LYRICLANE

Lyricline is a music streaming application aimed at providing users with a seamless and enjoyable multitasking experience. The app focuses on Offers a user-friendly platform for music enthusiasts to discover, stream, and manage their favorite tracks. It aims to enhance the overall music discovery and playback process.

Roles
- User Flow
- Design Process
- Wireframe
- Prototype
- Mockups

Tools
- Figma

Duration
- 5 Days

PROJECT OVERVIEW

DESIGN PROCESS

EMPATHIZE

User Persona

AARON

Software Developer

Age : 25 years

Aaron is a 25-year-old software developer driven by passion for creating innovative solutions. He spends his free time immersing himself in various hobbies, including his passion for discovering new music and artwork.

Goals:
- Aaron aims to effortlessly explore new music, seeking personalized recommendations that resonate with his tastes. He prioritizes features like lyrics display and high-quality audio playback, and he's motivated by curated playlists that cater to his diverse musical preferences.

Pain:
- Aaron's frustration arises from encountering ads that interrupt his music listening experience. He also expresses concern about the lack of updates for unique processes and features, hoping for more enhancements.

Motivation:
- Despite challenges, Aaron is driven by the joy of discovering new tunes and connecting with like-minded individuals. He finds fulfillment in enhancing his music experience with interactive features and fostering a sense of camaraderie among fellow music enthusiasts.

Empathy Map

Says
- "I'm always on the lookout for new music to add to my playlists."
- "I love sharing my favorite tracks with friends and discovering new artists."
- "Ads can be annoying, but I understand they support the app. I wish there was a way to remove them."

Thinks
- "Hope to find a music streaming app that has an organized and user-friendly interface to make it easier for me to discover new tracks effortlessly."

Does
- Explores various music streaming platforms in search of new artists and tracks.
- Shares music recommendations with friends and listens to their suggestions.
- Engages with ads to support the app.

Feels
- Excited about discovering new music that resonates with him.
- Frustrated when encountering technical issues or interruptions while listening to music.

DEFINE

Problem Statement

Problem:
Users often struggle to find the perfect music for their current activity/mood, or discover new artist, genre or vibe. Lack of personalized, through wireless playlists and seamless cross-device sync, features can hinder

Statement:
The Application provides an opportunity to quickly choose a music playlist to the current mood or activity.

IDEATE

Information Architecture

User flow

PROTOTYPE

Wireframe

Low Fidelity Wireframe

DESIGN

Design System

Visual Design