24 measure piece.

9. MiniTask2 - Custom Beats

Make a custom beat from an uploaded animal sound and loop it as the background beat in a 24 measure piece.

10. MiniTask 1 - DataTypes and fitMedia

Make a 4 measure piece of music that has 3 sounds. All three sounds should come from the same artist and genre in the sound browser. Use the constants from the sound browser as parameters for your `fitMedia()` function calls.

11. MiniTask 2 - Data Types and fitMedia

Make a 8 measure piece of music that defines at least three variables and that uses those variables as function parameters.

12. MiniTask - Drum Set

Make a drum machine that cycles through 4 different drum sounds in a list, one after another, to play in 16 measures of music.

13. MiniTask - Setting Tempo

Ask the user for their desired tempo at the beginning of one of your previous musical pieces.

14. MiniTask2 - User Input

Give the user two choices of things to add to an 8-measure piece of music, such as distortion, delay, guitar, or bass. Ask them to type in their choice and add what they want to the music.

15. MiniTask2 - User Instrument Choice

Make a three instrument list and let the user choose which instrument in the list they want to play in 16 measures of music.