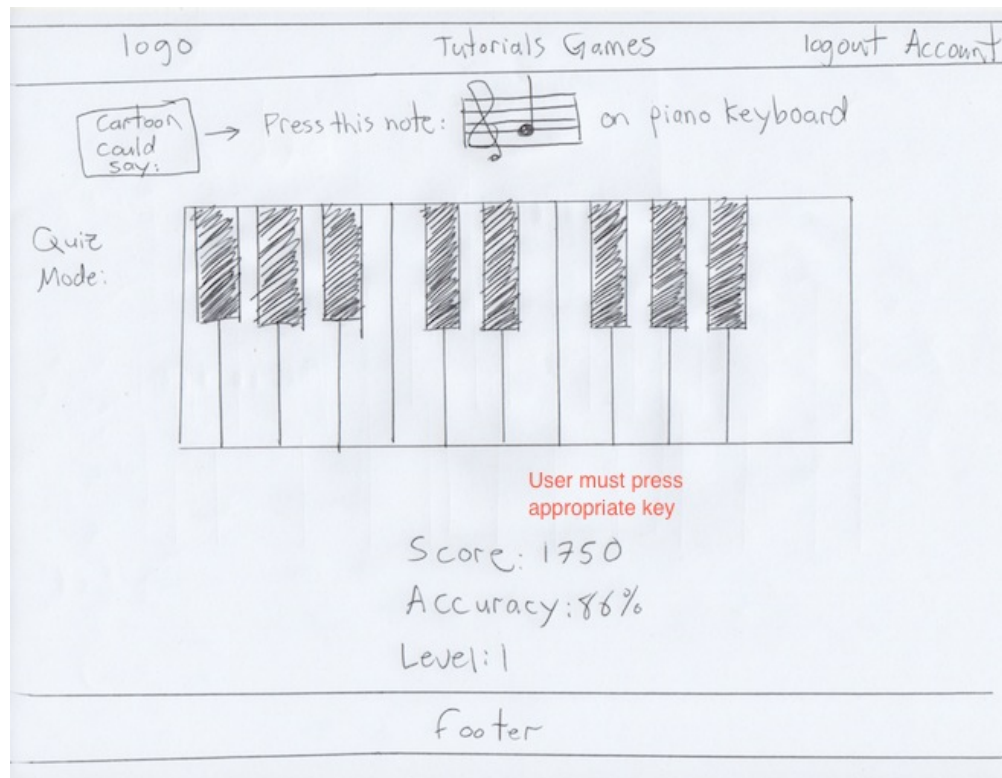
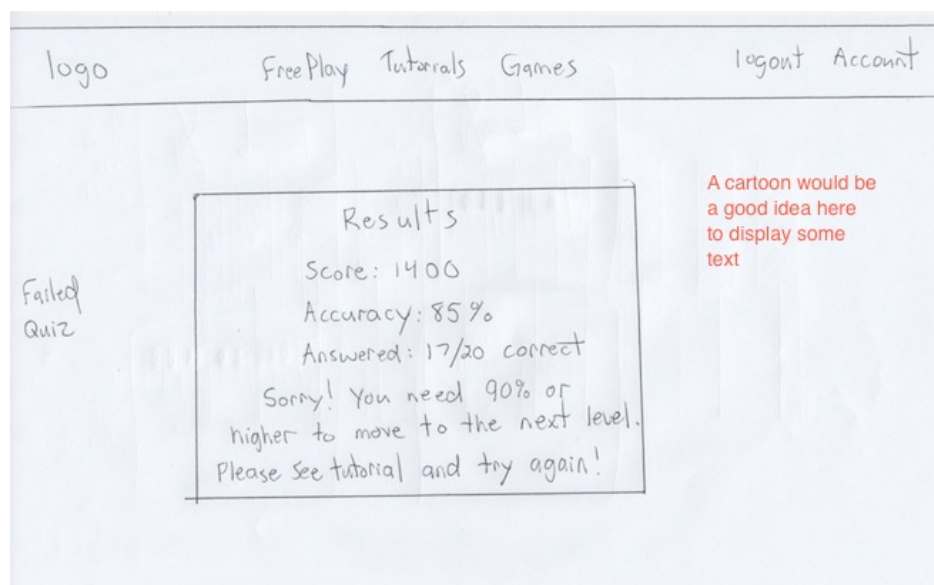


