

What Song Is It Anyway?

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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.

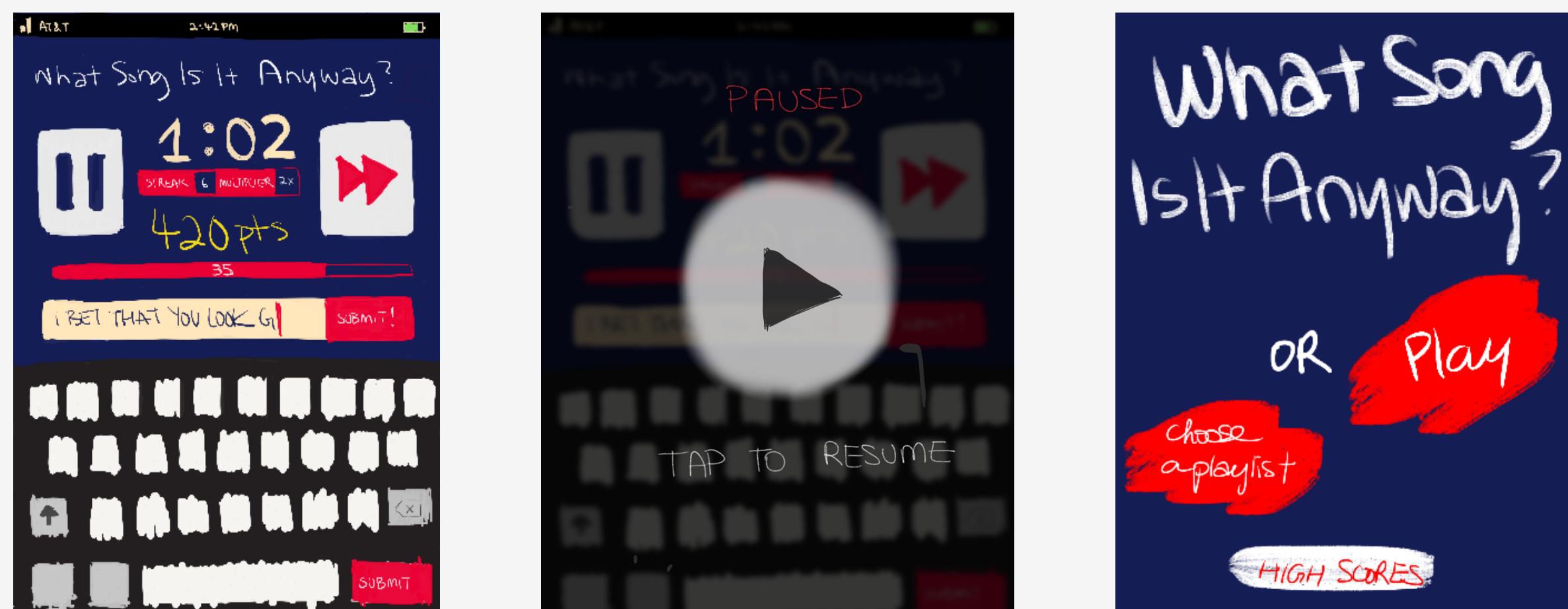
Research & Interviews

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.
- 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 support for getting songs from specific existing playlists, 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

- Game randomly chooses songs from the user's library and plays a random clip of each song for 10s by default.
- Default game time is 2 min.
- User must guess each song's title as quickly as possible.
- User can skip to the next song (with a time penalty of 2 seconds).
- The score a user receives per song is determined by the amount of time it took them to enter the song name correctly.
- Combo bonuses given upon two or more consecutively correct guesses.
- Local high-score board keeps track of the top five scores; additional statistics

USE CASES

- **Single player, casual gamer:** the game relieves boredom and wants the game to be easily accessible (i.e. game is played offline) and 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 options in the Settings menu.
- **Group player:** wants 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 support 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.