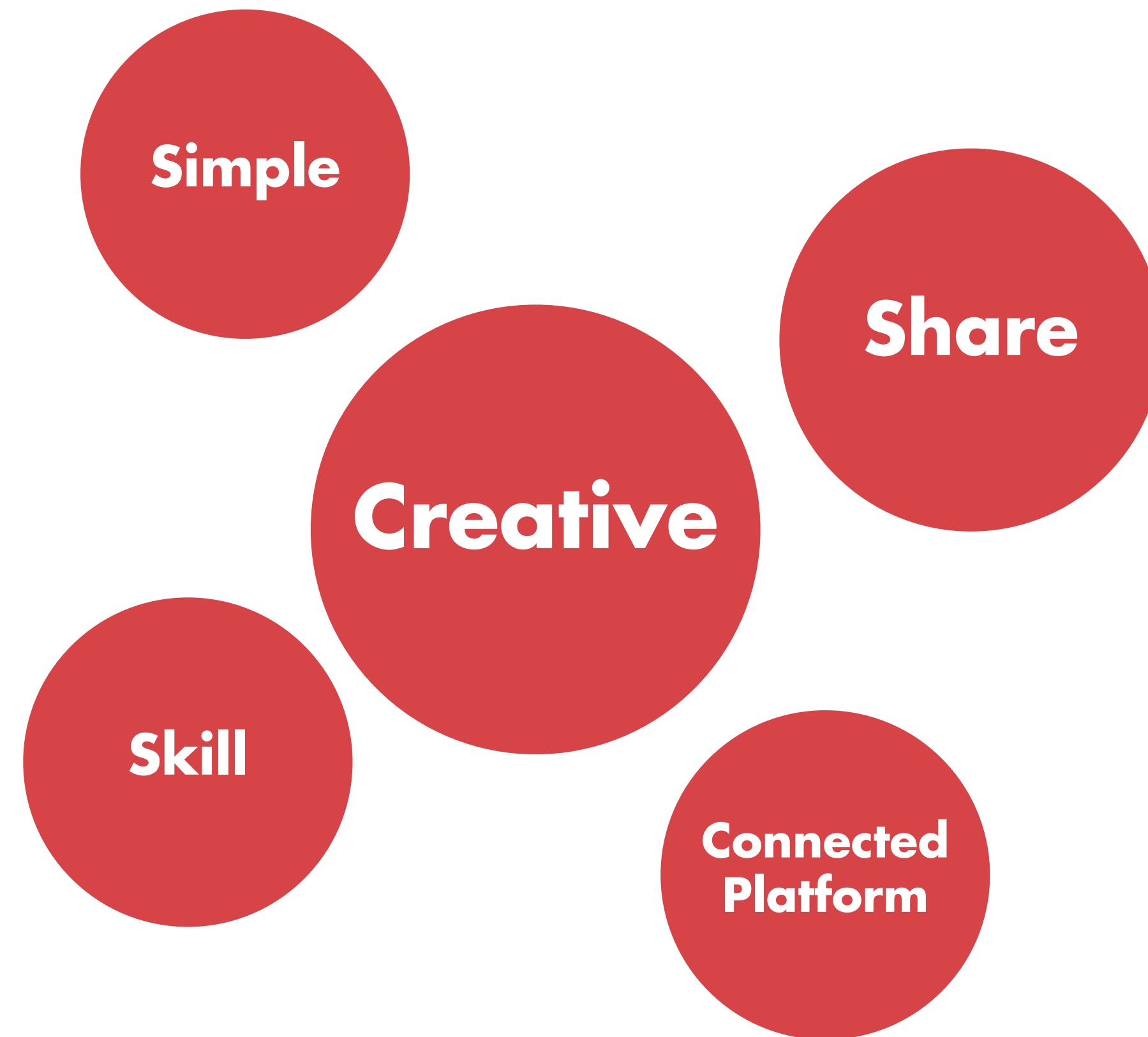


# LEGO Friends Music Maker

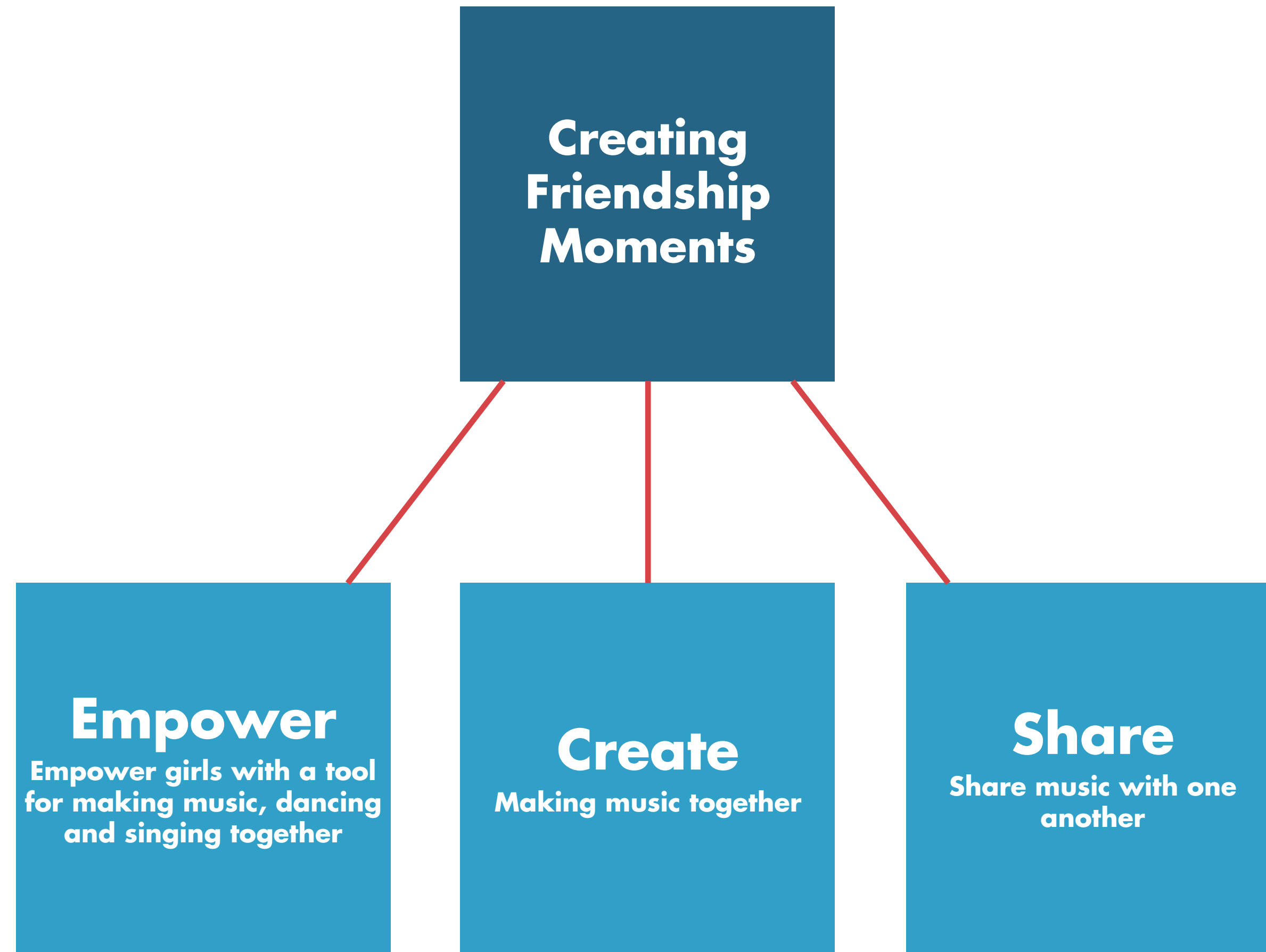
## Game Design Document

Version 3.0

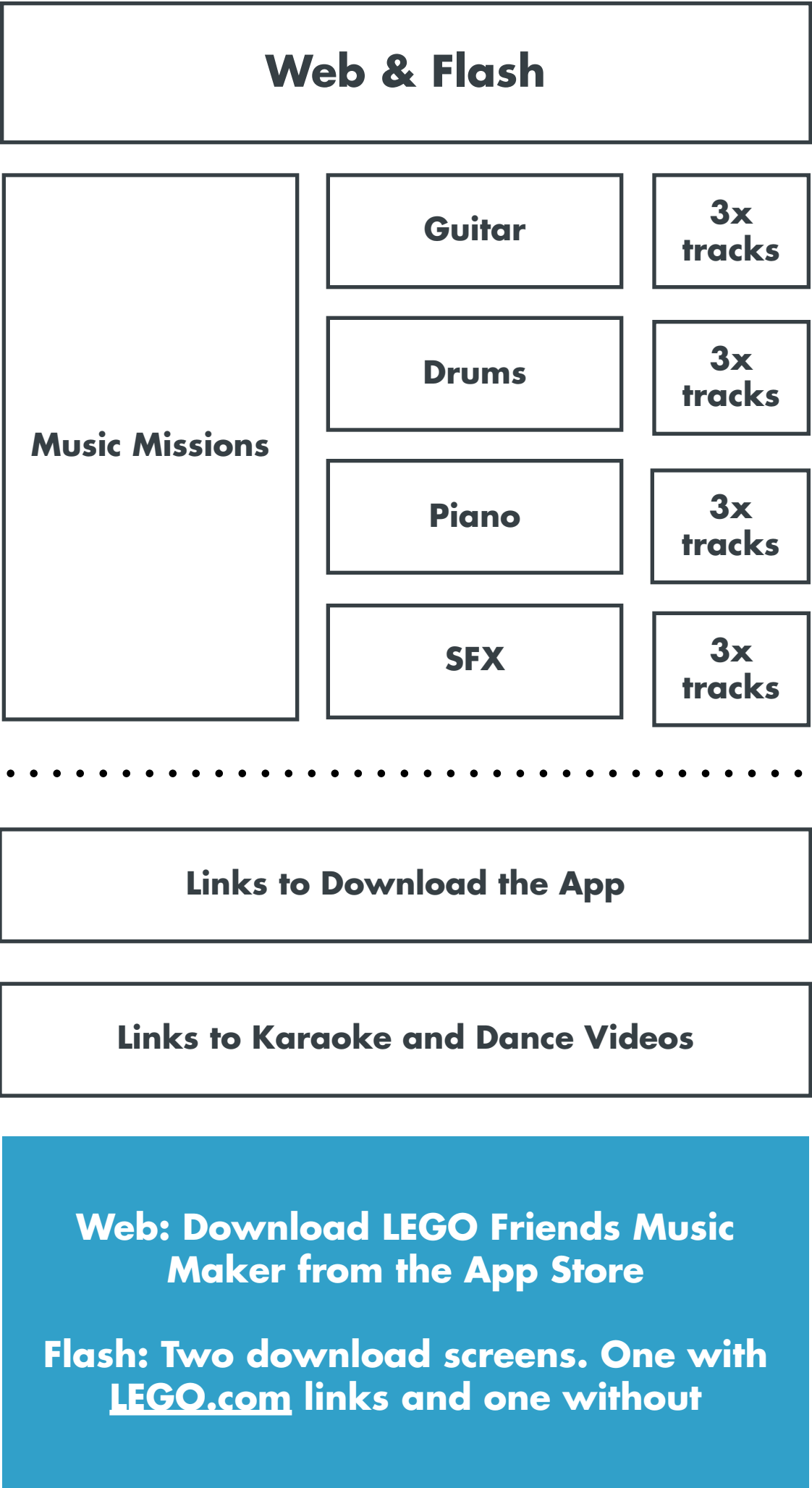
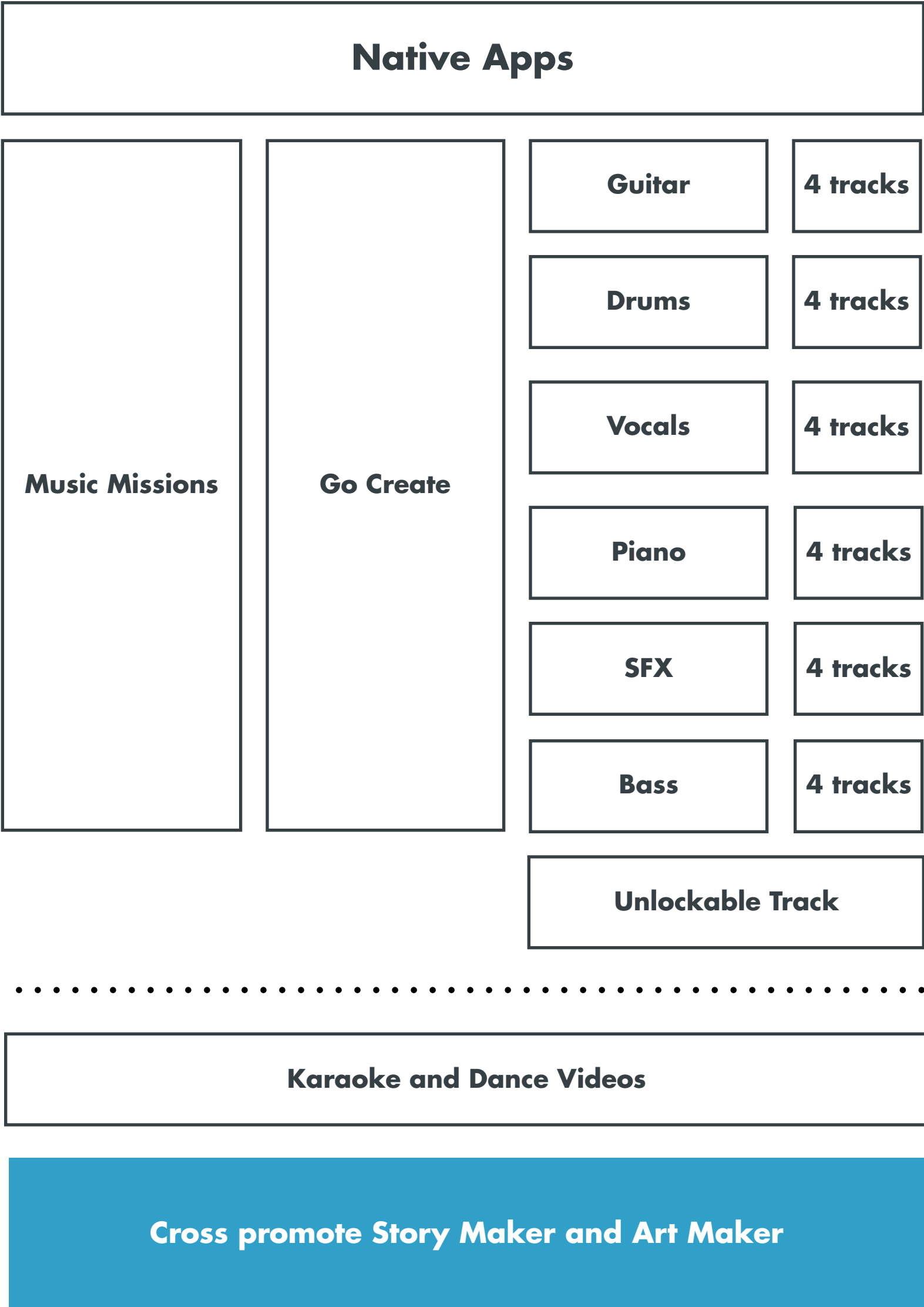
# Maker App DNA



