

User Goals

The user will understand the content of the project through self-learning exploration and the familiarity of a physical instrument. There will also be a visual change that happens whenever the keyboard is interacted with. There will be a button made for the sole purpose of recording what you mess around with and learn at the same time. They might use sheet music if they want to learn through an outside source, but within the program they can use the built in metronome and drum samples to make a beat. These will all be circling the layout of the keyboard keys. The user will think that if they touch or play the piano keys/drum icons, there will be an immediate sound that is created as a result. They might have little to no experience, but they can learn from playing it and memorizing some patterns.