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Iteration 1 (Data Scientists):

- Initial prototype tested (see Section 3.1).

Iteration 2 (Data Scientists):

- Ascending fragments of melodies highlighted in green.
- Dissonant chords and descending melodies in purple.
- Workspace blocks rounded.

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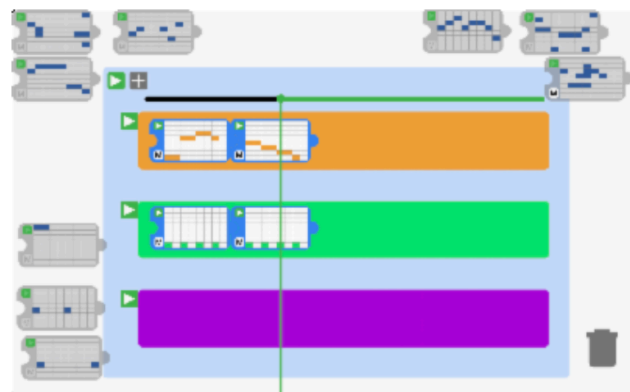
Iteration 3 (Data Scientists):

- Play buttons added for individual blocks.
- Highlighting of descending phrases removed to be more distinct. Now only ascending melodies (green) and dissonant chords (purple) are highlighted.
- AI clustering now looks for blocks with similar coloured highlighting, in addition to the musical metrics.

Iteration 4 (Data Scientists) and Iteration 5 (Musicians):

- Coloured highlighting now fades back to orange after 25 seconds.
- A smaller second workspace added to top of the interface, to listen to a single row of music (in addition to the small play buttons on blocks and the main workspace play button).
- Rounded edges of play buttons.
- AI clustering offers one of each colour example, for each musical metric.

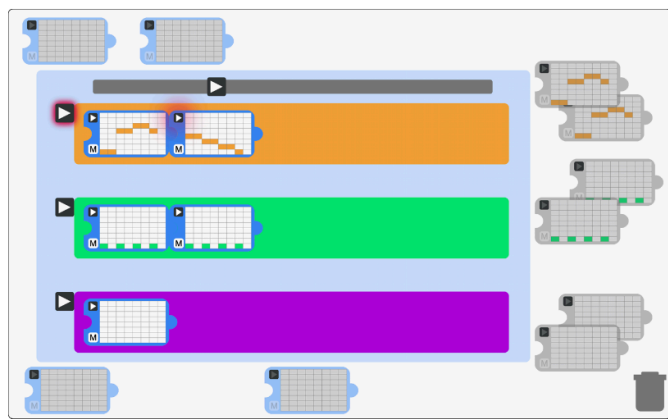
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Iteration 6 (Musicians):

- Added mute buttons for each block.
- Removed coloured highlighting.
- Workspace fit into three individual timelines, each with own play button.
- Block note colours change to match timeline colour.
- Playback bar added to the top of the interface to indicate where playback from the main workspace should start.
- AI clustering based on only musical metrics, not coloured highlighting.



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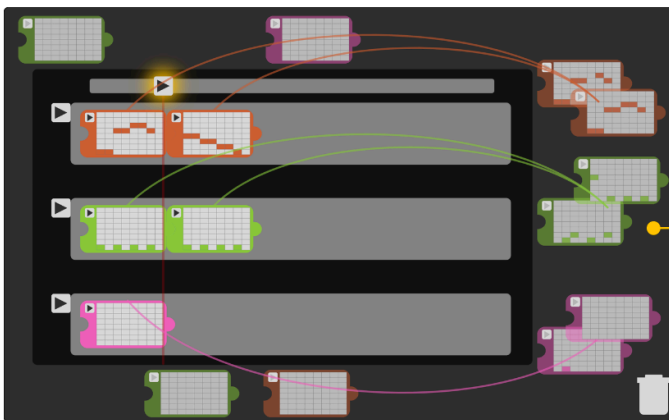
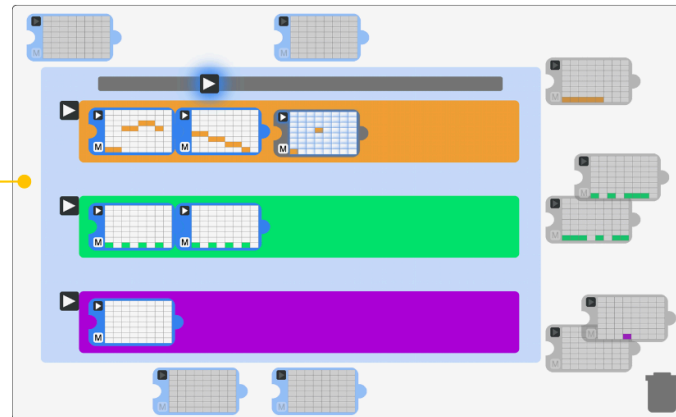
Iteration 7 (Musicians):

- AI-generated blocks moved to the right side of the interface.
- AI implementation changed from metric based solution to use Google's Magenta model.
- AI block note colour matches its input seed colour on generation.
- Add block button removed and blank blocks offered around the workspace.
- Play buttons flash bright red if used infrequently within 25 seconds for either i) playing back all blocks, ii) playing back a timeline of blocks or iii) playing back an individual block.

Iteration 8 (Musicians) and Iteration 9 (Designers):

- AI algorithm adjusted to generate music with a slightly lower similarity to the user's input music.
- Play button flashing colour changed to a dark blue, closer to background tones.
- Block flying animations added, stopping on mouse click.
- Flying blocks move to the bin if not clicked on for 25 seconds.

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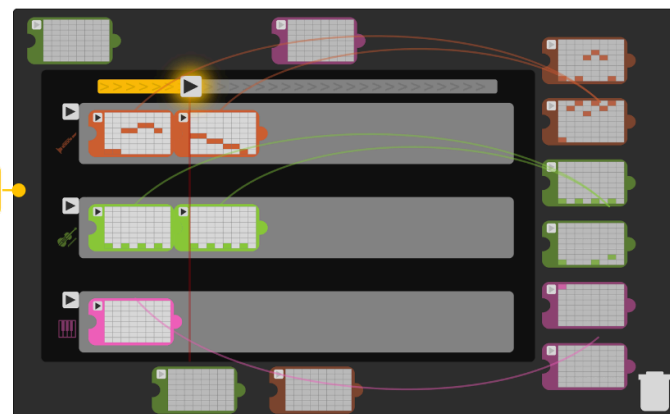
Iteration 10 (Designers):

- Colours switched to darker pallet.
- Included a brighter colour for play button flashing.
- Removed mute buttons on blocks.
- Implemented curves which appear when AI is first added for 2 seconds.

Iteration 11 (Designers):

- Play button increased with detail added.
- AI blocks organised more neatly on the right side of the interface, no longer overlapping.
- Piano, Violin and Clarinet instrument sounds added, with icons to the left hand side of the interface.

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Iteration 12 (Designers):

- Changes made to background colours.
- Instruments changed to guitar, bass and drums.
- Top playback bar decreased in thickness, with the button changed to a circle.