# Music Maker Brand Promise



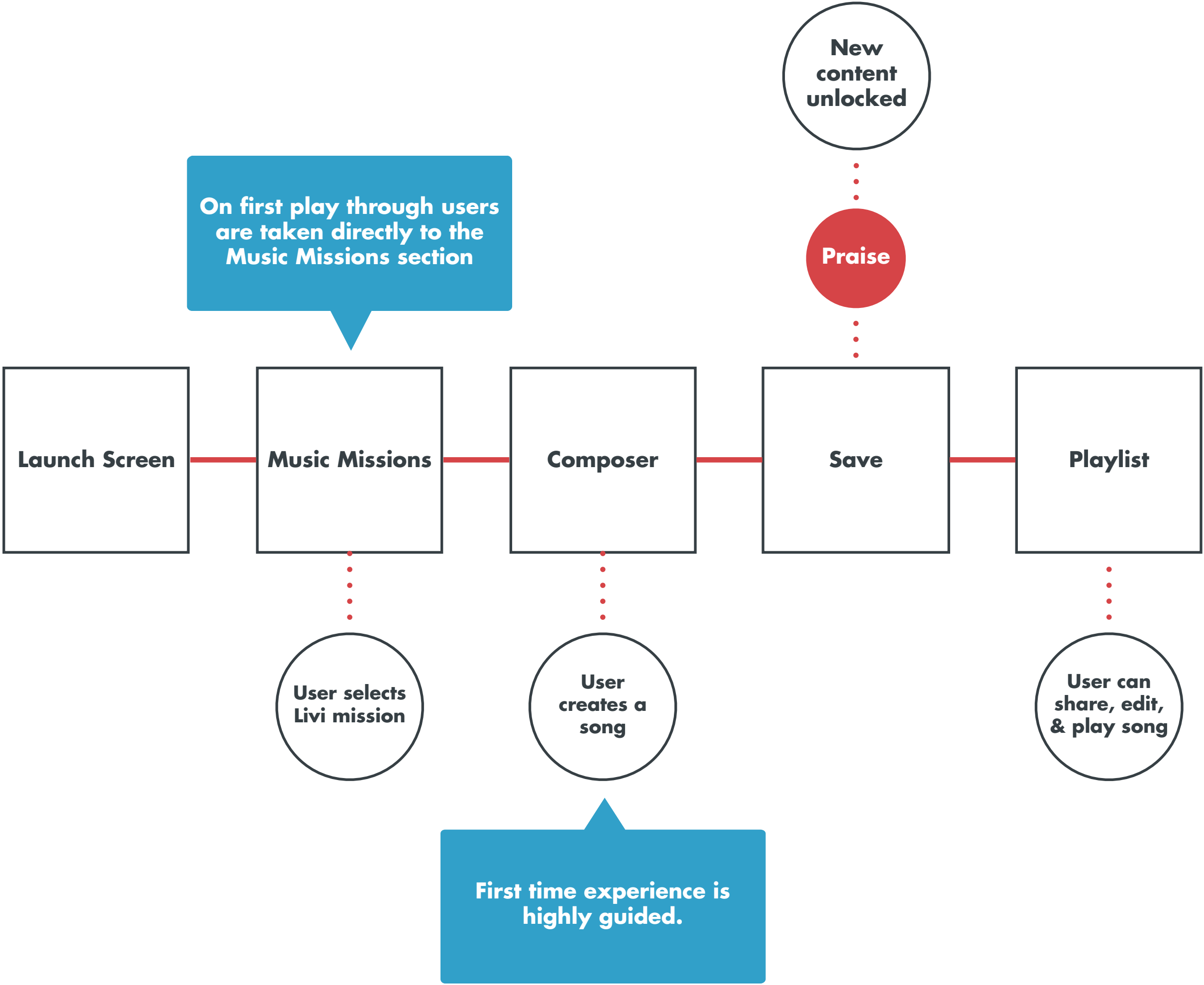
# Platform Experience





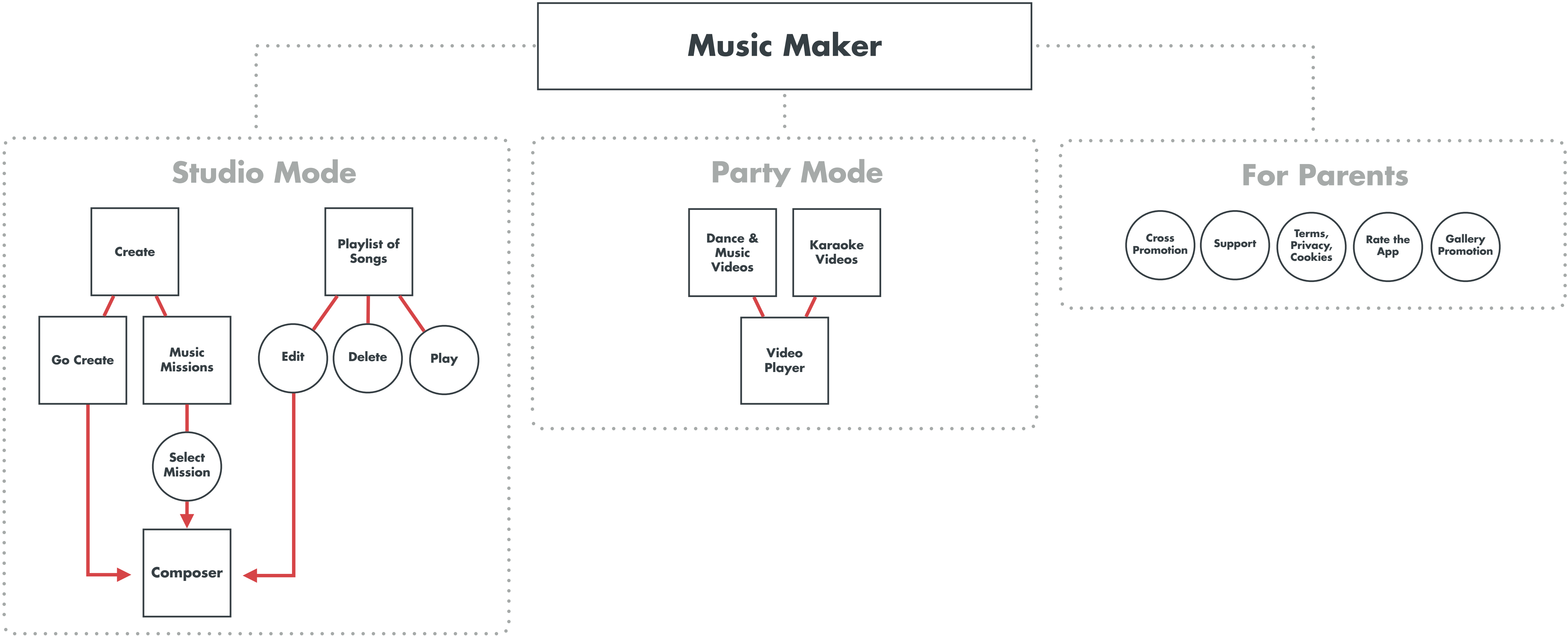
# User Flow Diagram

1st Play Through



# User Flow Diagram

2nd Play Through



# Music Missions

Help Livi create a new  
song before the big the  
show

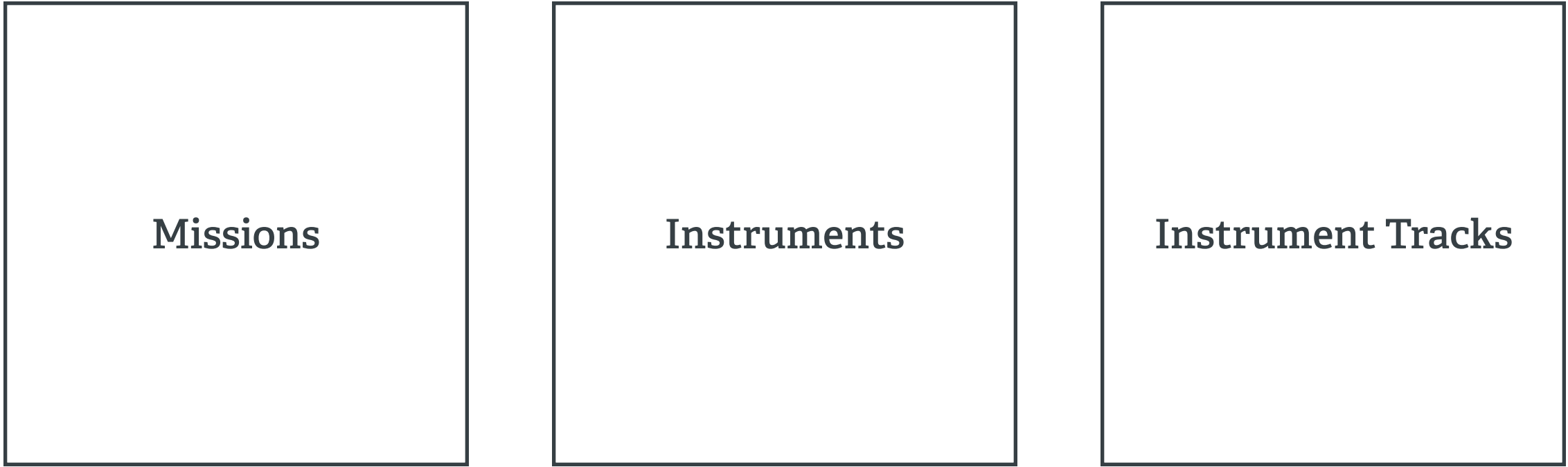
Make a song for a new  
friend

Make a song for  
Emma's Karate  
practice

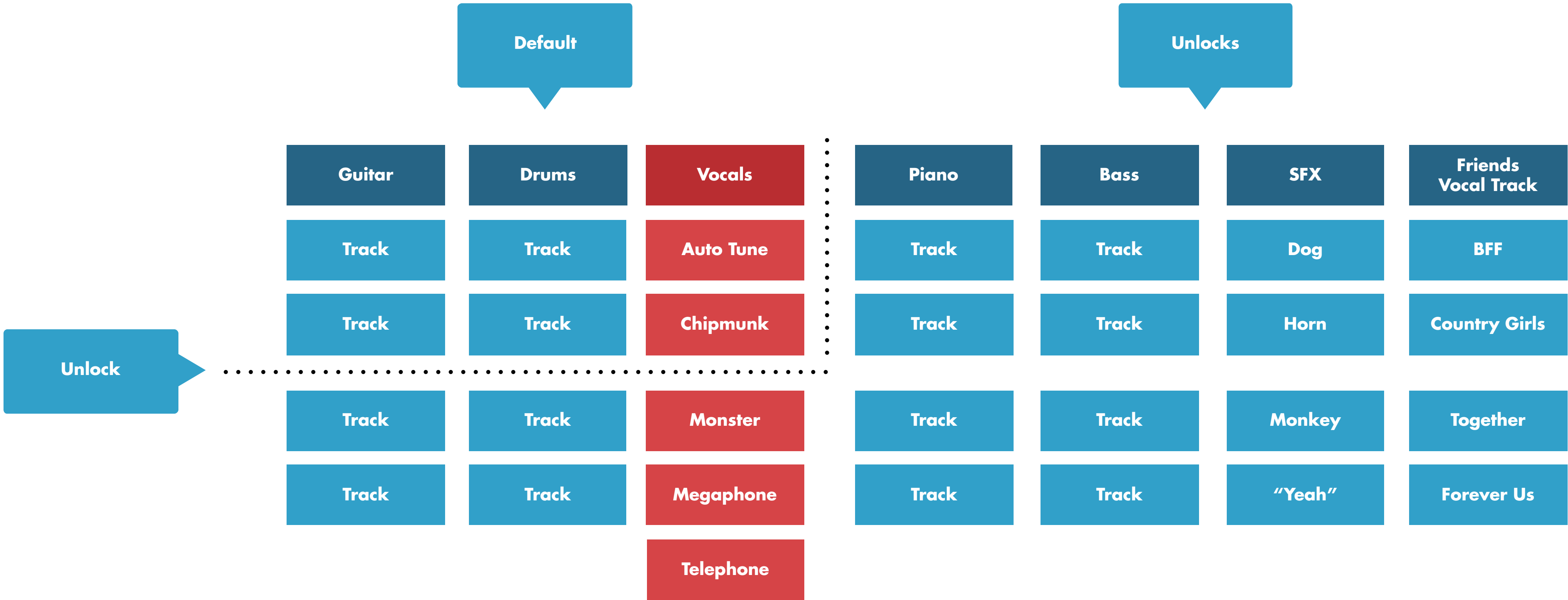
Make a song for the  
beach.

