

Project Moodify

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3.

Moodify is one of the first music app to provide user with suggestion on music based on their mood to help them discover new music. Moodify will tailor music experience-based user input and history. This will remove excessive ads and reduce search time for user. Moodify provide user with music service to listen to their new songs and follow their favorite artists. Moodify provide music services, playlist and music player so user can enjoy their newly discovered songs and new artist.

4.

User start at the Start Screen. There are three options: guest, log in and create account. Select create account will lead user to Create Account Screen. Select log in will lead user to Log In screen. Select guest or after Log In screen lead user to Mood screen that have 4 to 5 mood options for user to select. Once mood is selected, user will have a Recommendation screen that feature multiple songs and artist that fit that mood for user to select. The user can filter further based on their desire settings. Once user select song, Music Player screen will pop up playing that song. There are Playlist screen, Search Screen, Account Screen, Home Screen. Those four screens can be access in the bottom of the current screen.

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a.

Possible user to participate in study:

- Music listers
- Music fans
- People have device or have experiences using device
- people of age groups 12-18, 18-30, 30-50, 50+

b.

We plan to primarily use Balsamiq and if it is needed, we will use Figma, UX pin, Photoshop. Moodify design is intended to be simple and Balsamiq have enough feature for us to rapid prototype while if we need more complex design elements then we could use those secondary tools.