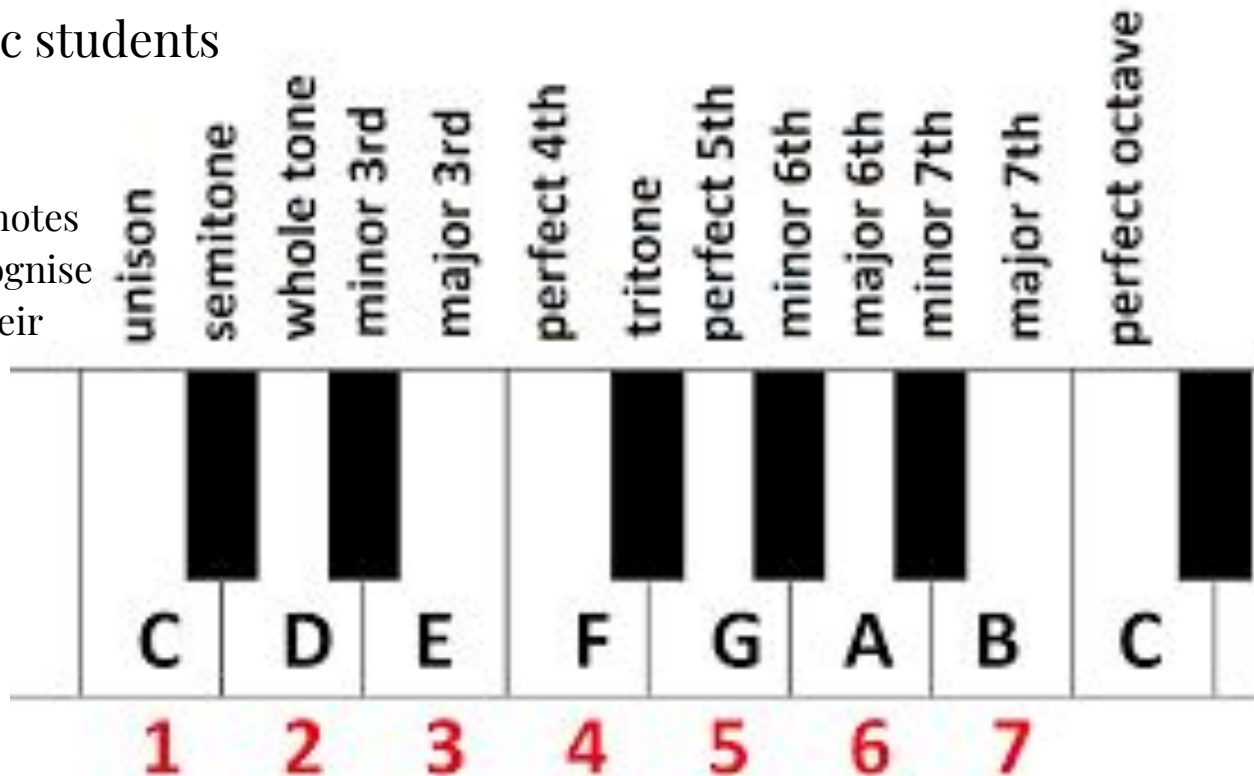


Terminal Ear Test

Gab Fitzgerald

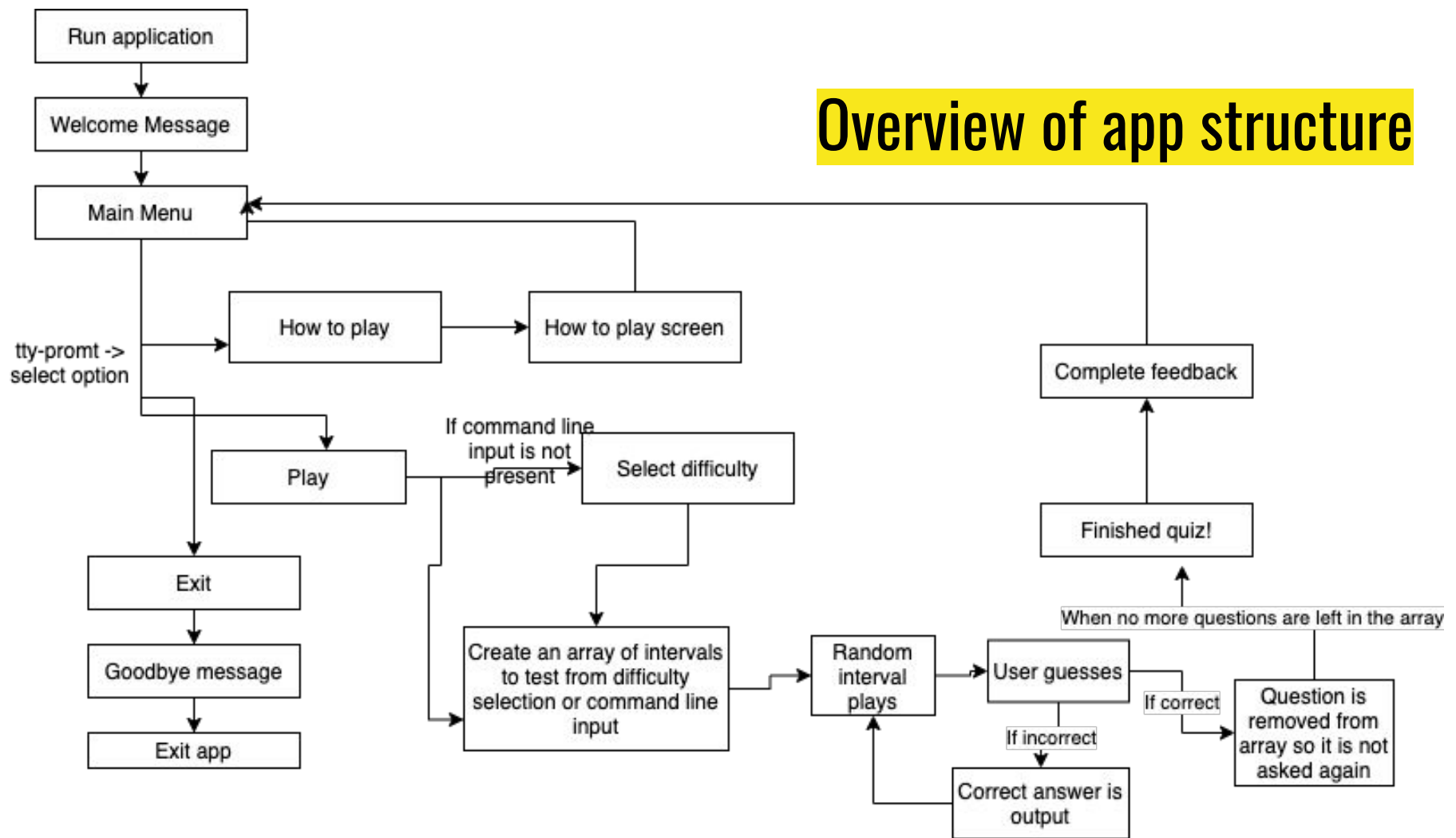
What is my app

- For musicians or music students
- Tests intervals by ear
 - Intervals are the pitch distance between two notes
 - Musicians learn to recognise intervals to improve their sense of relative pitch



‘Intervals in C major scale’ retrieved from:
<https://www.pianotheoryexercises.com/notes/intervals/attachment/intervals-in-c-major-scale/>