Make a song for your  
best friends Birthday

Make a song for a  
jungle adventure

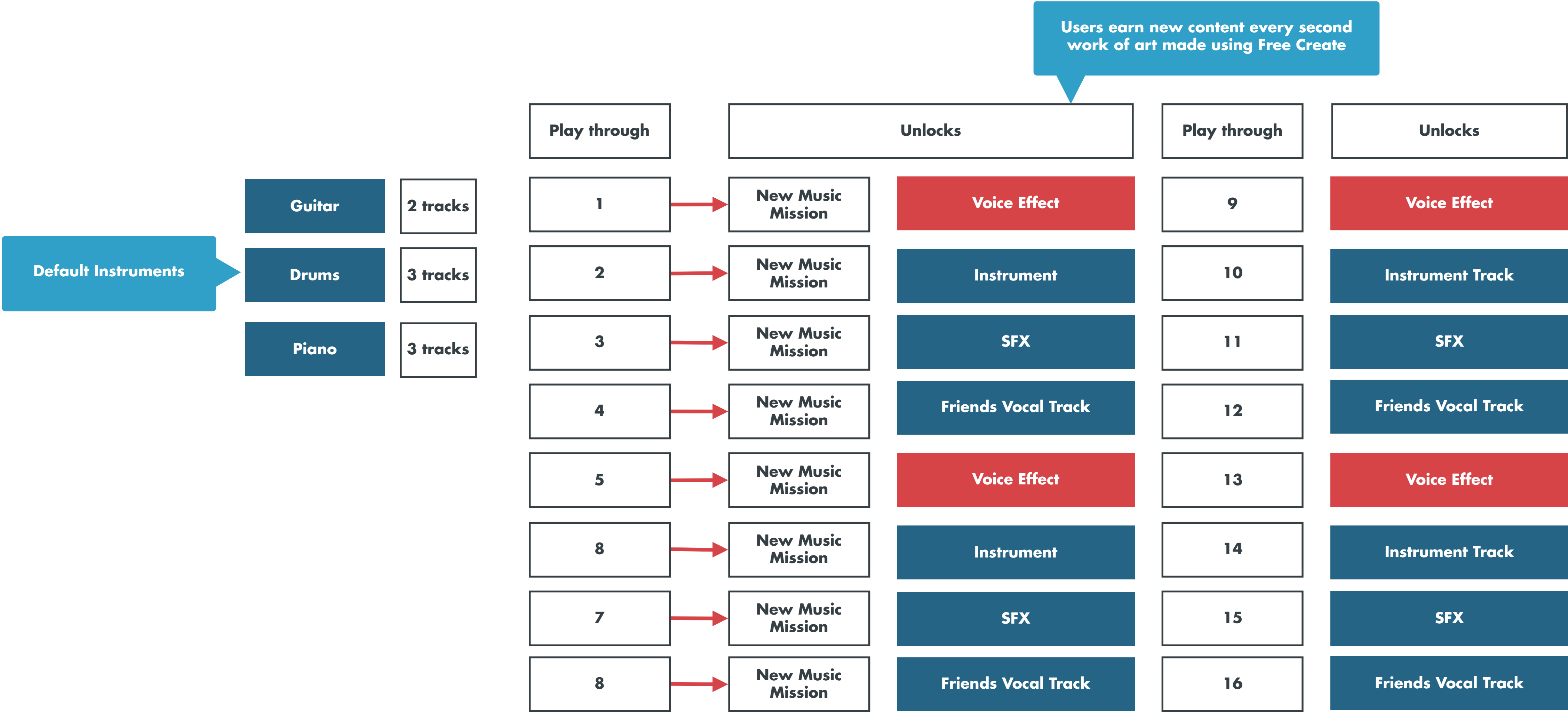


# Instruments



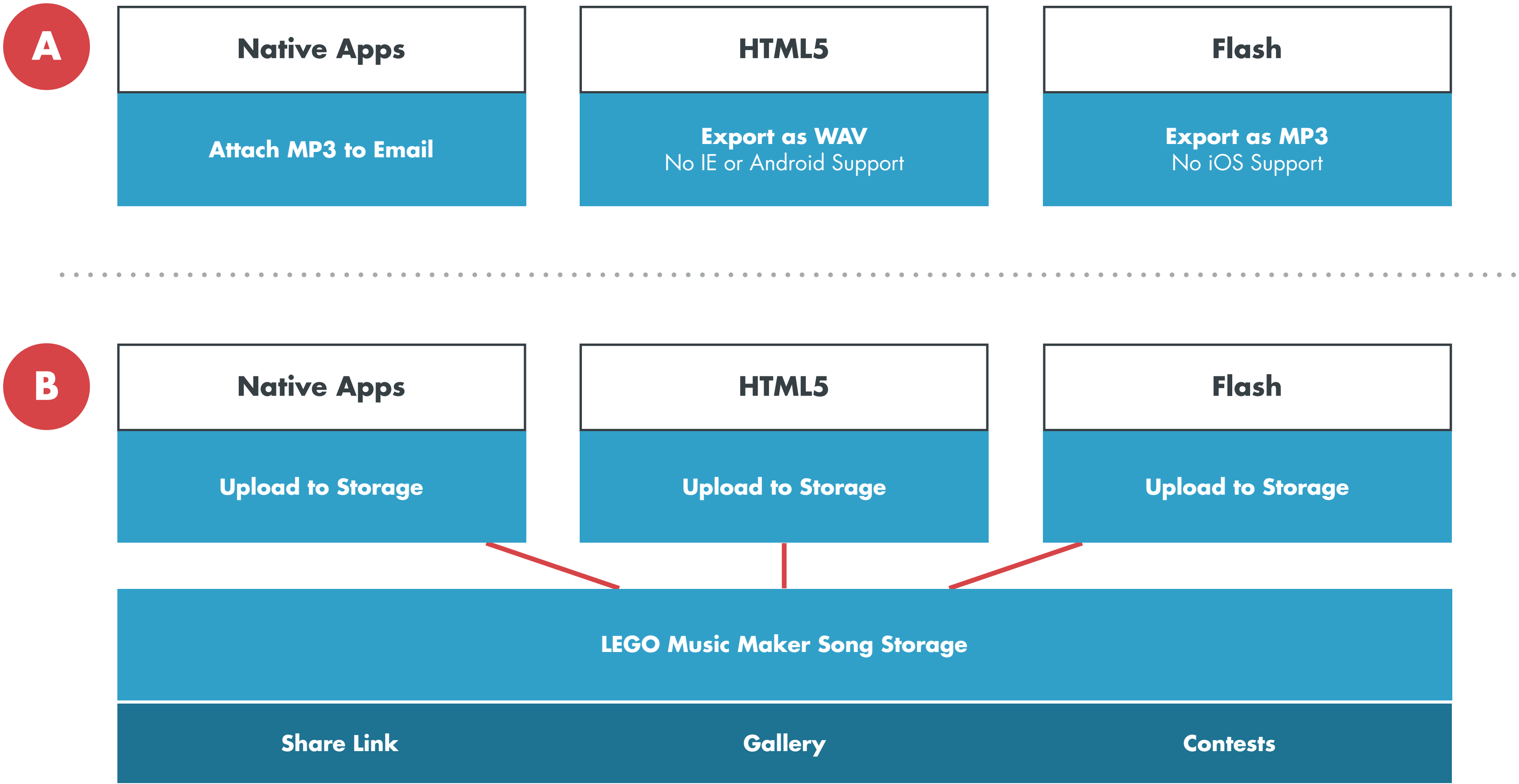
# Game Layer

## Art Inspirations and Free Create Unlocks Flow



Repeat until we've run out of content

# Output Options



# Budget Options

A

\$167,250.00  
976.740 DKK

Tablet  
Banners  
1 SM Update  
1 AM Update

No Game Layer  
No Party Mode  
No Handset

B

\$181,250.00  
1.058.500 DKK

Tablet  
Game Layer  
Party Mode  
Banners  
1 SM Update  
1 AM Update

No Handset

C

\$192,375.00  
1.123.470 DKK

Tablet  
Handset  
Banners  
1 SM Update  
1 AM Update

No Game Layer  
No Party Mode

No Flash  
No HTML 5

# Feature Definition

Game Layer  
\$8,000.00

Rewards, Praise  
& Unlockable  
Content  
  
Pgs 19, 52, 53, 54,  
55, & 56

Party Mode  
\$6,000.00

Dance & Karoke  
videos  
  
Pgs 83, 84, 85 & 86



# Native App Platform Outline

An Overview of Features & Functionality.



# Splash Screen





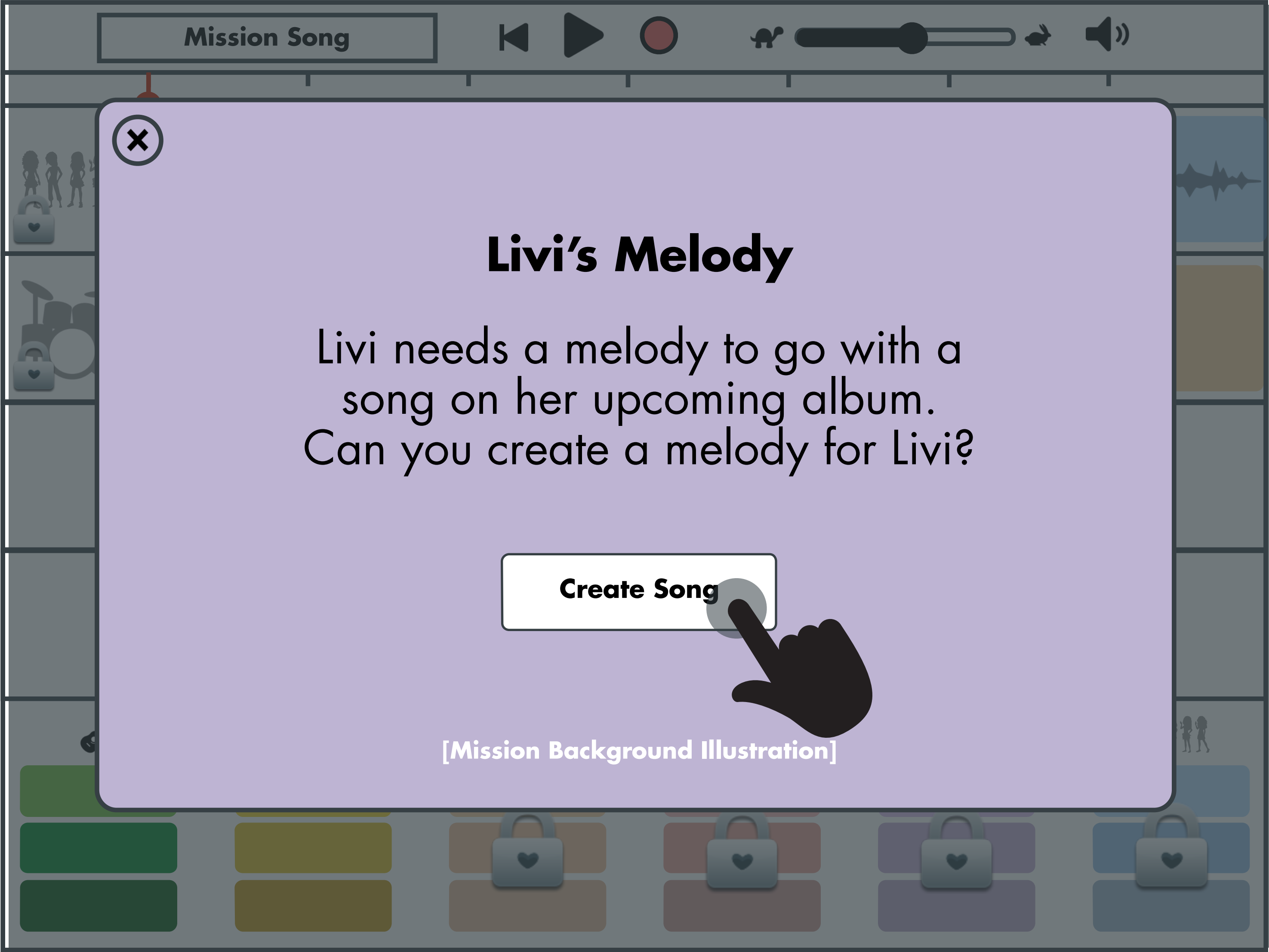
# First-Time Experience

Intro to the Music Maker  
Composition Tool

In this first-time experience, the user faces a song that has pre-arranged vocal and percussion tracks, but no instruments to play a melody. The user will be introduced to creating a song with the Music Maker Composition Tool by completing the requirements for this first guided mission.

Users will be aided throughout the introduction to the Composition Tool with an animated hand performing the intended interaction or gesture. The following slides outline a high-level representation of this onboarding.

