

What Song Is It Anyway?

BANDITS@MIT.EDU

21W.789

ANDROID MUSIC GAME

MOTIVATION

Our Interests

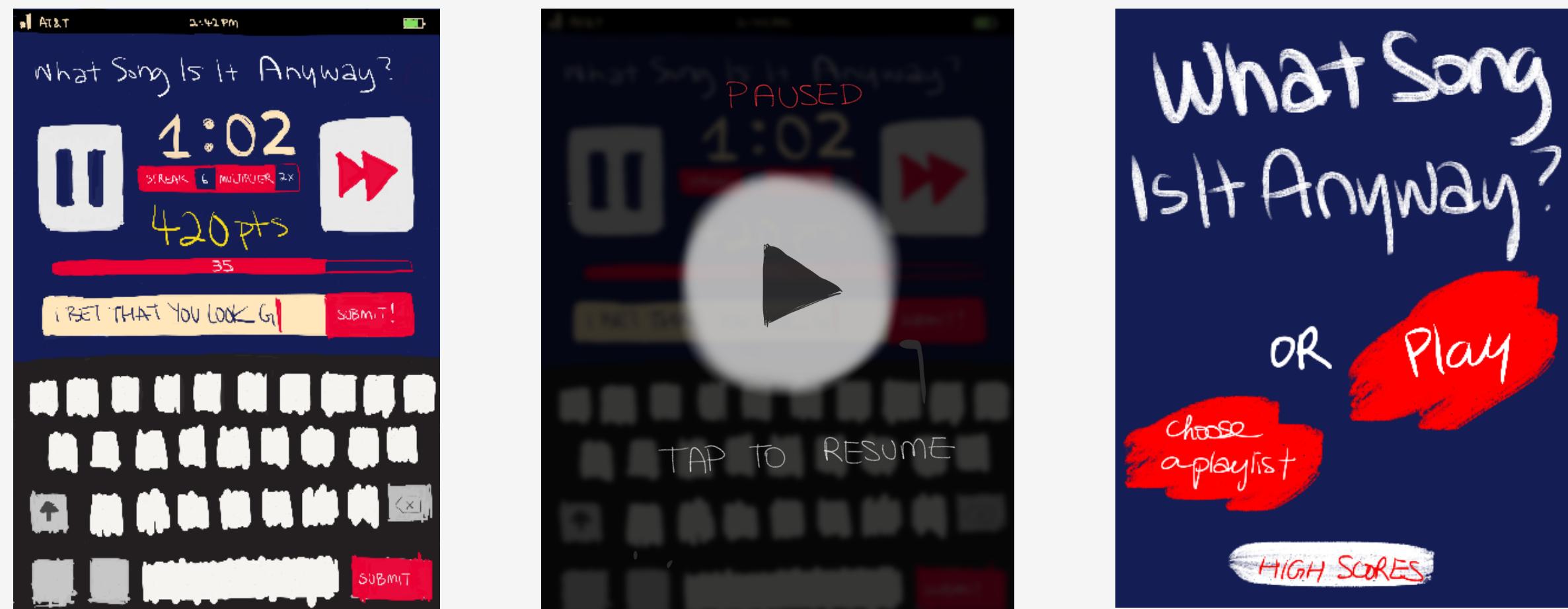
People often accumulate large libraries of music on their mobile devices, some of which is listened to regularly, but most of which remains untouched and unknown for long periods of time. This behavior presents an interesting opportunity for a mobile game that gives the user a chance to rediscover their own music and even explore the music libraries of friends.

Research & Interviews

We conducted interviews to determine whether people listen to music on their phones frequently and for extended periods of time, and whether they use their mobile devices for gaming. Our interviews showed that smartphone users listen to music during their off time (such as their commute), while working, and many of them share a similar music taste with their friends. People interviewed enjoy playing low-commitment, social games that are available offline, because frequently they are unable to get internet connection (e.g. in airplanes, or on the subway) but still want to play a game. Moreover, people enjoyed playing games with friends, or wished they could find games to play with friends.

