Raquel Jones, Danzel Capers

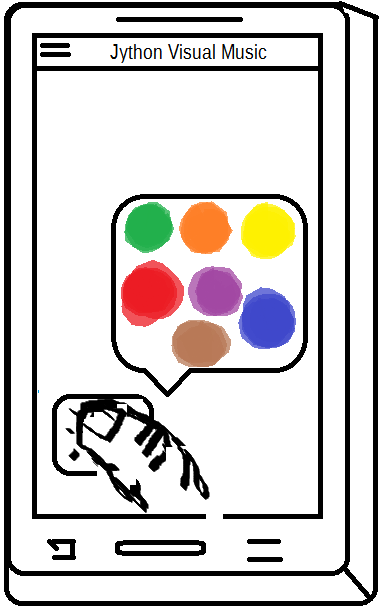
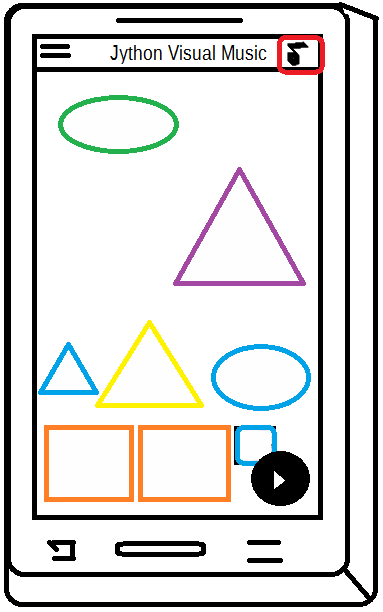
Mr. Manaris