# First-Time Experience

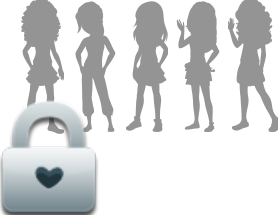




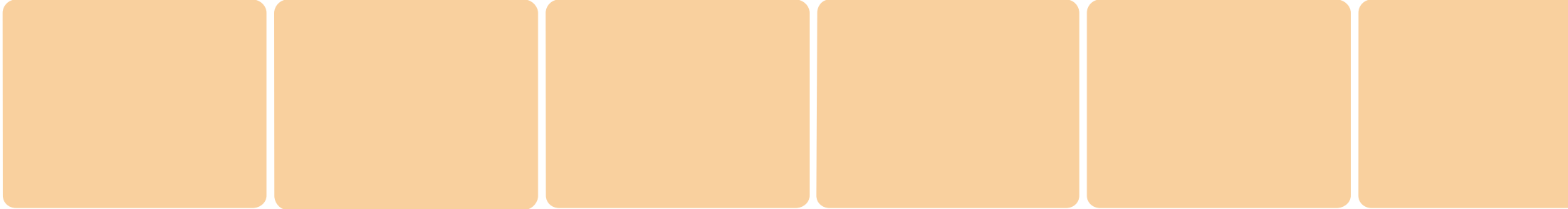
# Preview Instrument Track



Mission Song


# Arranging Instrument Tracks







**Mission Song** ◀ ▶ ● 🐘 🎚️ 🗑️ 🔊 ⌚










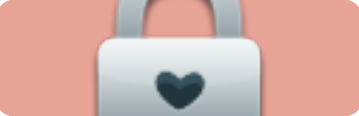








 





# Arranging Instrument Tracks

Mission Song

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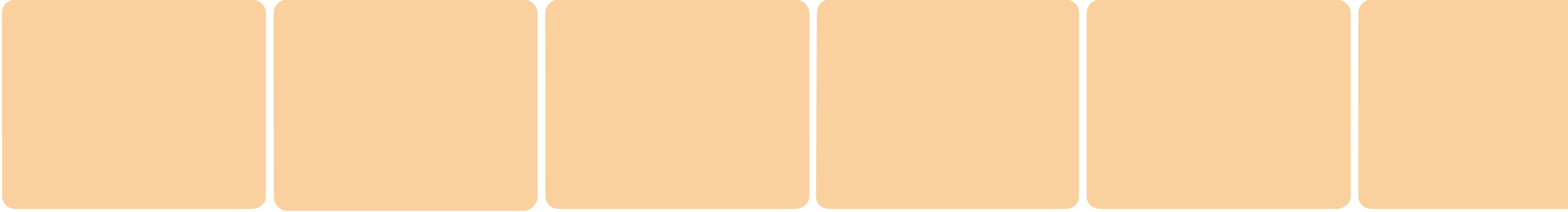
🔊



✓


  









  









  









  




  
  





  




  
  



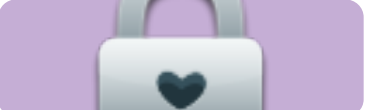

  




  
  




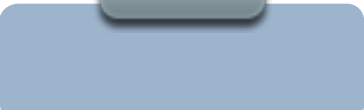
  










  
  



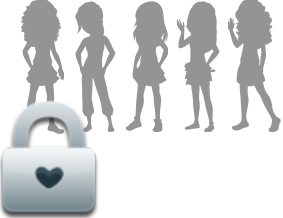
  



  
  




# Arranging Instrument Tracks

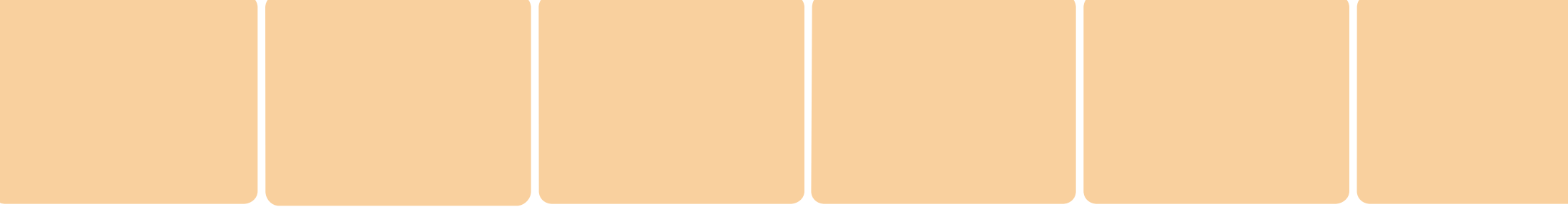
Mission Song





















































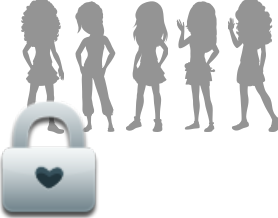


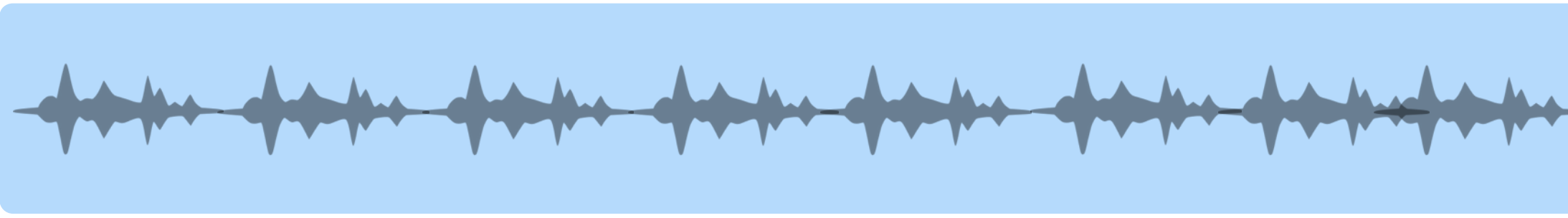




# Arranging Instrument Tracks

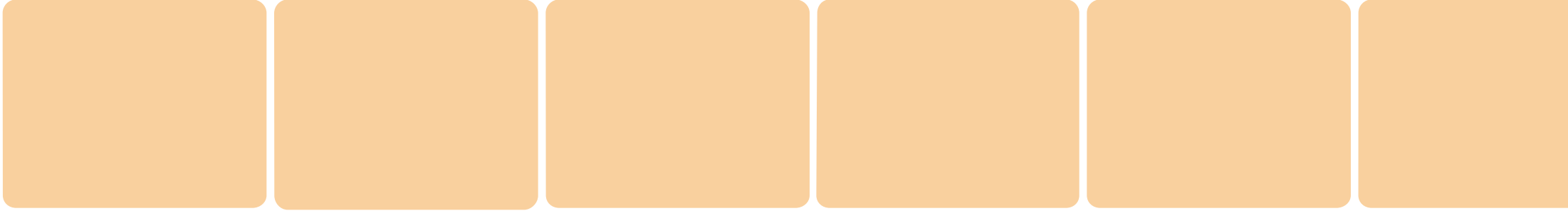
Mission Song



















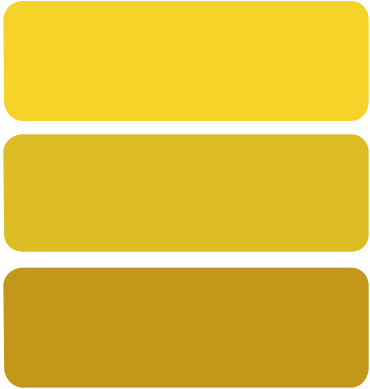






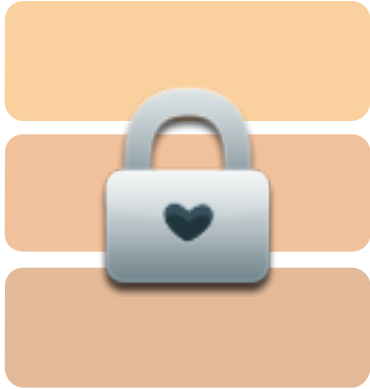






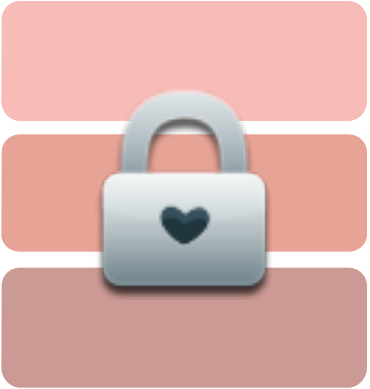


























# Arranging Instrument Tracks

[illegible]



The image shows a digital audio workstation (DAW) interface. At the top, there is a 'Mission Song' title bar and a control bar with icons for previous, play, stop, solo, volume, mute, and a checkmark. Below this is a timeline with a red vertical line indicating the current playhead position. The main workspace contains several tracks: 1. A vocal track with a blue background and a waveform, featuring a group of five female silhouettes and a heart icon. 2. A drum track with an orange background and six rectangular blocks, featuring a drum set icon and a heart icon. 3. A guitar track with a green background and four rectangular blocks, featuring a guitar icon. 4. A piano track with a yellow background and three rectangular blocks, featuring a piano keyboard icon. At the bottom, there is a mixer section with six vertical sliders, each with a colored knob and a heart icon. The sliders are labeled with icons: guitar, piano, drums, guitar, a disc icon, and a group of five female silhouettes. The sliders are currently set to different levels, with the first four having heart icons and the last two having group silhouettes.


# Navigating the Song



Mission Song


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👉


  






  















  





  







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# Navigating the Song

Mission Song

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# Navigating the Song

Mission Song

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👤👤👤👤👤

🔒



The image shows a music creation application interface. At the top, there is a 'Mission Song' title bar. Below it is a control bar with icons for previous, play, a red recording button, a solo icon, a volume slider, a mute icon, and a speaker icon. A progress bar is located just below the control bar. The main workspace is divided into several horizontal tracks. The top track is a blue audio waveform track with a lock icon and a group of five female silhouettes on the left. Below it are four instrument tracks: drums (orange blocks), guitar (green blocks), piano (yellow blocks), and a keyboard track (white blocks). At the bottom, there is a track selection area with icons for guitar, piano, drums, electric guitar, a disc icon, and the group of five female silhouettes. Below these icons are three rows of colored blocks: green, yellow, and orange. The third row contains three padlock icons with a heart inside, positioned over the orange blocks.

## Playing the Song

[illegible]

## Playing the Song

[illegible]

## Playing the Song

Mission Song


# Playing the Song

Mission Song

⏮

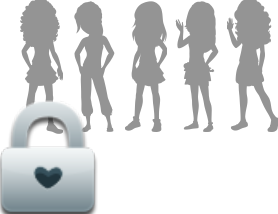
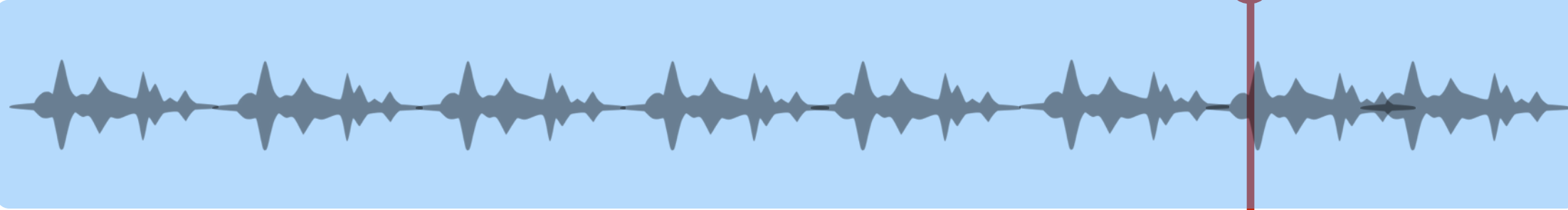




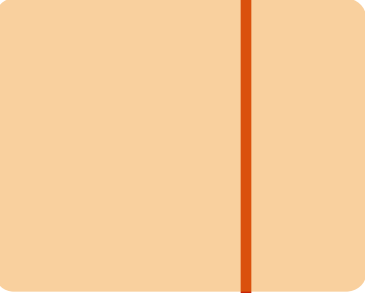































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# Playing the Song

Mission Song

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👥 🔒						
🥁 🔒						
🎸 🔒						
🎹 🔒						
🎸	🎹	🥁	🎸	🎵	👥	
<div></div>	<div></div>	<div>🔒</div>	<div>🔒</div>	<div>🔒</div>	<div>🔒</div>	
<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	
<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	

