**Group 7 - Final Project**

**App Name and Slogan:**

**MuseMate**

**“Unlock Your Sound, Anywhere”**

**Members:** Armon Duncan, Alleef Zettal Bin Ali, Phone Pyae, and Dbjhane Varron

**What is MuseMate?**

MuseMate is a mobile app that helps people learn music in a fun and easy way. It uses games, simple lessons, and practice tools to make learning music interesting. The app is for anyone who wants to get better at music, whether you are just starting or already know a little.

**What is new about MuseMate?**

* Lessons are like games, so learning is never boring.
* You get instant feedback when you practice, so you know if you’re doing it right.
* The app changes and adapts to how you learn best.
* You can use touch, sound, adn fun visuals to learn.

**Who is MuseMate for?**

* People who are new to music or have some experience.
* School students learning music.
* Anyone teaching themselves music at home.

**Who will find it helpful?**

* People who want learning to be fun, not stressful.
* Visual learners (who like to see things) and auditory learners (who like to hear things)
* People who don’t have or cannot afford a music teacher.

**How do you use it?**

* Swipe the tap to move between lessons.
* Do quick quizzes and exercises, and get feedback right away.
* The app changes to fit your level and helps you improve.
* Listen to sounds, record your own music, and get tips.

**What will happen if you use MuseMate?**

* You will learn music faster, better and the app makes learning music fun.
* You will want to practice more often.
* You can see your progress and feel proud.
* Works for people who like to see or hear things.
* No pressure- learn at your own pace.
* Great for learning by yourself or with a group.

**Pages**

1. **Landing Page:** App introduction, key benefits, and sign-up/login options.
2. **Login/Register Page:** Secure user authentication and account management.
3. **Home Page:** Personalized dashboard showcasing:

* Recently viewed lessons
* Practice reminders
* Progress summaries
* New content highlights
* Instrument-specific learning paths
* Mini-Game Arcade Access

1. **Lessons** (Core learning modules):

* **Music Theory Fundamentals**: Reading music notation, understanding rhythm and time signatures, key signatures and scales, chord progressions, and harmony and voice leading.
* **Ear training**: interval recognition, chord identification, melodic dictation, rhythmic dictation.
* **Piano/Keyboard**: basic chords and scales, playing melodies, accompaniment techniques, advanced repertoire, and lessons on specific genres (shows different genres and music sheets for users to follow).
* **String Instruments** (Guitar, Ukulele, etc): basic chords and strumming pattern, fingerpicking techniques, power chords and riffs, and lessons on specific genres (shows different genres and music sheets for users to follow).
* **Voice**: breathing techniques, vocal warm-ups, pitch control, vocal exercises, and lessons on specific genres (shows different genres and music sheets for users to follow).
* **Drums**: basic beats and fills, coordination exercises, reading drum notation, and lessons on specific genres (shows different genres and music sheets for users to follow).

1. **Mini-Game Arcade**: A section for interactive music games

* **Game selection**: browse available games based on skill level or instrument.
* **Game instruction**: clear guidelines for each game.
* **In-game UI**: simple and engaging interface during gameplay.
* **Scoring system**: Real-time feedback on player performance.
* **Score Display**: Immediate display of score upon game completion.
* **Performance Analysis**: breakdown of accuracy, speed, and areas for improvement.
* **Ranking update**: show how the score affects the player’s ranking on leaderboards.
* **Replay/next game options**: option to play again or move to another game.

1. **Ranking/Leaderboard:**

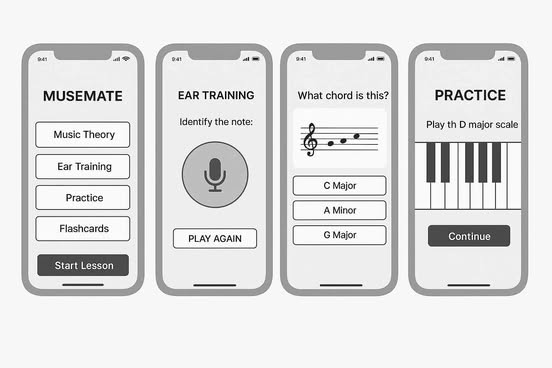
* Global Leaderboard: ranked by instrument and score.
* Friends Leaderboard: Compare scores with friends and contact, and challenge friends to beat your scores.
* Personal best: track your progress across different mini-games, and display your top scores and performance metrics.
* Rewards and Achievements: badges based on leaderboard performance and lesson achievements, and incentives to climb the ranks and improve scores.

1. **Practice Tools**:

* Metronome with adjustable tempo and time signatures.
* Tuner for various instruments.
* Chord library with visual diagrams.
* Scale library with visual diagrams.
* Recording feature for practice evaluation and sharing.

1. **Progress Tracker**: Visual Analytics displaying learning milestones, practice time, areas for improvement, and overall music growth.
2. **Profile**: User settings, learning preferences, goals, achievements, and community connections (following, followers, friends).
3. **Settings**: options to adjust audio levels, interface appearance, notification preferences, and other app customizations.

**Design Ideas:**

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**Design Process:**

**Figma Link:**

<https://www.figma.com/design/ATA2eJKAKRFfYTMO7JD6Og/Untitled?node-id=0-1&p=f&t=ia3fQjv171kwjIzl-0>