DESIGN

Initial Sketches



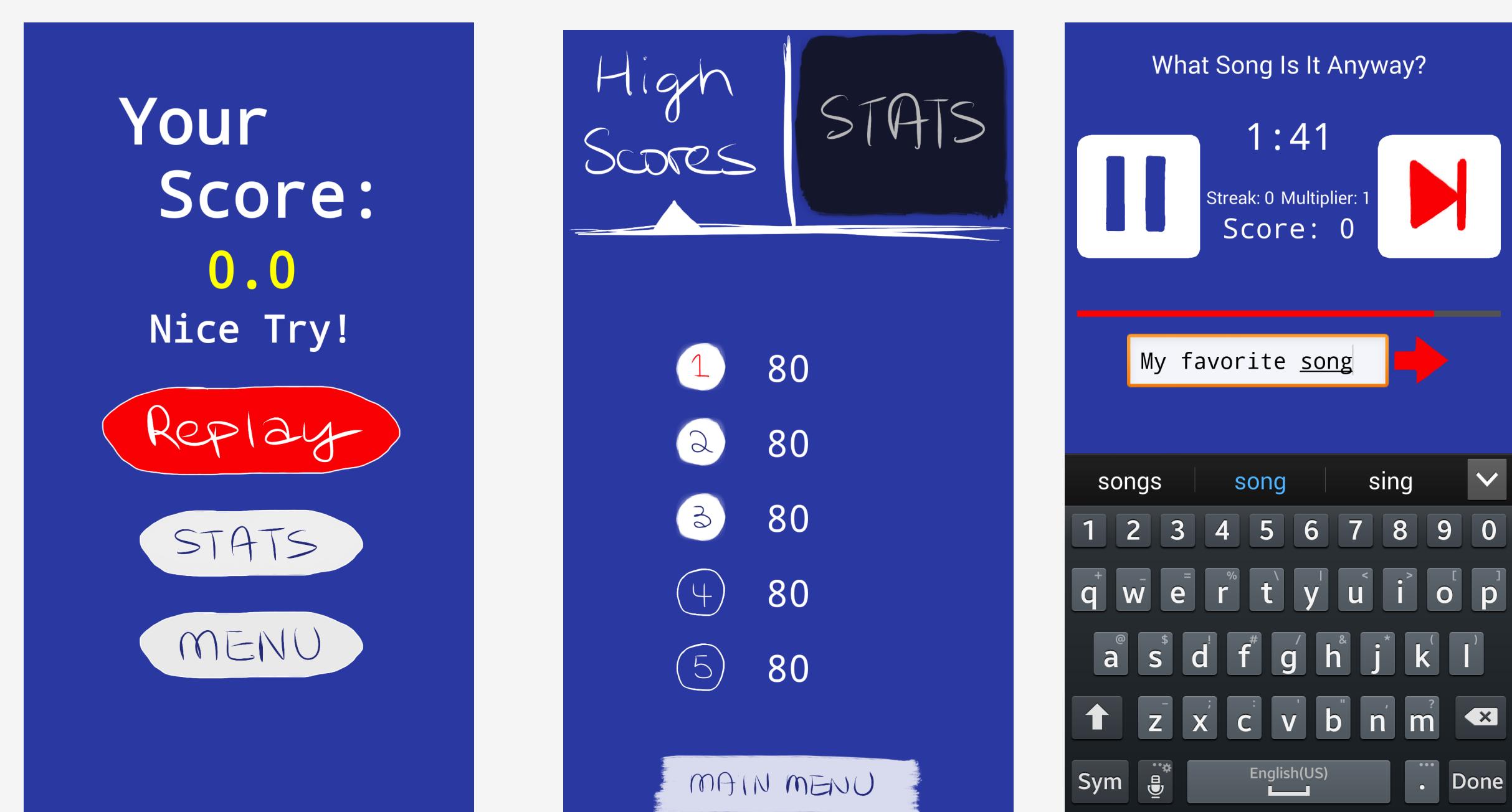
Challenges

We initially wanted to include an option to support getting songs from playlists instead of randomly selecting from the entire user library, but this quickly proved too complex and time-consuming for the minimum viable product. In addition, we planned to filter out songs never played. However, after trying out a myriad of external libraries and not succeeding, we decided it would be a better use of our time to come back to this later.

Changes After Testing

Due to user complaint that more time was required to type out the music titles, we changed the default song time from five to ten seconds. Moreover, we also added a settings screen for the user to customize the song and game durations.

Product Screenshots



GAME DESIGN

- The basis of the game is to choose songs from the user's library and start playing the song at a random location for a short period of time and the user must guess the song title as quickly as possible. By default, the song duration is 10 seconds, and total game duration is 2 minutes. The user is allowed to pause the whole game, or skip to the next song (with a time penalty of 2 seconds). If the user guesses correctly, the score they receive is determined by the amount of time it took them to enter the song name correctly.
- To motivate users, we will support a local high-score board that keeps track of the top five scores that a user has made (as well as additional game statistics). Additionally, we will give combo bonuses (in the form of a score multiplier) when the user makes three or more consecutively correct guesses.

USE CASES

- Single player, casual gamer: the game relieves boredom, and the player wants the game to be easily accessible (i.e. game is played offline), also low commitment (pause/resume anytime).
- Avid music player: very interested in music and knows their own music library well. The player aims for high scores, and would try to get songs right very quickly. This user will make good use of the toggling options in the Settings menu.
- Group players: users want to play with many friends, so other friends will be tested on how well everyone knows the music of one person. This is the most social use case for our app.

FUTURE WORK

- Make fuzzy matching more user friendly, and deal with poorly formatted titles.
- Expand on our statistics reporting, collecting more interesting information (eg. most guessed song, least guessed song, artist/album statistics).
- Implement playlist support and filtering out songs never played by the user.
- Add support for grabbing music from Pandora, Spotify, Google Play Music, as well as other streaming services.
- Multiplayer mode, allowing users to play with people collaboratively or remotely.