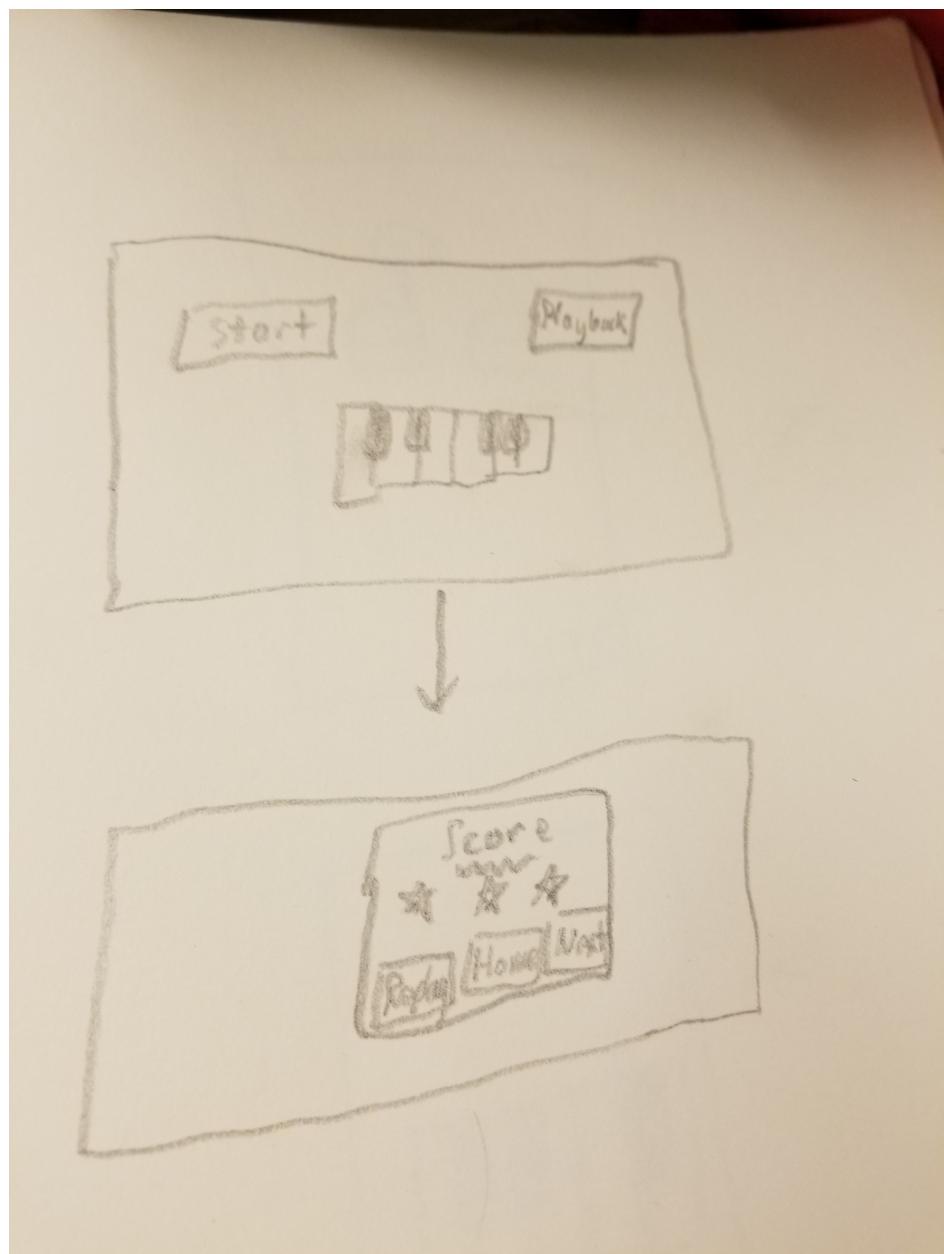


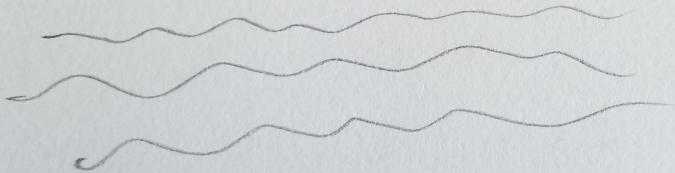
I actually decided to change my app from what I was originally doing. I came up with an idea to make an app like simon says, but with a piano. I thought that this would be a good app to help people train their ears to music. There will be multiple levels as it is a game. I plan to use intents and pass data from one view to the next. I also would like to try and add persistent data or use Firebase if I have time for the high scores for each level. The intended audience for this app will be people that love music and want to improve there “musical ear”. It may also be for people that are not that attuned to music and they want to improve their “musical ear”. There are similar apps out there for current music, but none that have you listen to notes and then try to replicate them. I will create the music that the user has to play beforehand and I will then put the times in an array as I will know the timing. Once the user hits the keys on the piano it will put it in an array. I will then check the two arrays based on the note that was hit and the timing. Based on that, the user will then get a score and a certain amount of stars. The app will also be in landscape mode only as it is hard to play a piano in portrait mode.



The office
Facts

~~Dwight~~
~~Jim~~
~~Pam~~

Random Fact



Electraders } Facts } vote | Rat Pugs

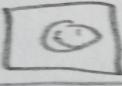
The office
vote



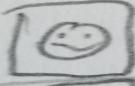
Jim 1 2 3 4 5



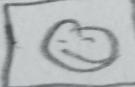
Pam 1 2 3 4 5



Darryl 1 2 3 4 5



Andy 1 2 3 4 5



Oscar 1 2 3 4 5

ch

Characters Facts vote positives



Characters Facts vote ratings

The office
vote

Jim 1 2 3 4 5

Pam 1 2 3 4 5

Darryl 1 2 3 4 5

Andy 1 2 3 4 5

Oscar 1 2 3 4 5

ch

Characters Facts vote Ratings