Categorised Notes

Groups

- (#Features)
- (#Functionality)
- (#Interaction - how to use the app)
- (#Marketing)
- (#Motivational)
- (#Feedback)
- (#Gimmicks)

Features

- Music score store
- Sharable resources of notes/recordings
- Posture recognition
- Motion sensing
  - tracking fingers
- Ranking - between other players, or just your own recordings (manually or automatically)
- Wikipedia/sources, for phase 1
- Schedules
- User management
- Spotify integration
- Music theory, Phase 1 Analysis
- AI - deep neural network quantum blockchain zero-knowledge proof thingie
- Cloud back up recordings etc
- Connect a e-guitar e-piano
- Teacher interaction, may have students. Teacher and students have sphere of influence, can share ideas within a group
  - group sharing capabilities, set task to record something etc
- Project checklist
- insert notes handwritten notes, into score, on playing the music
- Planner
- frequency
- Score viewer/commenting / Highlighting / tagging - can collate user tags and provide suggestions
- Transcribing recognition / Score matching / finding where you are in the score
- Analysis of recordings
- Facetime - for teacher/student interaction
  - could work with other features
- Keep track of ideas for composing

- Score store

Functionality

- Tree structure - split song - show variations of different parts to pick the bits you think fit together best.
- Record ideas, group by categories, concepts etc
- Review of recording, after the fact, tag and create a 'checklist' or items to appear next tim
- Priorities - List to have the most important things on top, automatic Structuring of tasks
- Connected lists - multiproject applicable learning tasks, can 'tick' off something that applies to multiple categories / pieces
- Younger people should be able to use the app

Interaction - how to use the app

- The 10 Nielsen heuristics

- Not reinventing the wheel, using the norms of interaction

- Homescreen - overview

- Subcategories

- drawer menu

- Customization

- Navigation through the different pages in general

- Intuitive interaction

- Dark theme for interaction - themeable?

  – light theme

- Sound feedbacks

- Choose role, (interaction) redesign layout dependent on usage role, or be able to redesign the layout

- Navigate with Sounds - UX - listen to a define audio calls, eg. triplet of f# to say done / restart etc

- Structured vs free form practice session layout

Marketing

- Startup music theme - brand identity (similar to Sibelius music notation software) (marketing)
- Complete integration

- Twitch api
- Environmental friendliness, reduce paper usage (marketing)
- Cloud driven, neural network based analysis

Motivational

- FBG$ - how to keep focus

- star rating for motivation

- yawn detector, if losing focus (through listening) notify/order coffee or bring attention back

- Reward dispensers: Gamification, like the tree growing app, for listening to the user and giving some feedback

- Punishment (minor fine if you don't practice like some other apps, homework etc)

- Focus metric - detect focus and keep motivated, emojis

- Goals

Feedback

- 'Intelligent' metronome - visualises/changes pitch/volume if not in time
- Third party integrations
- Visualise mistakes, tutorialize feedback
- Play, listen, grade - loop: Play a phrase, listen, grade, repeat
- Colour feedback, for score, for recording, etc

Gimmicks

- Playstation VR support - for singstar
- Cut out person / and put in a different 'visual setting' - make it fun, visualise why you are practicing
- Actual piano, integrate with a piano for playback, or piano
- robot that does that plays how you should play
- Drunk metronome - beat that randomly shifts around to inspire new interpretation
- Lootbox
- 10 Π