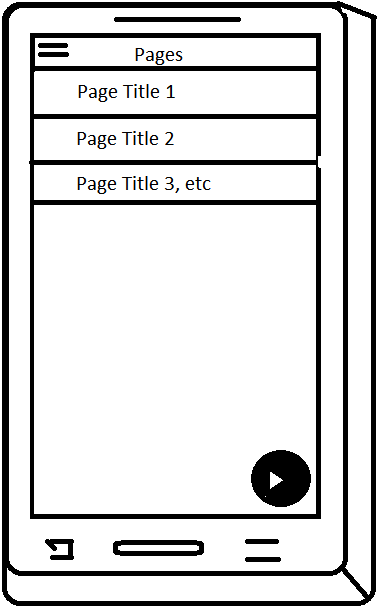
CSCI 380

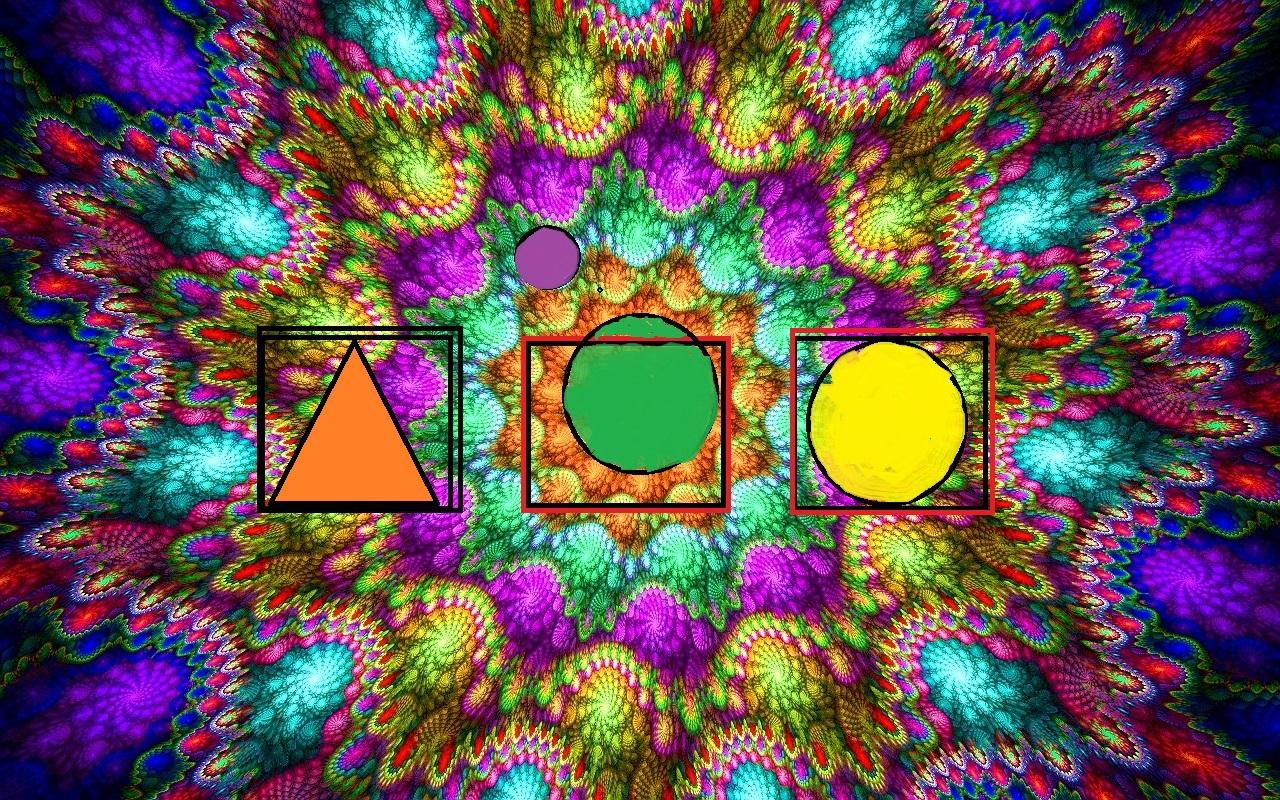
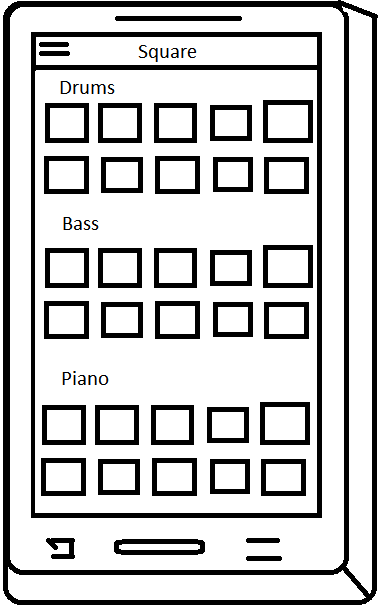
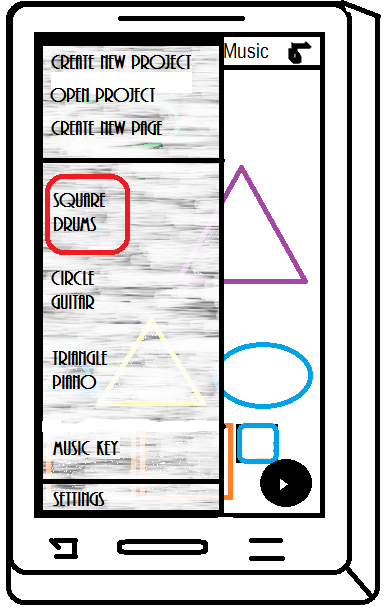
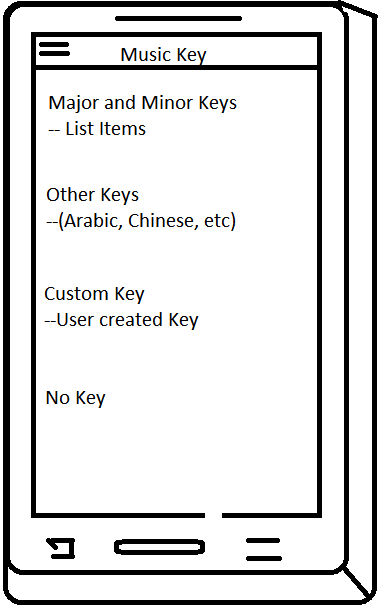
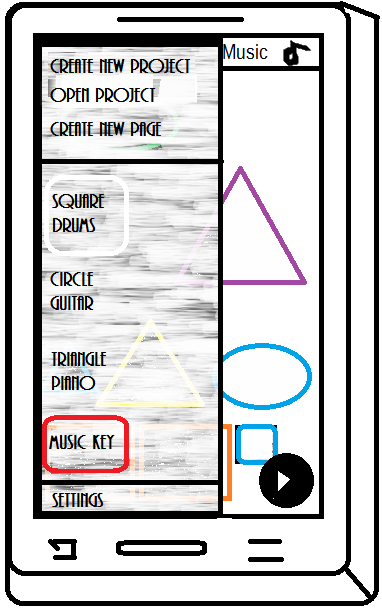
Fall 2015

**Homework 3**

* **Application concept:**
  + Musical Painting: By using a smartphone a user can create different sounds with different instruments that the computer takes and makes a visual representation of. These sounds will actually correspond to what the computer will create using shapes, colors, and fractals. The representation is a unique painting made by the user that can help with memorization. The application gives users a chance to play and create music without a deep knowledge of concepts. The application will also take advantage of the accelerometer and the gyroscope to slow down or speed up the created music or create different pitches. Tutorials will be designed to give users a tour of the interface and functions. A tutorial will also be given with basic music concepts like melody, range, interval….etc.
* **User Tasks:**
  + Create music
  + View visual that is created from music
  + Save music
  + Save visual
  + Playback music
  + Show visual
* **Potential users:**
  + Alex’s Goals :
    - Learn music without having to know notation.
    - Practice making music.
  + Sam’s Goals:
    - Already knows music notation but wants to make unique visuals to go along with already made music.
    - This visual will help with memorization when performing without a sheet.
  + Ann’s Goals:
    - Entertain kids
    - Giving kids an introduction into music.
* **Paper Prototype:**

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