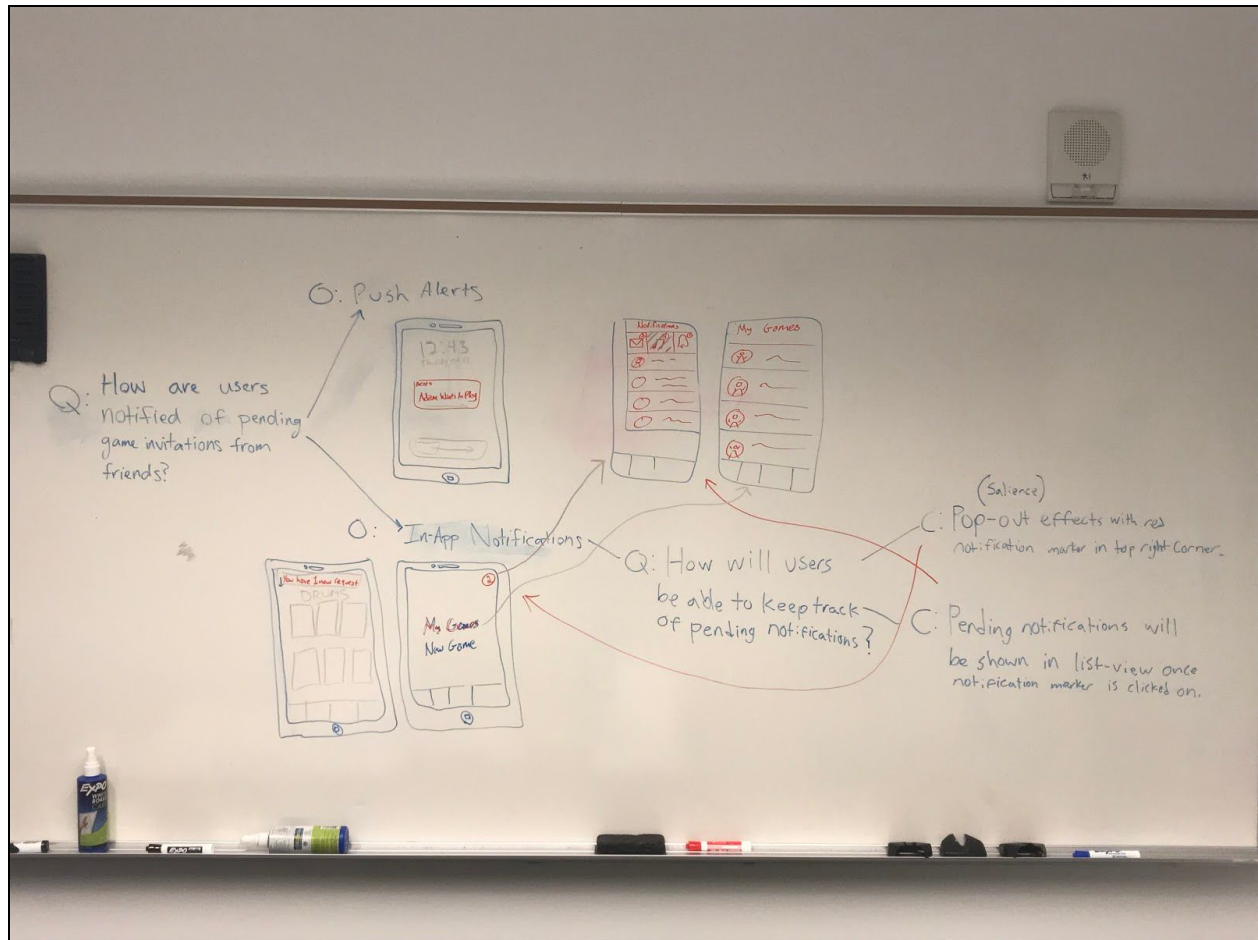
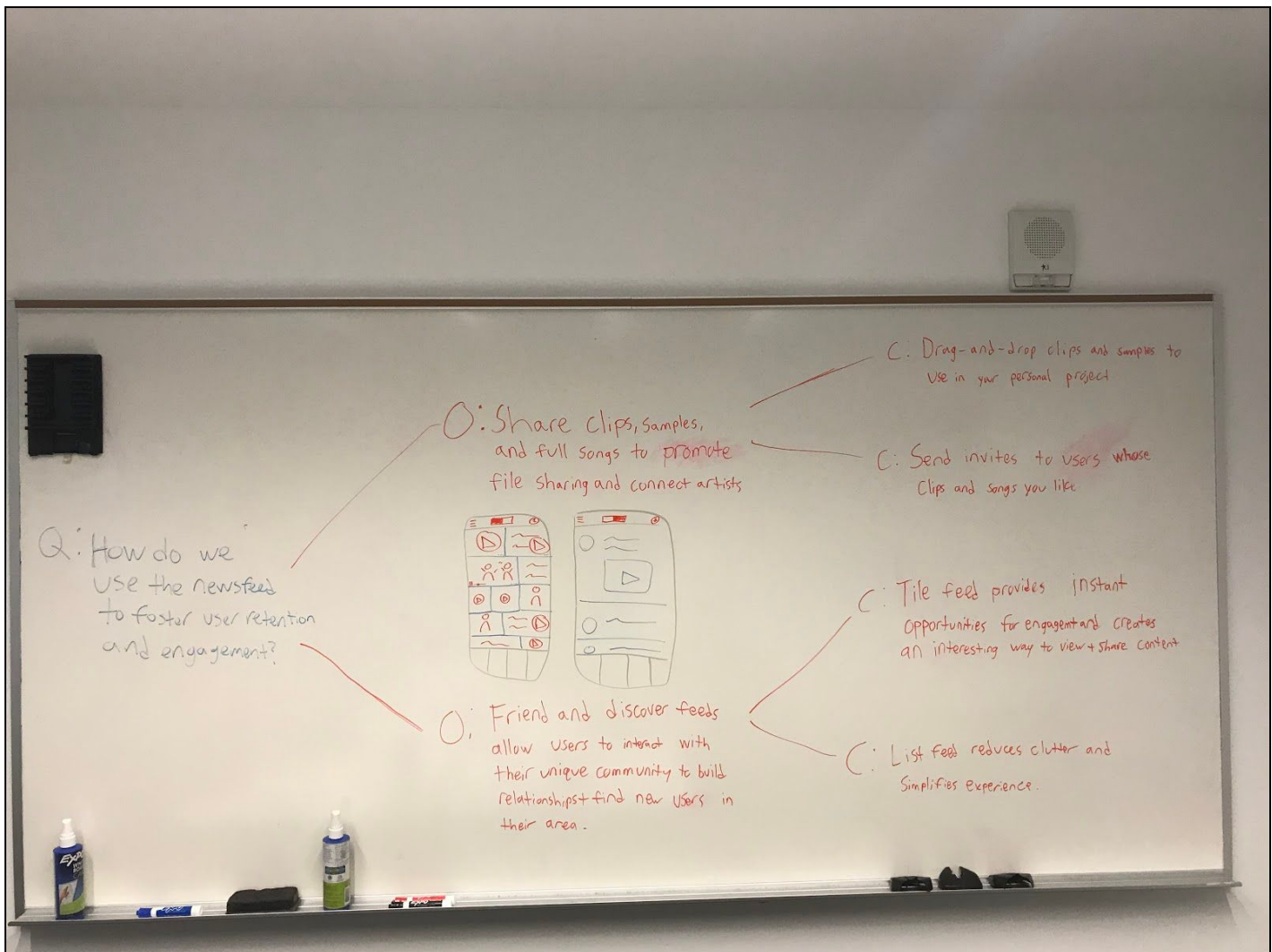


