

LEARNMUSIC



Team Members:
Jack C.
Sacit G.
Shelly H.
Naseeb G.
Rubaiyat R.

The Problem

I want to learn music, but where do I start?



Target Audience

Complete beginners who want to learn music



Vision

- An integrated part of the user's daily life.
- User's always feel confident that the app is progressing at their pace.
- Enjoyable and doesn't feel like mandatory work.
- Portray a sense of constant progression.



Solution/Strategy

- Provide a user tailored curriculum, based on various performance metrics.
- Minimize the extraneous information and decisions
- Assume absolute no prior knowledge and build bottom-up.
- Incentivize daily usage.



Overall Design

Platforms

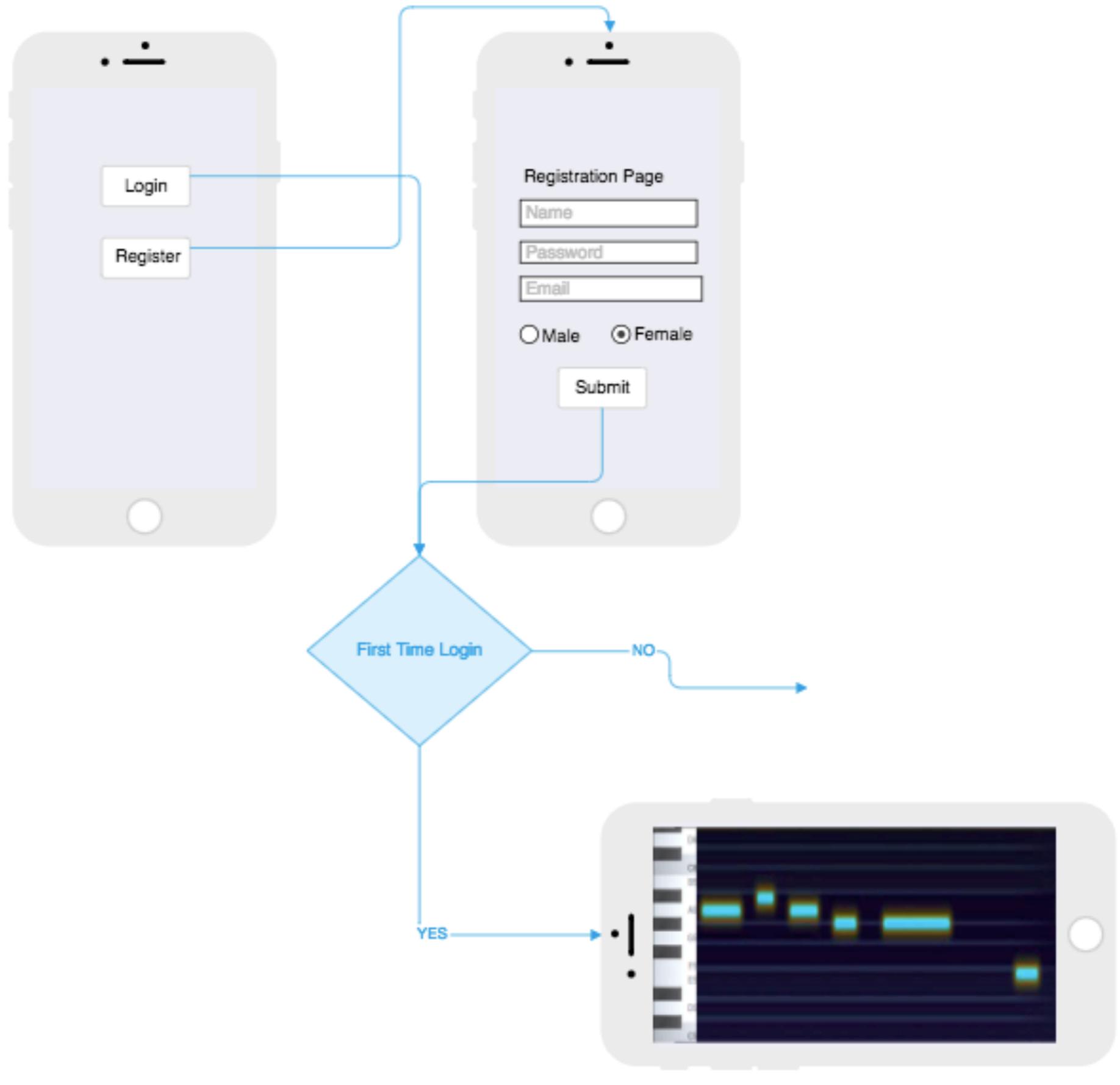
- IOS
- Android
- Webpage

Technological Choices