Overview of app structure

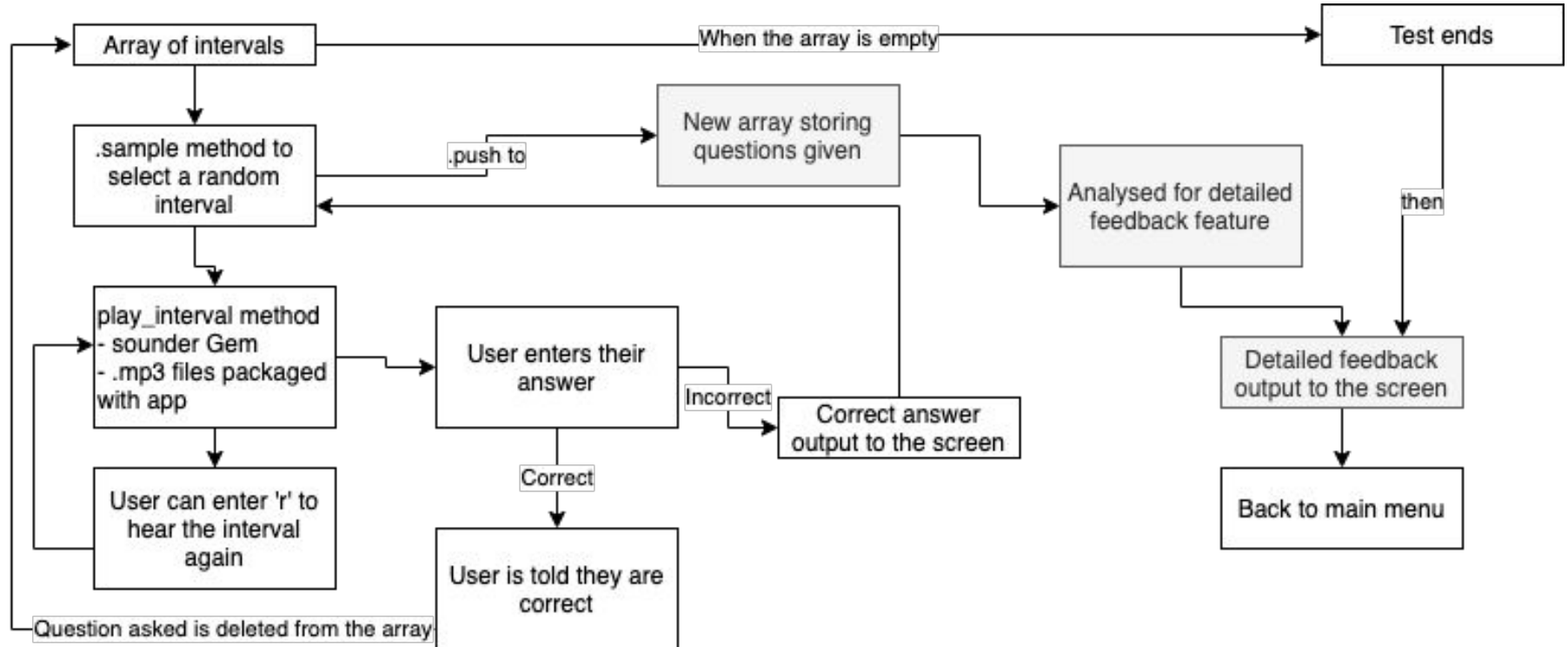


Feature 1 - Ear Test

- two notes played
- user inputs their guess
- gets feedback whether right or wrong
- offers 3 difficulties
- test ends after each interval has been answer right once

Details of Ear Test Control Flow

```
def play_c
  c4 = Sounder::Sound.new '../sound_files/C4.mp3'
  c4.play
  sleep(1)
end
```



Feature 2 - Detailed feedback

- Tells user:
 - Questions they got right first try
 - Question they struggled with most
 - A final score as a percentage

```
Well done! You finished the quiz.  
You got these intervals in the first try: perfect 5th, the same note, minor 3rd, major 6th, major 3rd, major 2nd, octave/perfect 8th, perfect 4th  
You struggled most with: minor 7th  
Final score: 57 %
```

- Questions given were stored in an array - this manipulated to give feedback

Feature 3 - Custom Quiz

- Default will present a difficulty prompt - then runs the quiz with preset question array
- Custom quiz can be run using command line input when the game is run, ARGV
- Run: `ruby run_game.rb {space separated integers from 0 to 12}`

e.g. `ruby run_game 1 3 5 6`

will test minor 2nd, minor 3rd, perfect 4th and tritone

Demo