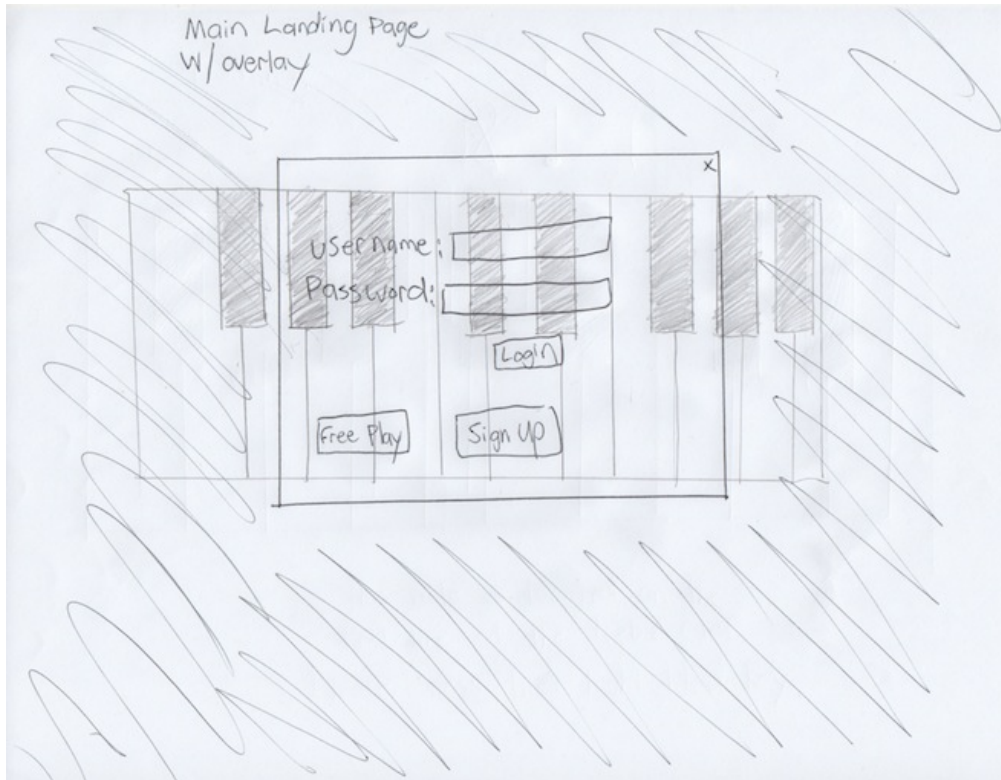
This document will be for early design proposals for our Keyboard Application GUI. All proposed images can be stored in here. Teammates can comments on each image to provide feedback.



Once a user presses the correct key, a different note from the quiz can pop up
There could also be a list of several notes displayed at once and the user must press them in the correct order.



The passed quiz page could look the same but with updated information

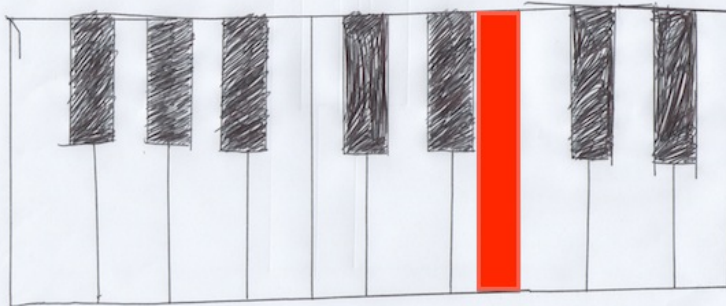
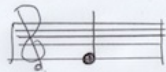


Here the piano can be underneath an overlay layer, with the entry form on top

Training:

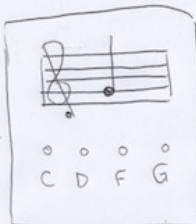
E

Level: 1



This note is located on the first line of the treble clef
Please press the highlighted key