# Completing the Song

Saving, Naming and Choosing  
Album Cover for Song

# Completing the Song

Mission Song

⏮️ ⏭️ ⏹️ 🐘 🎚️ 🔄 🔊

👉

















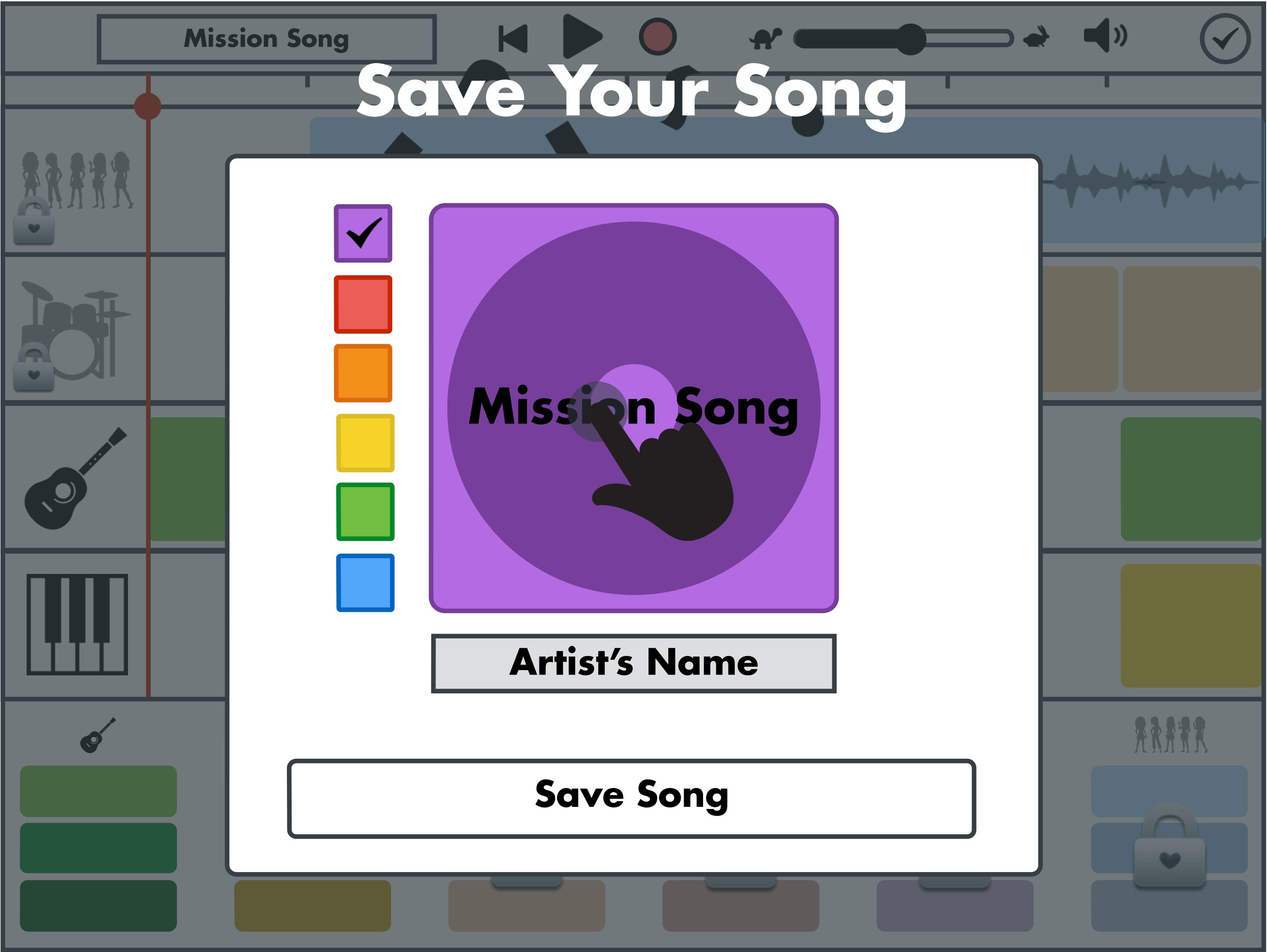


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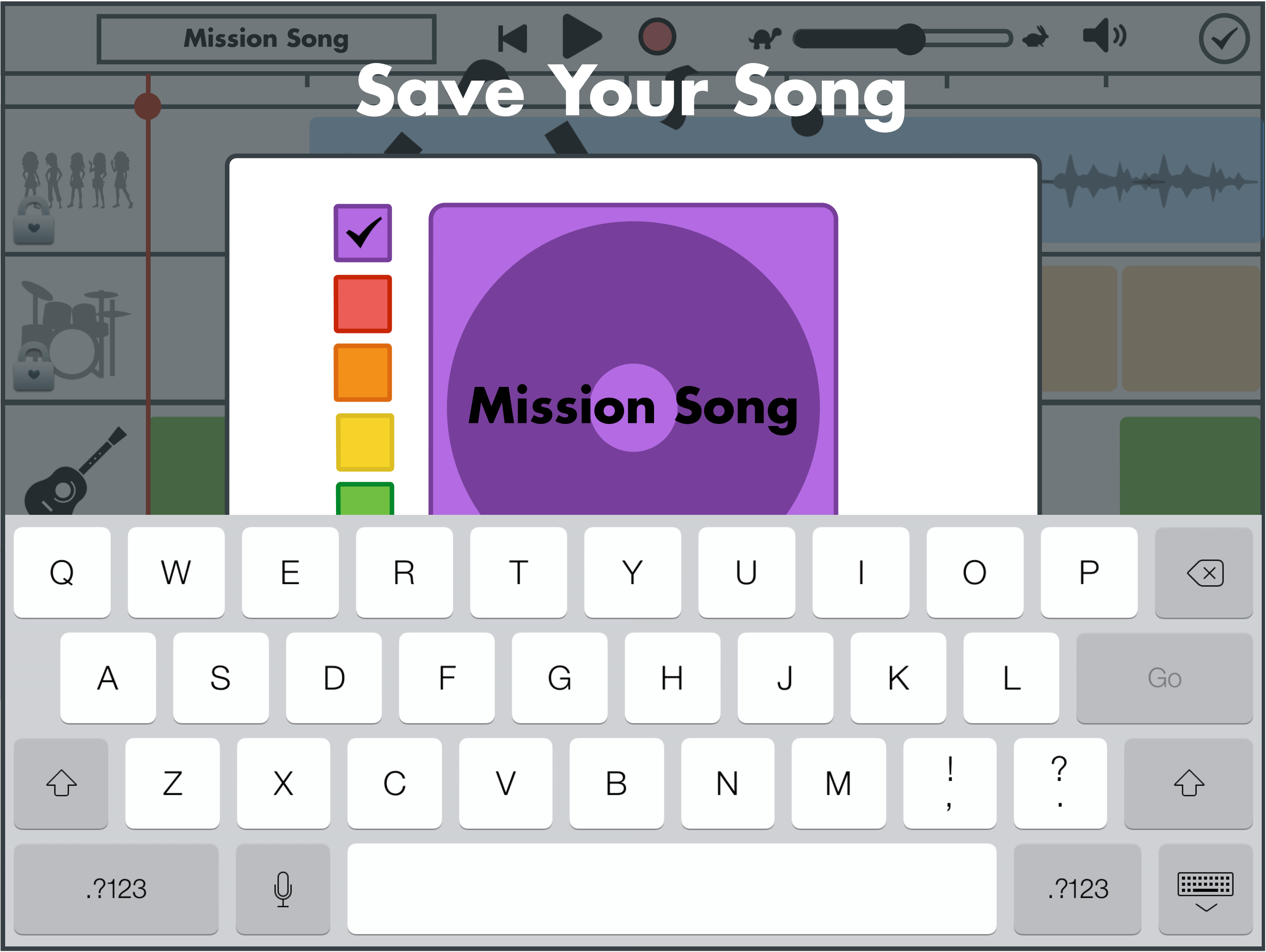


