

Criterion A: Planning

Defining the Problem

The client (myself) has been playing guitar for many years. I have wanted a way to know how to play the chords with the most efficiency. Where if I think enough for a while, I can probably find a semi-decent way of playing them, I wanted an application to do it for me.

Rationale for the Proposed Solution

I decided to make this a stand-alone application running on Android. I decided to do it on Android because it is the kind of phone I use, and it would be very easy to share it with everyone.

I want to make an Android application that will tell me how to play chords with the most efficiency so my playing will improve. There are many applications and websites that have a list of guitar chords, but they don't tell you "if you are playing these chords in this order, play them like this" because that would require them to have more than just a bunch of images.

I chose to do it in Java because it is a language I already was familiar with, and that is what Android uses natively. It also works out well because the computer science class I have been taking is taught in Java.

Success Criteria:

1. Application is able to work with minor, major, augmented, and diminished chords.
2. Application is user-friendly.
3. Application has the chords close enough together that my playing improves.