For our first QOC, we decided to focus on how users will interact with virtual instruments. We encountered a trade off between creating authentic interaction and providing usability. For example, while piano keys provide great control in real life, they are much harder to press and play on a small screen—especially for beginners and non-piano players. On the other hand, if we just give the users a pre-made library of loops and files, they are barely making any music. For this reason we decided on a compromise where we still allow for some authentic interaction with the instruments while making it slightly easier and more intuitive on a small screen device. We did this by putting possible chords within a chosen key under buttons to be pressed.



For our second QOC, we wanted to consider how users would receive, review, and accept game invitations. We decided on two options; Push Alerts and In-App Notifications. The criteria for push alerts was the ability for this type of notification to draw back users who are not currently using the app. Users who are either taking a short break from the game or have stopped playing for a while receive notifications on their lock screen, prompting them to start playing again. In-App notifications are useful and unintrusive for players who are in the game. Simple and salient red alert icons pop up and tell the user they have a notification needing their attention. After introducing this option, we added on another question about how users will keep track of different their notifications (friend requests, direct messages, game invites, etc.). Our two options included red highlighted text and alert icons over specific parts of the app where notifications were pending, while the second option is an all-inclusive notifications box where all alerts are stored at once. While the all-inclusive list option provides simplicity, splitting up the notifications provides the user with a more precise breakdown of notifications.



For our third QOC, we wanted to discuss how our newsfeed would be implemented to increase user engagement and sharing of ideas. There would be two main aspects for our options concerning the newsfeed. One would be for the ability to share clips, full songs, and samples amongst your community to promote creativity and find new sounds. The other would be to have the newsfeed split up into your friend feed and a discover feed in order to be able to find new users to play games with and to share what you have made with your unique list of friends. The criteria needed to ensure the first option is valid is to make it easy to drag-and-drop samples and clips you want to use for your own project file, and to be able to send a friend request to a user that has shared a fantastic song or sample. The criteria for the second option is to have either a list-feed or tile-feed. Both have their advantages; the tile-feed is more interesting to interact with and can combine pictures, video, and audio better. But the list-feed reduces clutter and creates a simplified experience. We believe that sharing clips, samples, and

songs is a crucial aspect of our platform's experience and does a great job of making content easily shareable amongst a community.