**Option A**

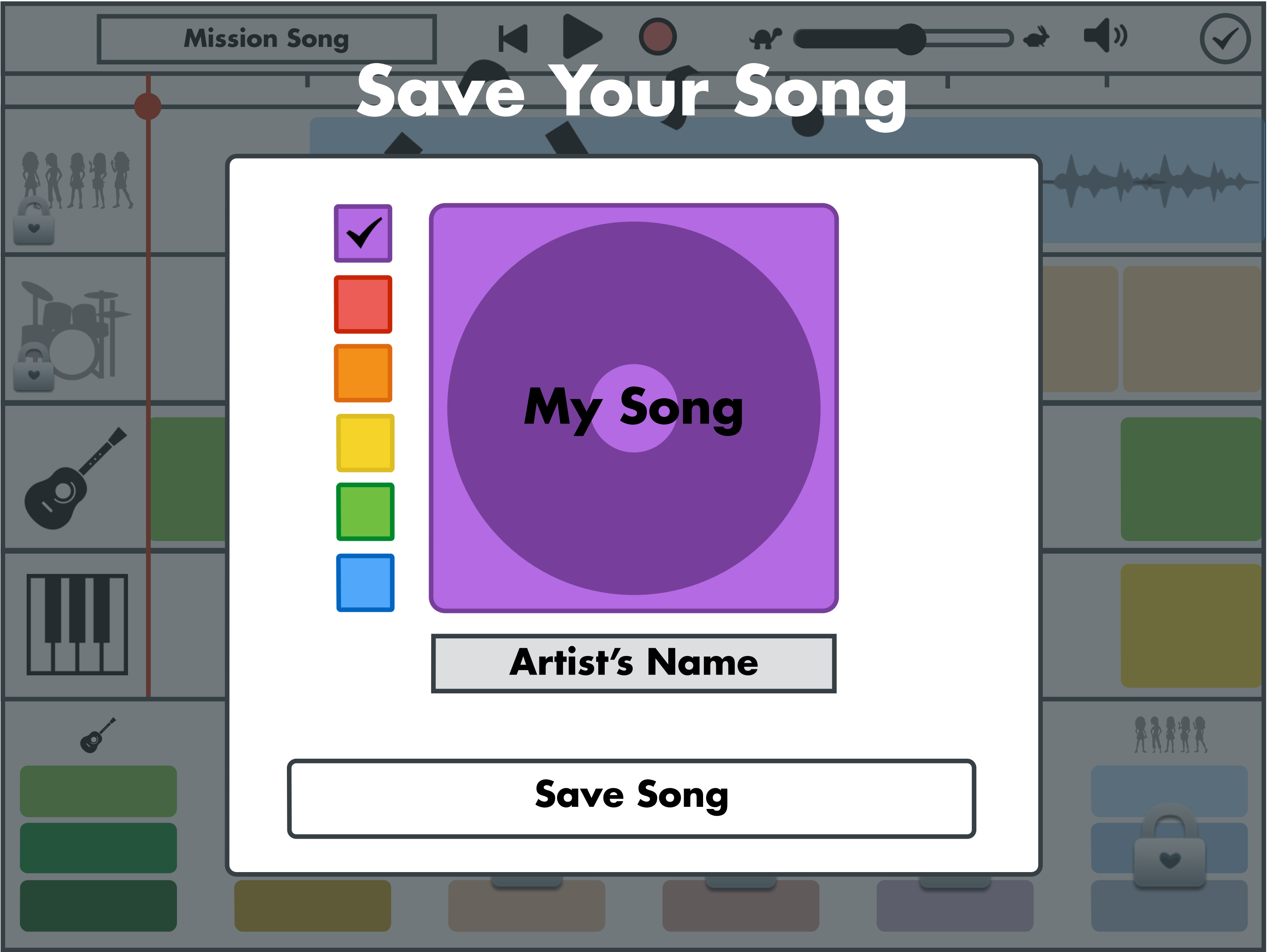
# Save & Name Song



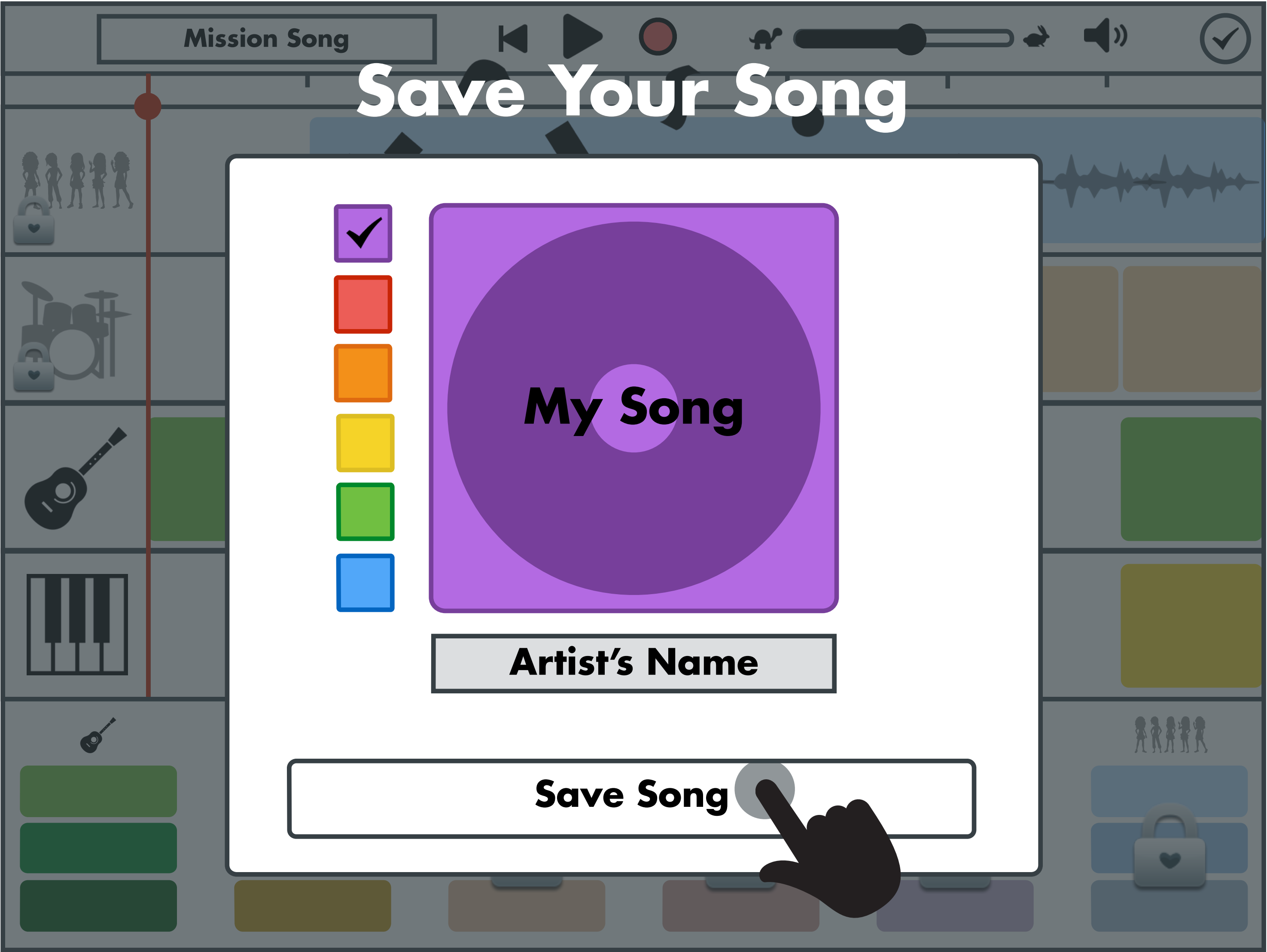
# Save & Name Song



# Save & Name Song

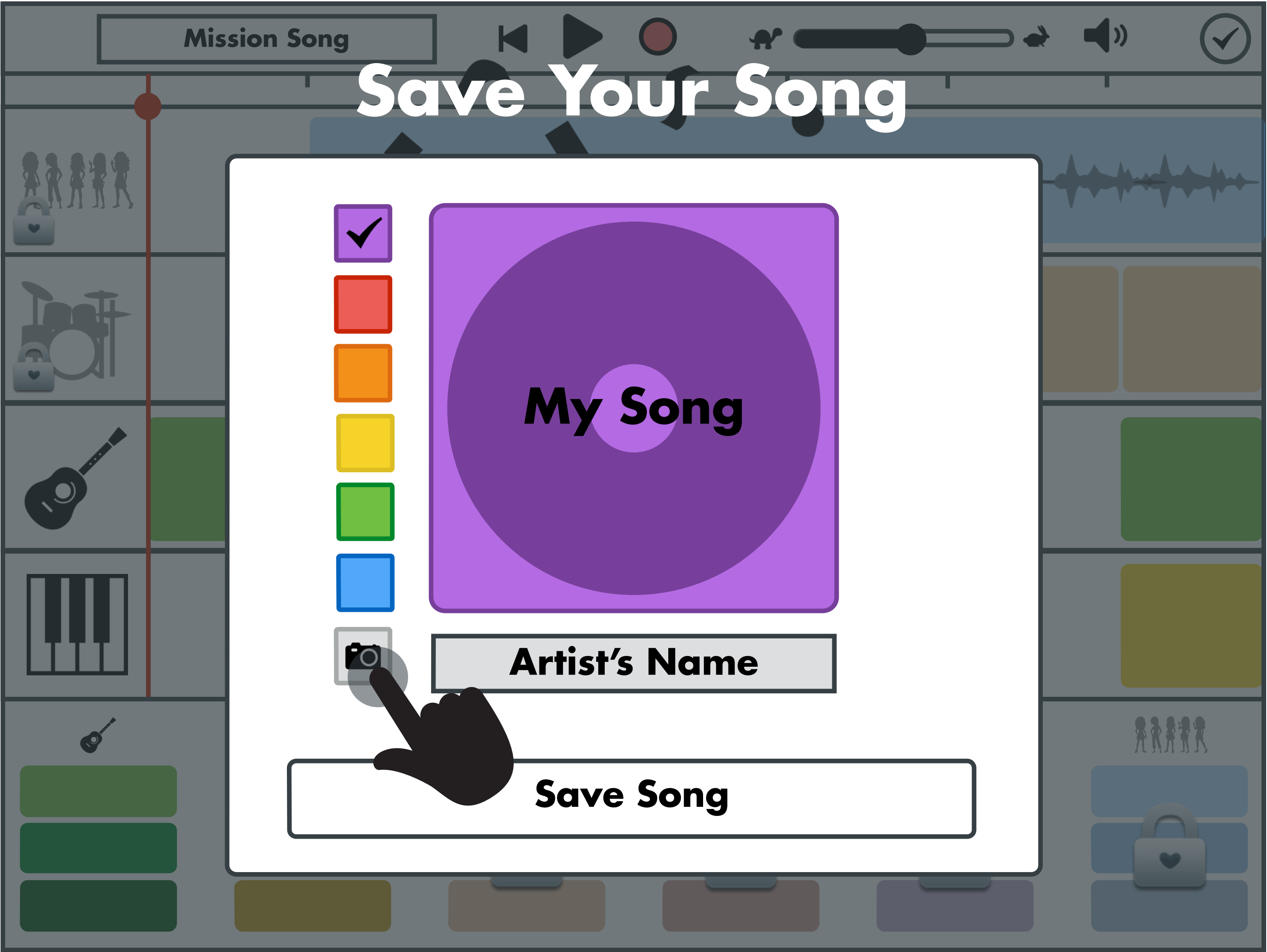


# Save & Name Song

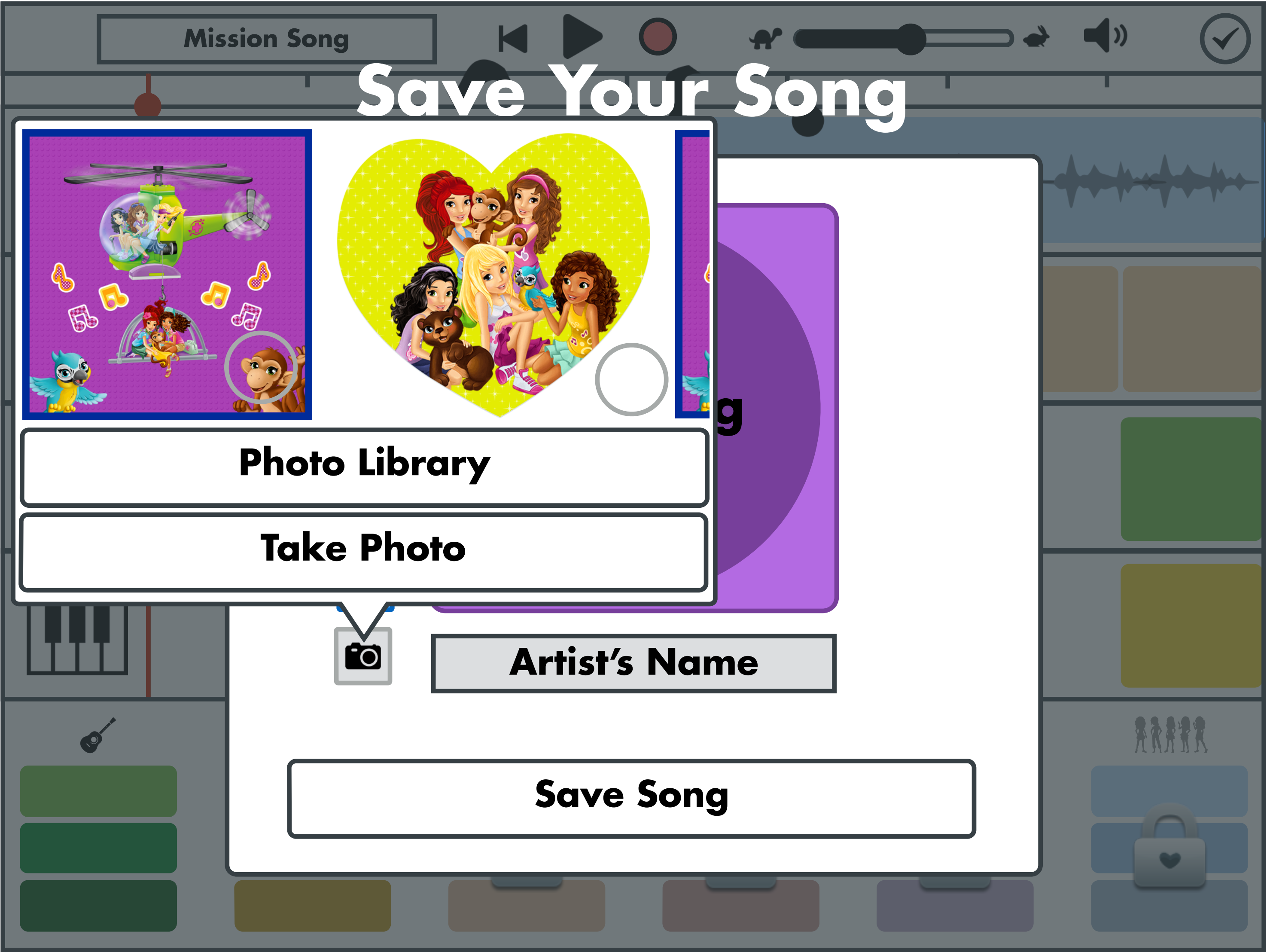


**Option B**

# Save & Name Song

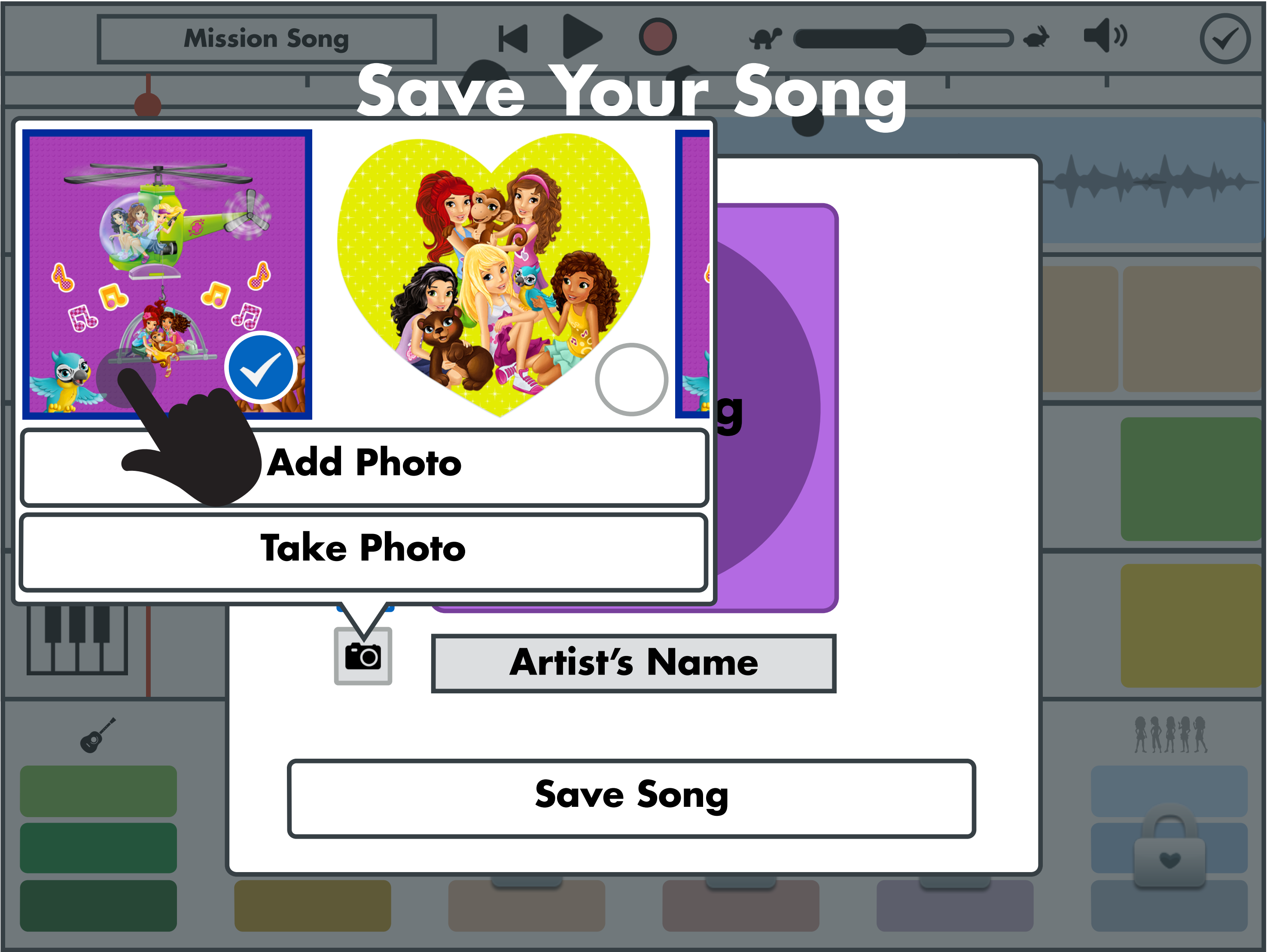


# Save & Name Song

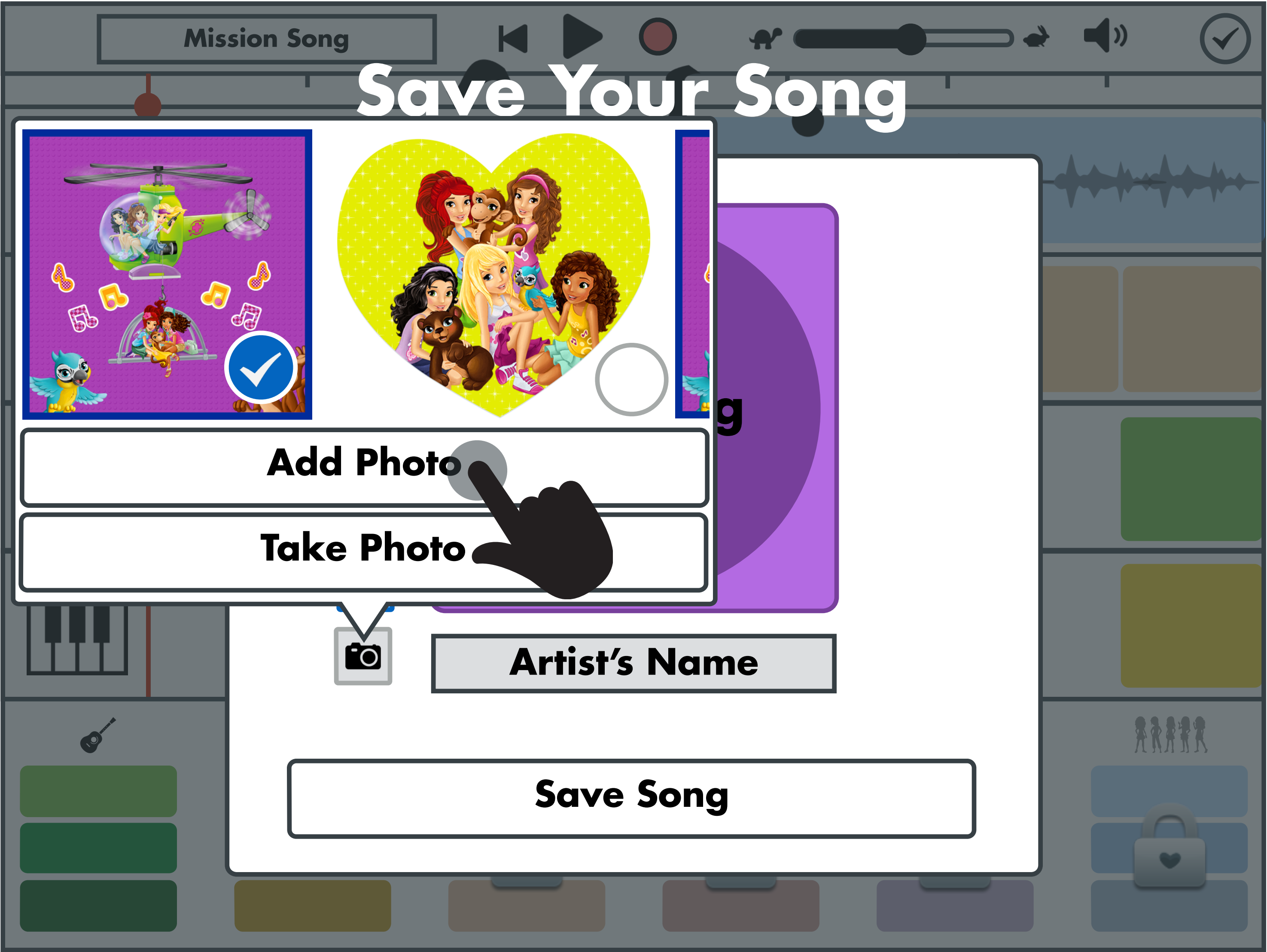




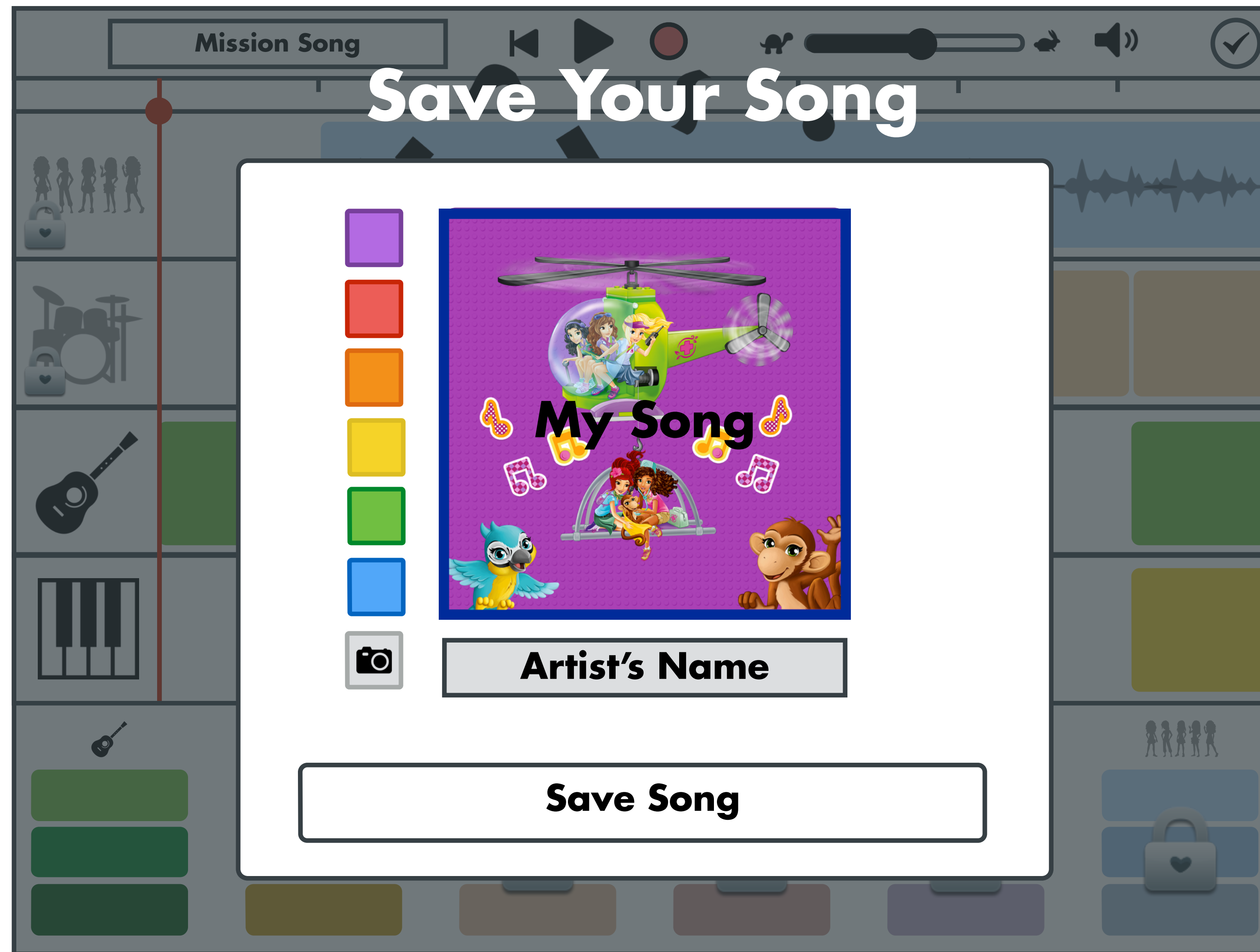
# Save & Name Song



# Save & Name Song

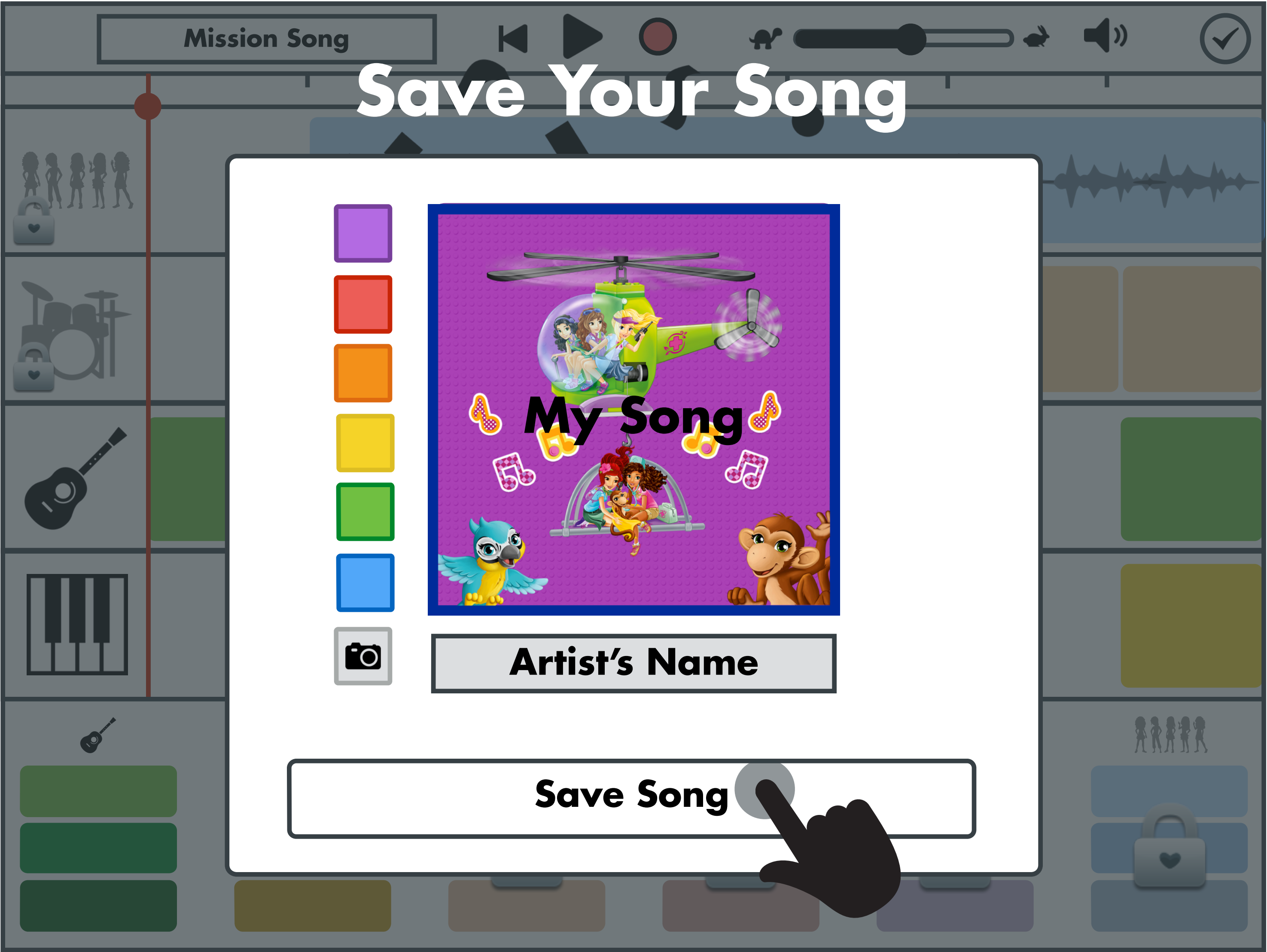


