We are developing a game which is named Muffled. It is a game based on music and songs where the player has to guess the song name listening to a part of it.

The home page contains a play button which when clicked shows a popup where the player has to enter his name, chose his/her preferred genre, preferred decade and category of music. When that’s done the game starts. The songs in his preferred decade are played for a short duration of time like 10 to 20 seconds after which the player has to guess the song name from the four given options, before the timer runs out. Every correct answer fetch 10 points. In the same manner the player has to play 5 rounds. The player’s score will be summed up and displayed in the end page which will contain 2 options i.e., end game and play again. End game will take the game to home page and play again will play a new set of songs again.

The applications we are using to develop this project are HTML, Javascript and CSS. To use songs/music in the game we are using the API of Spotify.