

**COEN 6312-** Model Driven Software Engineering

**(Fall 2016)**

**Project Name: Learn the Nodes**

**Project Team: Music Geeks**

**Deliverable No. 1**

**Submitted by: Submitted to:**

Team: Music GeeksAbdelwahab Hamou Lhadj

**Submission Date: 26 Sep 2016**

* **Team Name**

Our team name is Music Geeks

* **Mission and vision**

Our mission is to create an easy to use game that will entertain as well as help people to learn music.

* **Team Members**
* **The email address and student ID’s of each member are**
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* **Brief description of project**

Main goal of our video game is to improve reading skills by providing both trouble and bags scales while typing to achieve a higher score each time. On the screen you will see a simple interface similar to the below shown picture. The keys will highlight us matching keyboard on pressing.

