

The system description has three main components, the component containing the Setup Controller satisfies our technical requirements via the MIDI Instructions View allowing the user to connect their keyboard (showcased in story three), and it satisfies our usability requirements by ease of navigation and usage of buttons where applicable (showcased in stories one and two). The component containing Game Controller and Tutorial Controller satisfies technical requirements via taking input from a user's native mouse input / MIDI keyboard input to generate a measure to compare to the measure being displayed in the level (showcased in stories four, five and six), and satisfies the usability requirements by making level results information concise and clear, and making the buttons obvious and clear to use (again showcased in stories four, five and six). The component containing Measure Generator satisfies our functional requirements by the app giving questions to users via generated measures, and evaluating the correctness of the user's answer to the question which is displayed in the results screen (showcased in stories four, five and six).