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Intern Project Assessment: AI-Powered Music Generation Application

Objective:

The objective of this project is to develop an AI-powered music generation application that allows users to input preferences and receive dynamically generated music tracks. Interns are tasked with creating an approach document outlining the strategy and key components for the successful development of the application.

Requirements:

1. User Customization:

- Develop a system that enables users to customize music tracks based on energy levels, genre mix, and tempo.

2. Genres:

- Implement support for three specified genres: Progressive house, Psychedelic techno, and Deep house.

3. Duration:

- Ensure that generated music tracks have a duration ranging up to 9 minutes.

4. Thematic Analysis:

- Focus on genre-based music generation; no thematic analysis of input text is required.

5. User Interaction:

- Enable users to generate and preview up to 5 tracks simultaneously.
- Implement download options at up to 320kbps quality.

6. Platform Support:

- Initially, develop the application for Android, with future plans for iOS and web versions.

7. Reference and Inspiration:

- Use the client's 500 songs as a reference for AI-generated music.
 - Follow the style approach of Loudly.com for AI-generated music.
8. **Algorithm Improvement:**
- Implement an algorithm that avoids repetitive structures and introduces more variation in the start and end of songs.
9. **User Feedback and Adjustment:**
- Include a "Contact Us" section with a provided email for users to provide feedback or request adjustments.

Intern Approach Document:

Interns are required to create an approach document that outlines:

- A detailed plan for implementing user customization features.
- Technical strategies for supporting the specified genres and durations.
- Design considerations for the user interface, focusing on a seamless user experience.
- Strategies for algorithm improvement, emphasising variation in generated music tracks.
- Proposed methods for handling user feedback and potential adjustments to the generated tracks.
- A roadmap for developing and releasing the Android version, with considerations for future iOS and web versions.