

Kostas Gobakis, Lizzie Kobelski,

Jane Kim, Harry Jung

### MusicMe: Phase 1

MusicMe is a mobile app that allows people to improve their musical ability through a community that facilitates feedback and improvement through posting videos, sending direct messages, and creating a basis for collaboration.

Currently, we are about to start the process of deriving insights through user interviews, where we will ask people in the music community about what goals they'd like to achieve through our app. This will inform the way we specifically design our interactions, ensuring that our design is intuitive, empowering, and delightful.

Because our app is comparable to a social media platform, data would mostly be collected through the people who use our app to publish their content.

We are in the process of creating deliverables, our first being this document that provides an outline of our (adaptable) process.

The software/frameworks we will use are any text editor/IDE, Spring Boot, React Native, Adobe Illustrator, Adobe Experience Design and MySQL.

During the interview process, which should take approximately one and a half weeks, the team will begin building the back-end through which we can implement any data. After the interviews have finished, we will also begin the process of constructing and prototyping designs through Adobe Illustrator and Experience Design. This could be happening concurrently with the construction of the backend. After the designs have been completed, we will begin to create the front-end through linking the vector designs we have finished. After everything has been connected and launched, if we have time, we will begin the process of iterating improvements upon our app.