README

This project is a simple piano. I gamified the piano to encourage gamers to practise their piano. I did this by implementing a complex level and experience system to the piece of software.

To help to improve the user experience I added a volume dial. This to also assist accessibility as different users will need to adjust to a volume that suits them. The colour scheme was used to make the user feel calm and relaxed when playing the piano.

A screenshot of a video game

Description automatically generated

A piano keyboard with buttons and knobs

Description automatically generated

A piano keyboard with text above

Description automatically generated