1)
Guess
the
Note



2)
Play
the
note



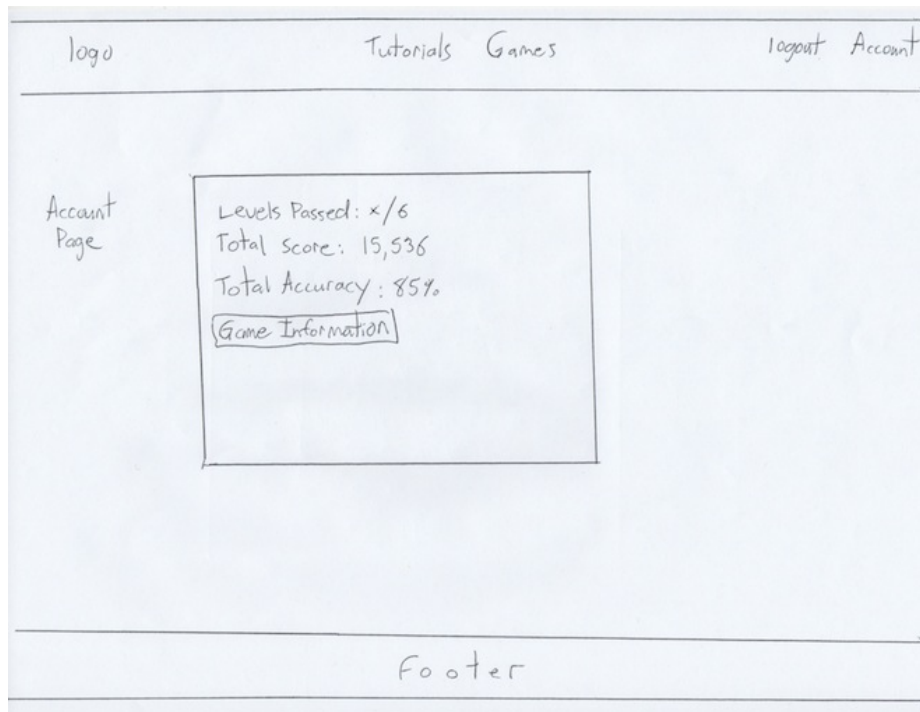
3)
Type
the
note



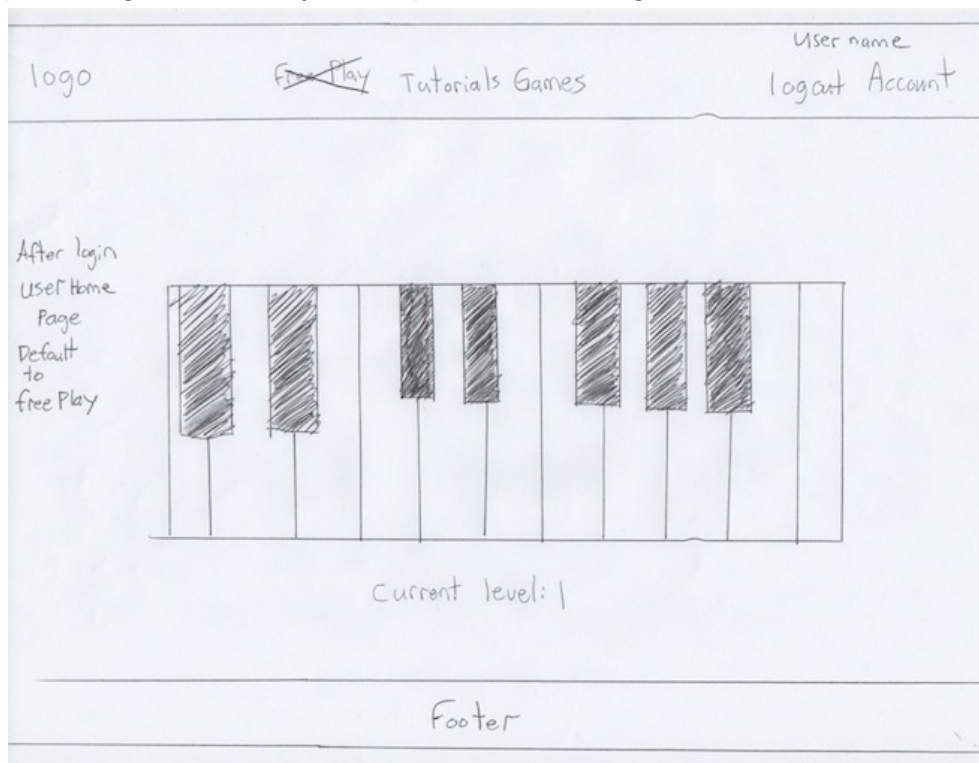
4)

left or right
hand note
only games

Possible game scenarios



Each account page could have links to information related to the games played, such as percentage of accuracy accomplished on each game or level, etc.



When a user logs in, free play could be the default mode.

