Competitive Analysis

I will be comparing my program to the famous DAWs:

1) Logic Pro X(this encompasses the world of professional used DAWs like Logic,FL Studio, Ableton,etc)

2) GarageBand(this acts like a step in between softwares like Logic and mine, it is much simpler than Logic Pro but is yet unintuitive for music creation)

My software is not intended to act as a replacement for any of these software, it is something which a user can get acquainted with before using more complex softwares like the ones listed above.

From Logic Pro X, I will be replicated the piano roll which is used for the creation of music. It will allow users to get familiar with this form of music synthesis, providing a much needed step towards using such softwares. The audio piano roll generation, however has been simplified on purpose to make it easier and less frustrating to use. Standard size for each audio notes are used instead of the variable ones as seen on this software. This allows for a quicker and much easier implementation.

From GarageBand, I will be taking the extensive keyboard mapping of instruments. This will allow users to record sounds using a more natural input method. These will be displayed on the piano roll where editing these notes/ moving them around will be possible. A loop function as seen here(repeat notes for a specified duration) will be incorporate for convenience. Implementation,though will be different.

I will also provide the use of multiple instruments as seen in Logic Pro and Garageband. This is an essential feature of DAWs and is one of the main features that makes then powerful. I will also provide volume controls for individual instruments as seen in both these softwares. Allowing the user to import there own audio track for recorded vocals will also be implemented(Present in both the softwares). The main timer tick present in both these files will also be included acting as the start and end for recording and playing the notes on the piano role.

I consciously chose not to incorporate the extremely complicated sound mixers present in both these softwares. While they can be useful, for a beginner it just adds to the confusion and is not a very useful tool, rather a hinderance(from personal experience). I also chose not to incorporate plug ins, as they are one of the most overwhelming features of these softwares, and for our purposes, unessential. Also, complicated audio technicalities(scale,sampling rate,etc) will not be incorporated. This information is useful for professionals but not for our software as the target user is an amateur.