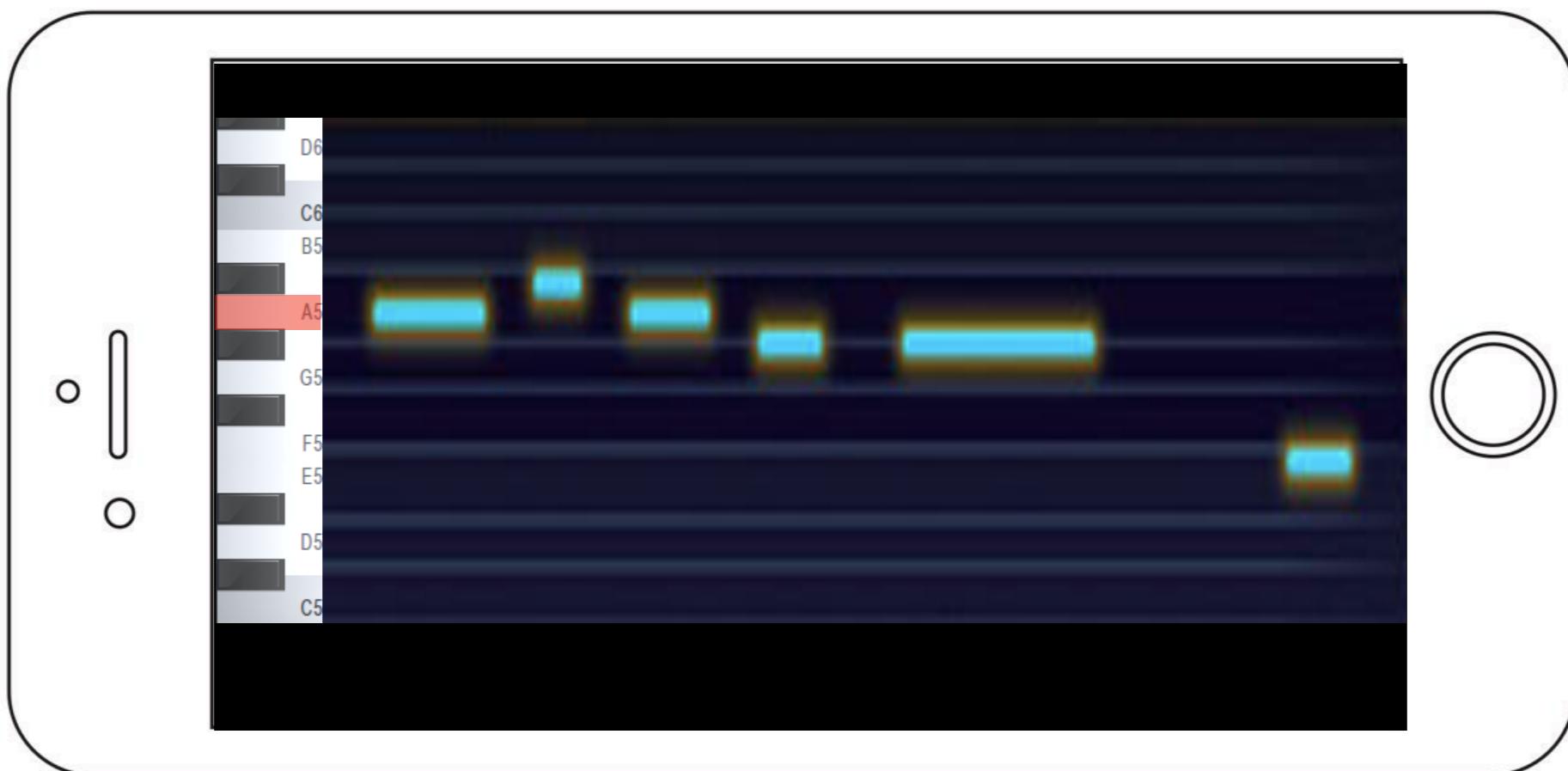
- Unity, Database (undecided) , Django

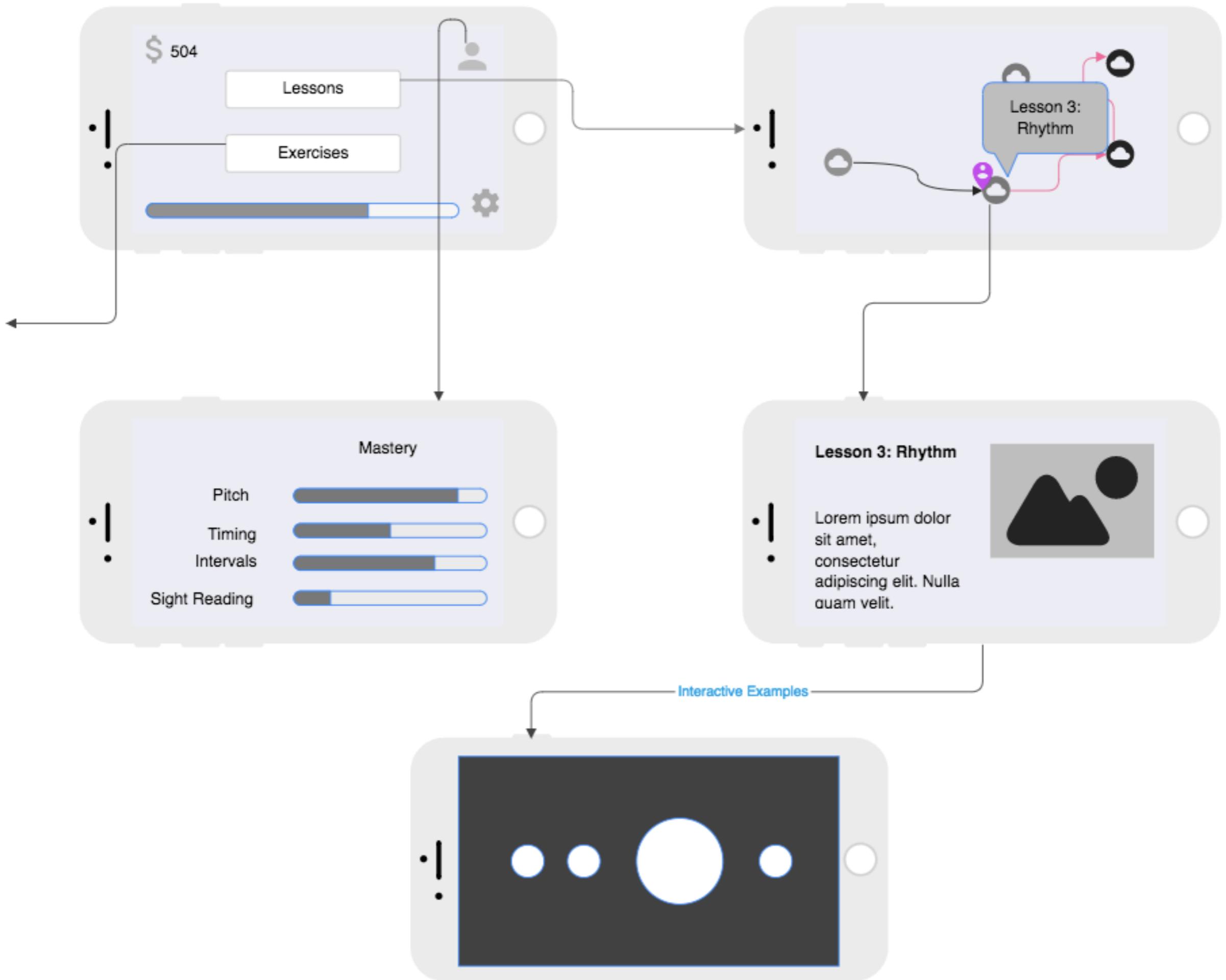
Language Choices

- C#, Java, Swift, Javascript, Python

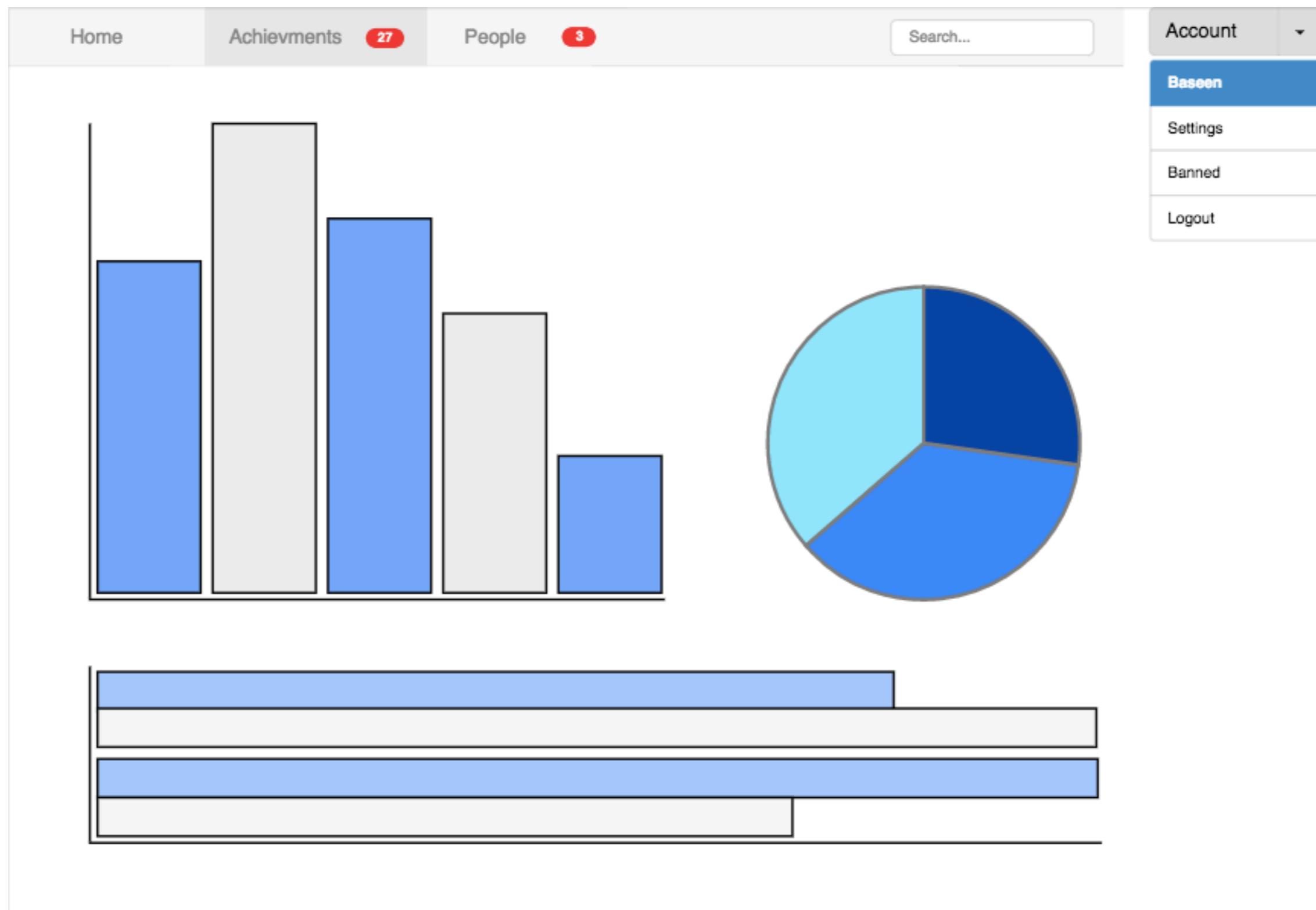


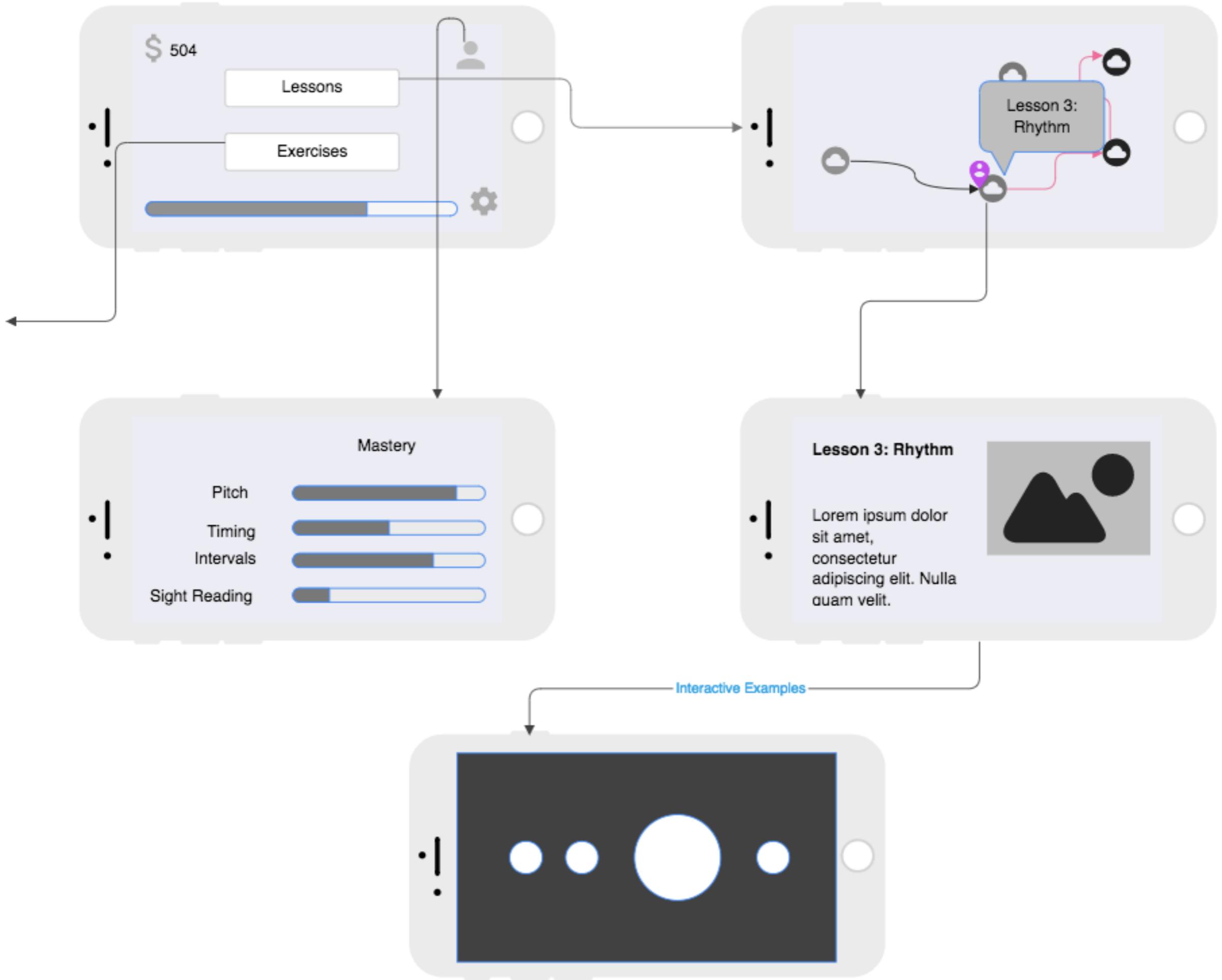
Gameplay Design