## Save & Name Song





# Save & Name Song



# Studio Mode

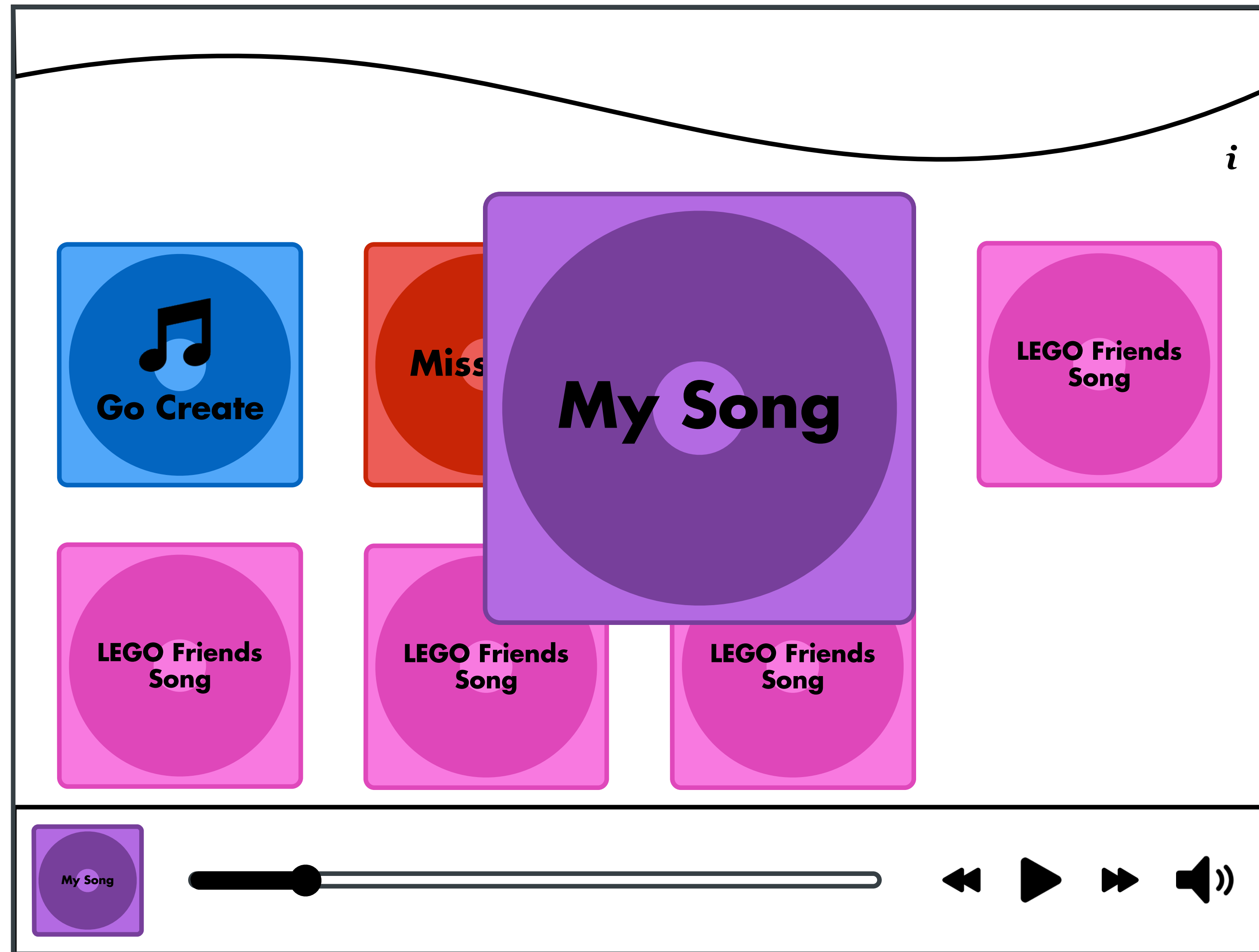
Create & Listen

The user arrives to the Studio Mode view with their newly created song playing, enriching the experience of their creation. The Studio Mode shows a list of pre-downloaded(?) LEGO Friends songs, along with the user's newly created song from their first mission. The game layer shows the user what they've unlocked by completing their song.

