# Chapter 2

## Design

Design was the principle to how the application was going to look and flow throughout the project, based on extensive research made from the literature review, on colour theory design, application design trends of both 2021 and 2022. Also, product design, promotional design, how to create musical notation onto a computer and be appealing to a growing audience of both young and old.

### 2.1 Flash Card design

As all students learn any language, equation, or passage of text, they will tend to use flash cards, with a question on the front then the answer on the back, one of the best ways of learning. Some instructors will use the same style of teaching for their bagpipe learners for Bagpipes especially for younger students. Using the design concept of a flashcard is the main reason to create an eLearning application that would reflect the same teaching style; however, the difference would be that this one is digital. This style of flashcard is shown in Figure 2.1, showing the way these flashcards were created and used from 2004 till today.

### 2.2 Adobe XD

Adobe XD is an application used to design software, websites, and games for multiple applications. With its simple design style, varied ways of creating content and building up a design portfolio this is the simplest way to draft the main design of the application. When building the application on Adobe XD, as seen in Figure 2.2, the application allows designers to create a prototype version which allows them to fully see it work, as in view it on a phone and click buttons to activate and therefore show how the application will work. This was the simplest way to ensuring that the application worked perfectly and could then be created using Unity.