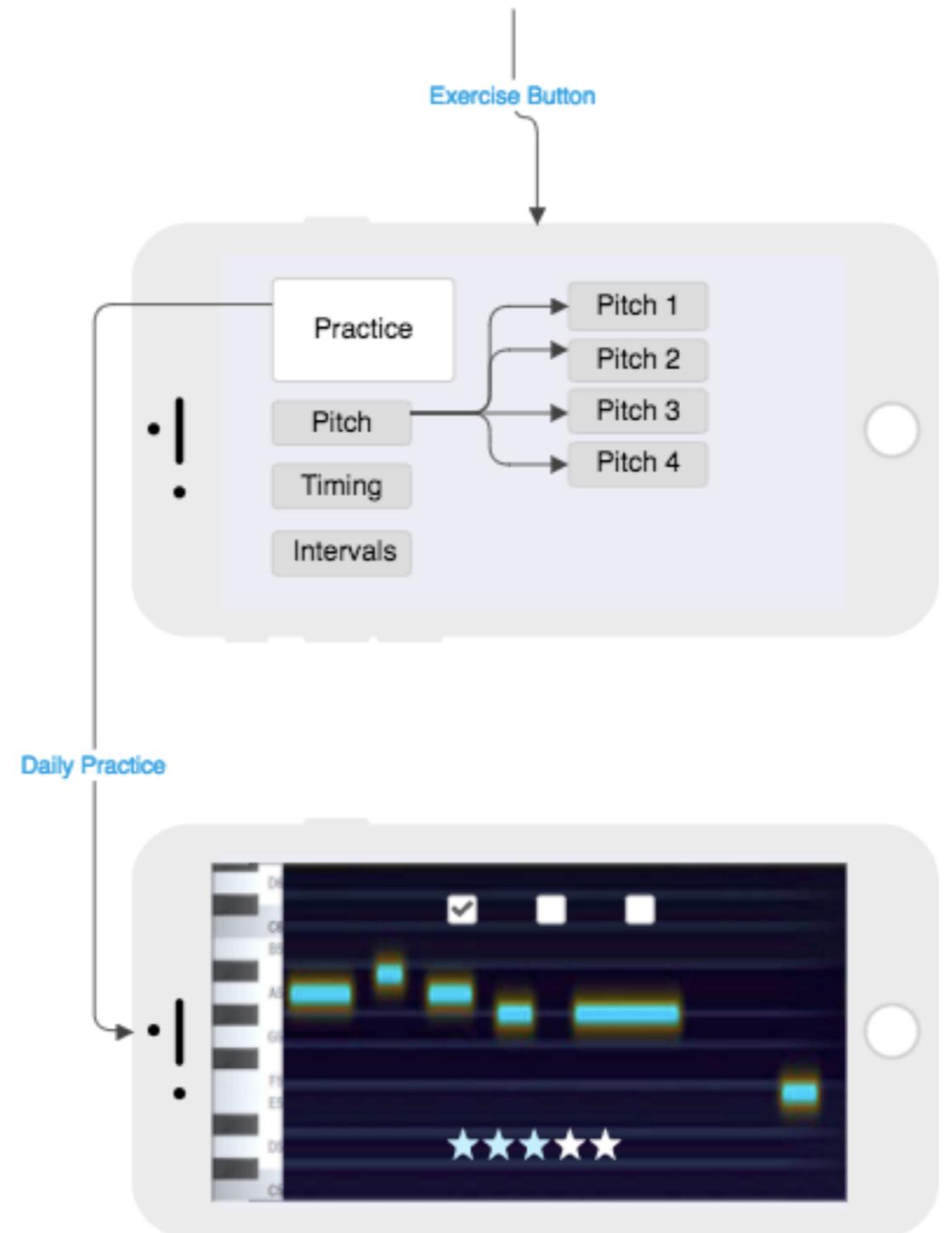
Visualize Progress





User Tailored Daily Practice

- Content is progressively unlocked.
- Daily practice exercises are decided based on user's strengths and weaknesses.



MVP App Features

- User tailored daily practice
- Minimalistic UI
- Interactive tutorial
- Leveling feature
- In-game currency
- Progress report

Future Goals

- Satisfy the capstone requirements
- Have at-least 10 average daily users
- Have one non-pity download on the app store
- Earn \$1.4444444...



QUESTIONS?