Design Document: Musicity

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Description of Experience

The experience of the project will be an online travelling advising and guidance based on user recommendations and personal preference.

This online experience would be considered a useful tool for people to visit a new city and make friend. Or, visit a friend's city with a good topic: Local Concert.

Goals

Connection.

Good to have someone with recommend local music to you for your trip.

Basic Elements

- 3D/360 world

- Specific music and photos

- Information

- Social Element

Design Values

-Core idea: A better traveling planning experience by exploring the local concert and music. A good reason to visit an old friend or making new friends.

-Immersive experience: Surround world, music

A cool way to plan your next trip

Do you know which Jazz pub has the tune you like in Liverpool? Musicity could help.

Make friend with a good topic

Could be people with same music taste and living in city you want to go.

A good reason to visit an old friend

People may find it hard to visit an old friend from long time ago and living in different city. A local music concert would be an ideal ice breaking session.

Design Elements/UX+UI

Interface

There will be two part of the interface. City vision and menu.

Menu: An interface which has a lot of social element, like Facebook.

City Vision: Once you clicked the place you may want to go. You will get a 360 vision. You can walk around and explore the music around you in the city.

Controls

WASD, Mouse.

UX Flow

Menu: Easy to understand with simple icon.

In city vision: The transition, from a place(music) to another one, would be music fade out and light fade out.

Clear affordance and error proof design.

Graphic

In the City vision, the world would be very close to the reality. The icons you can see would be different music and you can walk closer to listen.

Technical Overview

https://www.mapbox.com/