

Mai Klooster, Maya Sposito, Jessica Yoder
CSC 111
17 May 2021

Final Project Submission: Create a Melody

Rubric

Style points (2 points):

The submission:

- includes the complete course header
- uses appropriate, informative variable names
- has inline comments, and descriptions of each function or section
- runs without syntax errors

Operations (6 points):

The program:

- Runs a while loop to take each note, draw it, and play it, until user quits
- Uses graphics to build a window and correctly draws the music notes
- Uses audio from replit to play back notes and then the full melody

User Personas

User 1: This user is a student in/around middle-school, who has some experience in music but little theory knowledge so far. They have basic knowledge of technology and the internet, but can only use a program with clear instructions. Their music teacher wants to increase their comfort with sheet music (the relationship between the visual sheet music and the aural note), and knows that something that feels like a game will be more engaging. The teacher's motivation is that the program is an accessible level of technological and musical skills, and the child's motivation is that it is fun and not overwhelming.

User 2:

This user is a person who wants inspiration for a song. They have interest and experience in writing music, so they are familiar with sheet music notation and scale degrees. The program is helpful for this user if they are stuck while writing; it needs to be simple and accessible without much thought. The user's motivation is finding inspiration in a quick and easy way.

User 3: This user is likely a high school or college student that seeks out the program for low-stimulation entertainment, similar to other google games (like the jumping dinosaur) or .io games (like slither.io). They will engage with it for fun, often while multitasking, so it needs to be simple and accessible without much thought. They likely have some familiarity with programming and technology, since they are interested in this type of gaming experience. They might have some musical knowledge, but they are playing the game for entertainment rather than educational or inspirational purposes.

Diagram

