🖤 Music App Design Report

🔧 **Tool Used**: Figma

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1. 📌 Project Overview

Project Title: MusicFlow
Objective:
To design an interactive and visually appealing music app that combines seamless music playback, intuitive controls, and a unique AI-based recommendation system in a chat format. The app focuses on engaging users with dynamic features like animations, scrollable lyrics, and interactive artist follow/unfollow functionality.

Target Audience:
Music enthusiasts who prefer a personalized listening experience with a modern interface, seamless navigation, and engaging interactive features.

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2. 🎨 Design Approach & Process

Research:
I began by researching popular music streaming apps to analyse their design elements, UI flow, and how they present recommendations. This helped me identify patterns and trends that users are accustomed to, which I adapted to suit the fresh and interactive vision of the app. I focused on simplifying the user experience while adding unique elements like animations and chat-based recommendations.

Wireframing:
After drafting initial sketches on paper to define the layout, I translated those into digital wireframes in Figma, ensuring the user flow was simple, yet visually engaging. This gave me a foundation to build the main features of the app, including interactive controls and a sleek design.

Colour & Typography:
The colour palette chosen is a mix of vibrant hues to convey energy and calmness, balanced with dark tones for a sleek, modern look. For typography, I used **Stardos Stencil** which aligns with the modern and minimalistic aesthetic of the app.

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3. 🧩 Figma Features Used

a. Auto Layout

- Used extensively for the dynamic, responsive design of buttons, progress bars, and scrollable sections.
- **Benefits**:
    - Allowed elements to resize fluidly with different screen sizes.
    - Ensured that text and images remained aligned and properly spaced.

b. Component Sets

- Created reusable components for buttons, icons, and progress indicators, such as play/pause, volume control, and song navigation.
- **Benefits**:

    - Simplified the design process and enabled easy updates across the entire app.
    - Ensured consistency and seamless interaction across multiple screens.

c. Prototyping

- Flows:
    - **Home Screen → Music Player → Lyrics View → Chat-Based Recommendations → Full Screen Mode**
    - **Volume Control → Animation for Volume Up/Down → Progress Bar Movement**
- **Effects Used**:
    - Animations for progress bar movement.
    - Smooth volume increase/decrease animation.
    - Smart Animate for transitions, such as button interactions and drag effects.

d. Smart Animate

- Used to create smooth transitions between different states, such as volume control and progress bar updates.
- **Benefits**:
    - Helped animate elements like volume controls and progress bars to make the user interface feel more fluid and dynamic.

e. Variants

- Created multiple variants for buttons and controls like the **volume up/down button** and **play/pause button** to showcase different states (e.g., active/inactive, hover/pressed).
- **Benefits**:

    - Ensured buttons had a clear visual state for interaction, providing a seamless user experience.
    - Simplified management of different design states for buttons and icons.

f. Interactive Components

- Implemented interactive components for **buttons, sliders, and progress bars** to mimic real-time interactions and give a better preview of how the app would function once built.
- **Benefits**:
    - Enabled users to test button clicks, volume adjustments, and progress bar movement without needing to exit the design prototype.
    - Streamlined the design-to-prototype process, saving time by allowing live interactions within the prototype itself.

g. Plugins

- Utilized Figma plugins **Feather Icons** for clean, minimalist icons.
- **Benefits**:
    - Helped speed up the design process by providing easy access to icons.

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4. 💡 Unique Features / Innovations

- **Progress Bar Animation**: A smooth animation tracks the song's progress, providing visual feedback as the song plays.
- **Volume Control Animation**: Interactive volume buttons show an animated transition when the user clicks to increase or decrease the volume.

- **Scrollable Lyrics**: Lyrics scroll , allowing users to follow along seamlessly with the song.
- **Artist Follow/Unfollow**: Users can follow or unfollow artists easily with a single tap, keeping their music library fresh.
- **Chat-Based Recommendation System**:
    - Instead of a basic recommendation, users interact through a chat interface.
    - Clicking "Next" generates an AI and user chat with recommended songs.
    - No typing required – just clicking to receive personalized recommendations.
- **Icon Hover Effects**: When users hover over icons, short descriptive text appears, explaining their functionality.
- **Drag-to-Reveal Recommendation**: Dragging a button above the album photo brings up the recommendation chat section, adding a dynamic and interactive way to explore recommendations.
- **Full Screen Mode**: Users can drag a button upwards to switch to full-screen mode for an immersive listening experience.

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5. 🚀 What Can Be Improved

- Add a **profile page** for each artist that includes bio, top songs, and upcoming events.
- Implement a **dark mode/light mode toggle** to improve accessibility and cater to user preferences for different lighting environments

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6. 🙌 Conclusion

Creating the MusicFlow app was an exciting project that combined design, animation, and interactive elements to offer a dynamic user experience. The innovative features like chat-based recommendations and animated controls helped shape a unique, engaging environment for users to discover music effortlessly. This project has expanded my skills in prototyping and dynamic UI creation in Figma and has inspired me to keep pushing the boundaries of app design.