

## CADENZA - COMPETITIVE ANALYSIS

1. Cadence -
  - a. Has a very minimalist design so that the most focus is placed on auditory senses
  - b. Focuses on visualizing the music in a different way
  - c. Allows the user a lot of trial and error in order to learn from their mistakes
  - d. Has both visual and auditory components to make the game more interesting
  - e. Has series of puzzles that rely on both auditory and visual components
    - i. I particularly like this, since music is so much more than just notes on a paper - I like how interactive the puzzles are and how it really catches the user's interest upon first use
    - ii. It's not clearly a learning game, (it tricks you into learning) which is also pretty slick
2. Any of the games from these music theory training websites:
  - a. <https://trainer.thetamusic.com/en/content/music-training-games>
  - b. Most of them are designed / aimed towards a younger audience, but I believe that the design of my app should be geared towards a larger range of ages
    - i. I'll have a more sophisticated design that appeals to all age ranges so that the most people can enjoy and benefit from my app
  - c. A lot of them focus on ear training
    - i. I'll add an auditory part that will help those who learned about music, say, the Suzuki way
3. Flash Cadences from this website:
  - a. <https://trainer.thetamusic.com/en/content/flash-cadences>
  - b. Have a FAQ page for references to cadences
  - c. Have highlighted chords when it plays so that you can easily see what is playing
  - d. Have labels for the chords so that the user has maximum learning abilities
    - i. The labels are a good idea, although it might seem a little bit too overwhelming in terms of the amount of information
    - ii. There's little to no adjustability and flexibility in the difficulty levels, so I want to add that to my game