# Studio Mode

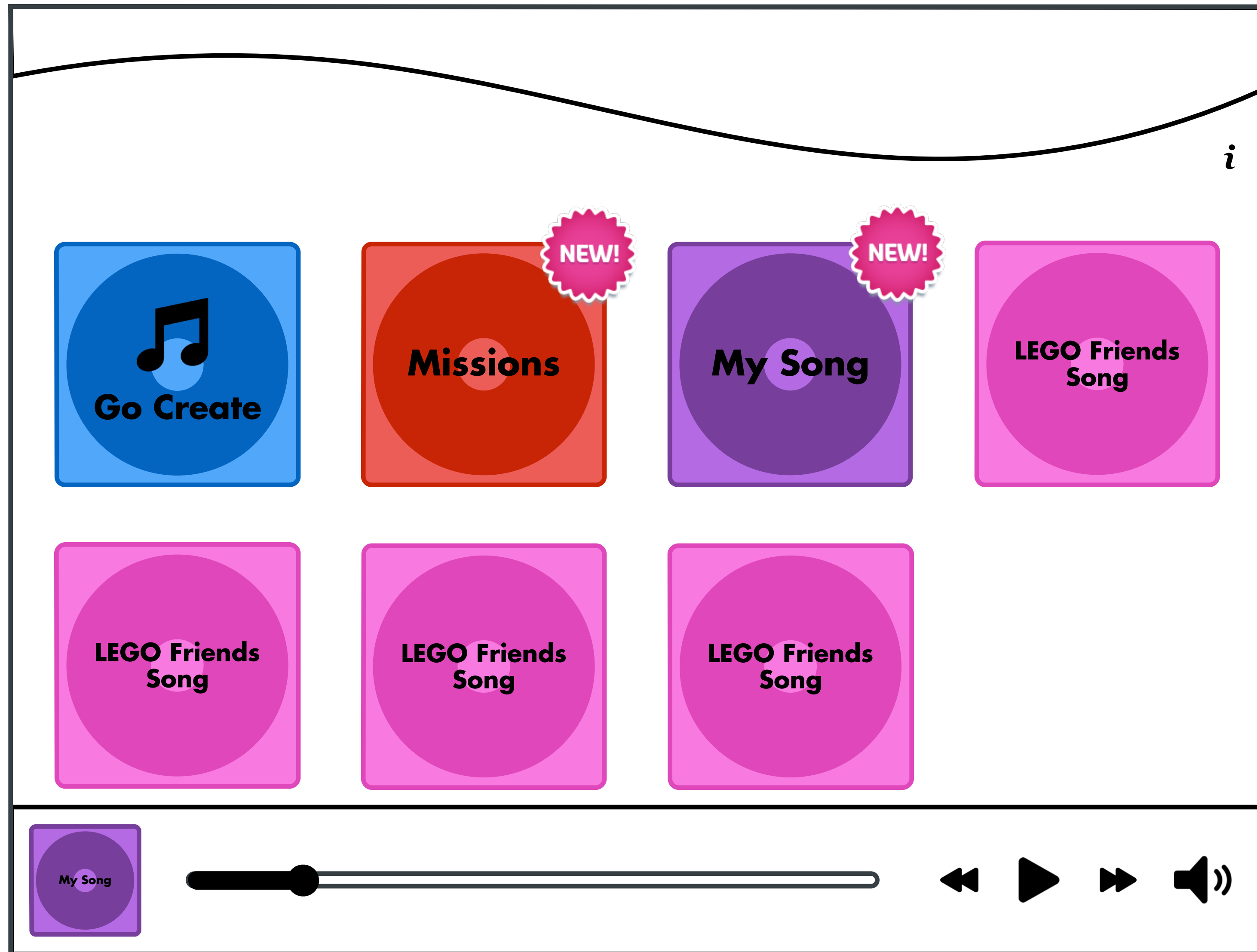


# Studio Mode





# Studio Mode



# Praise & Unlock New Instrument

**New Instrument**

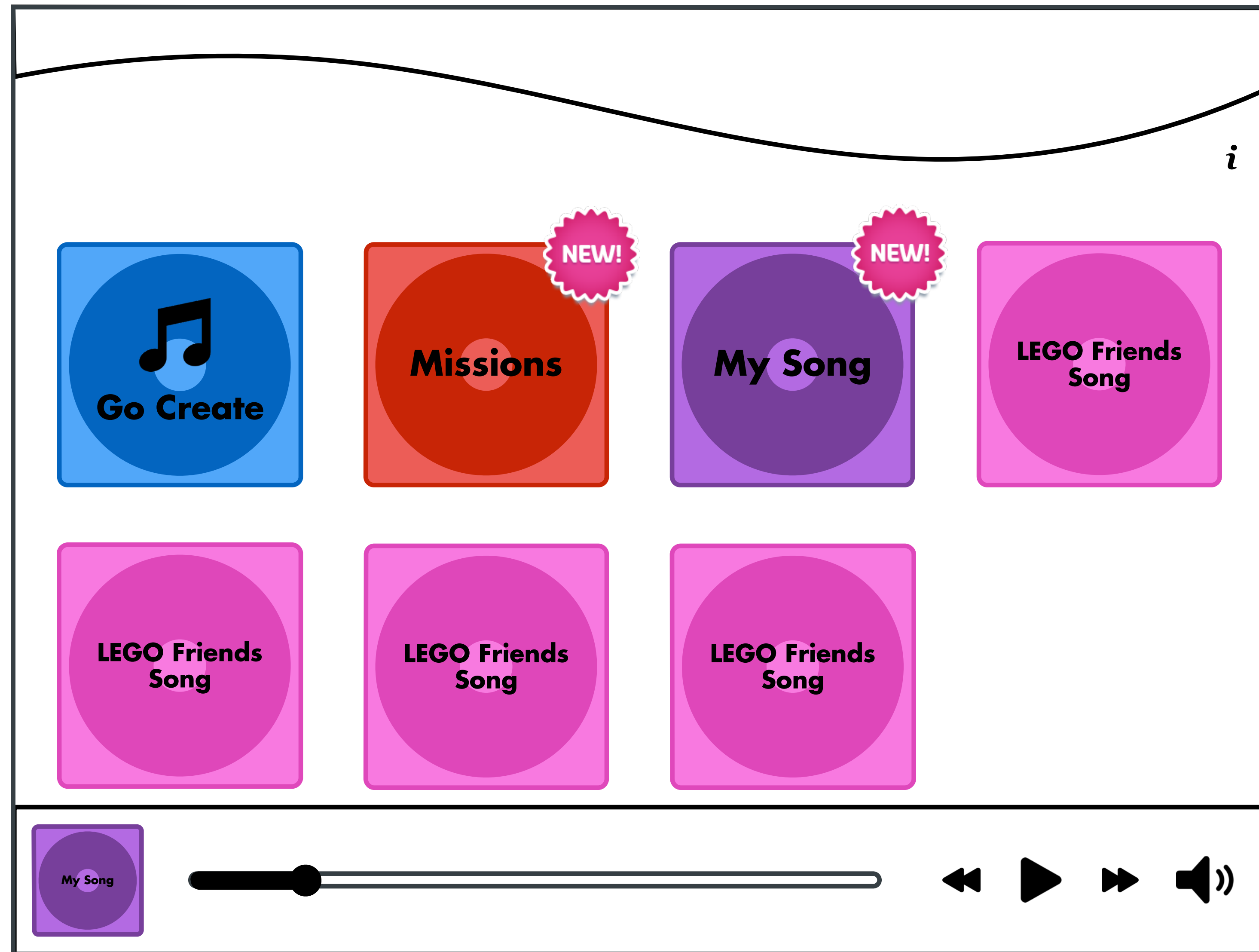


**Next**

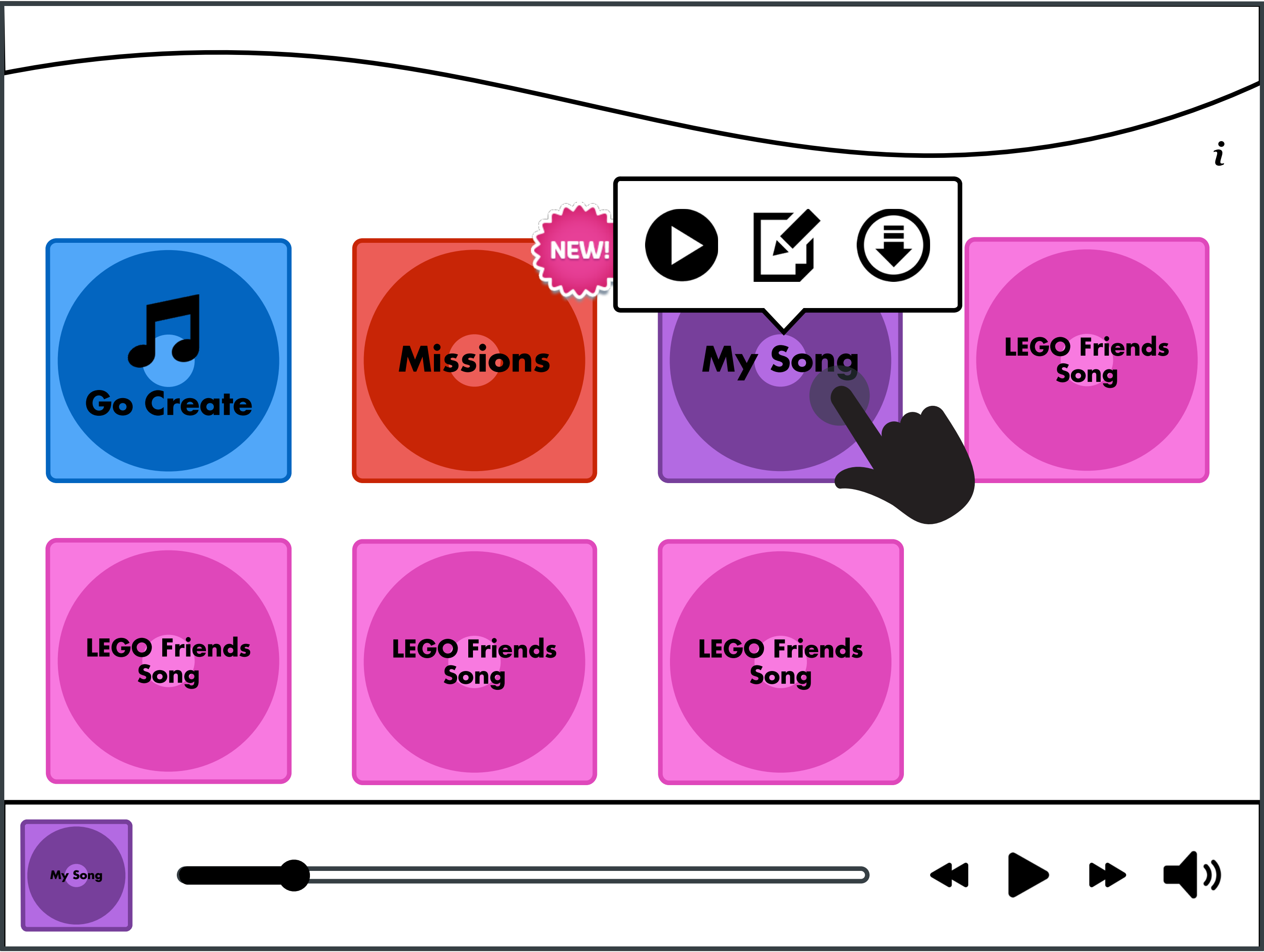
# Praise & Unlock New Mission



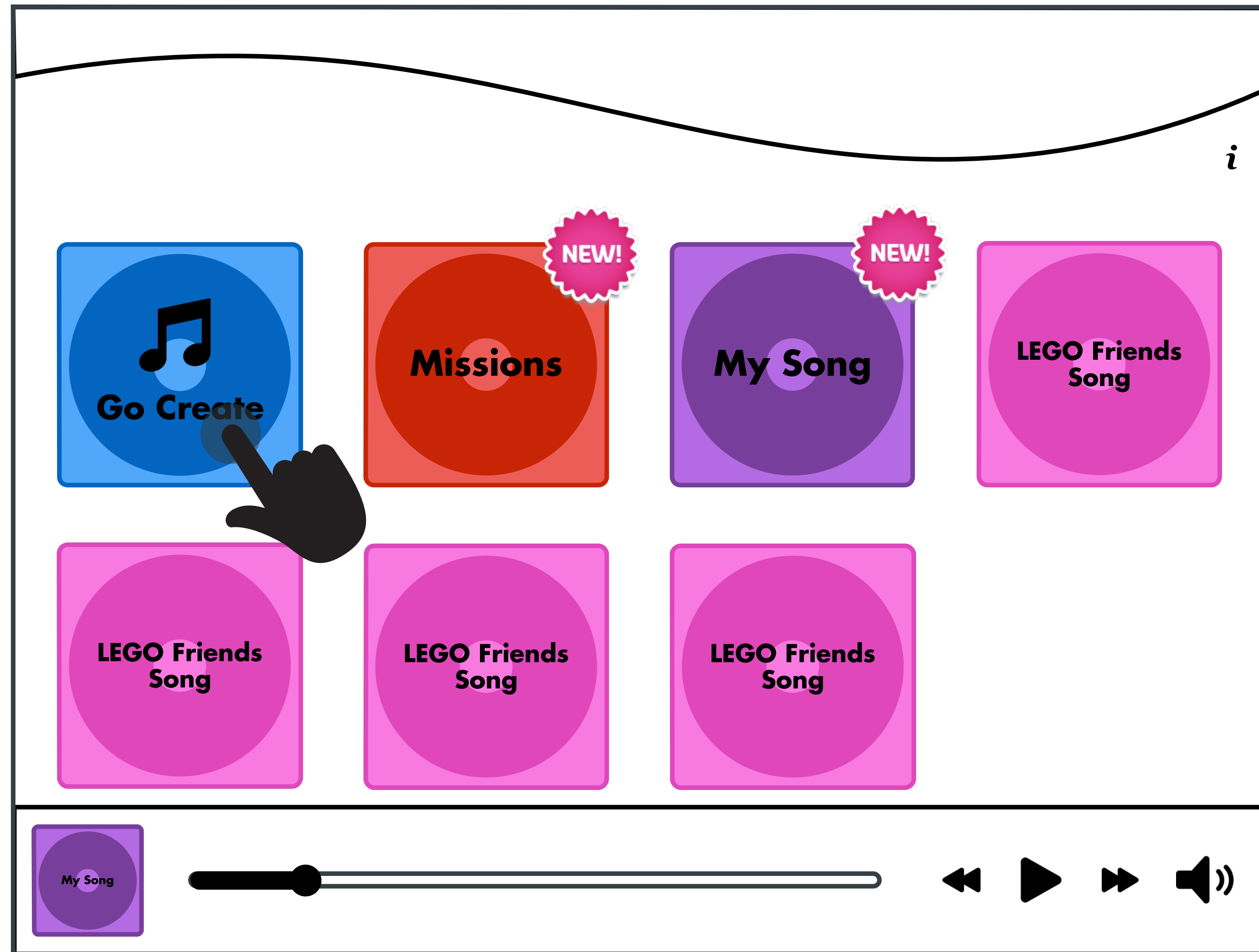
# Studio Mode



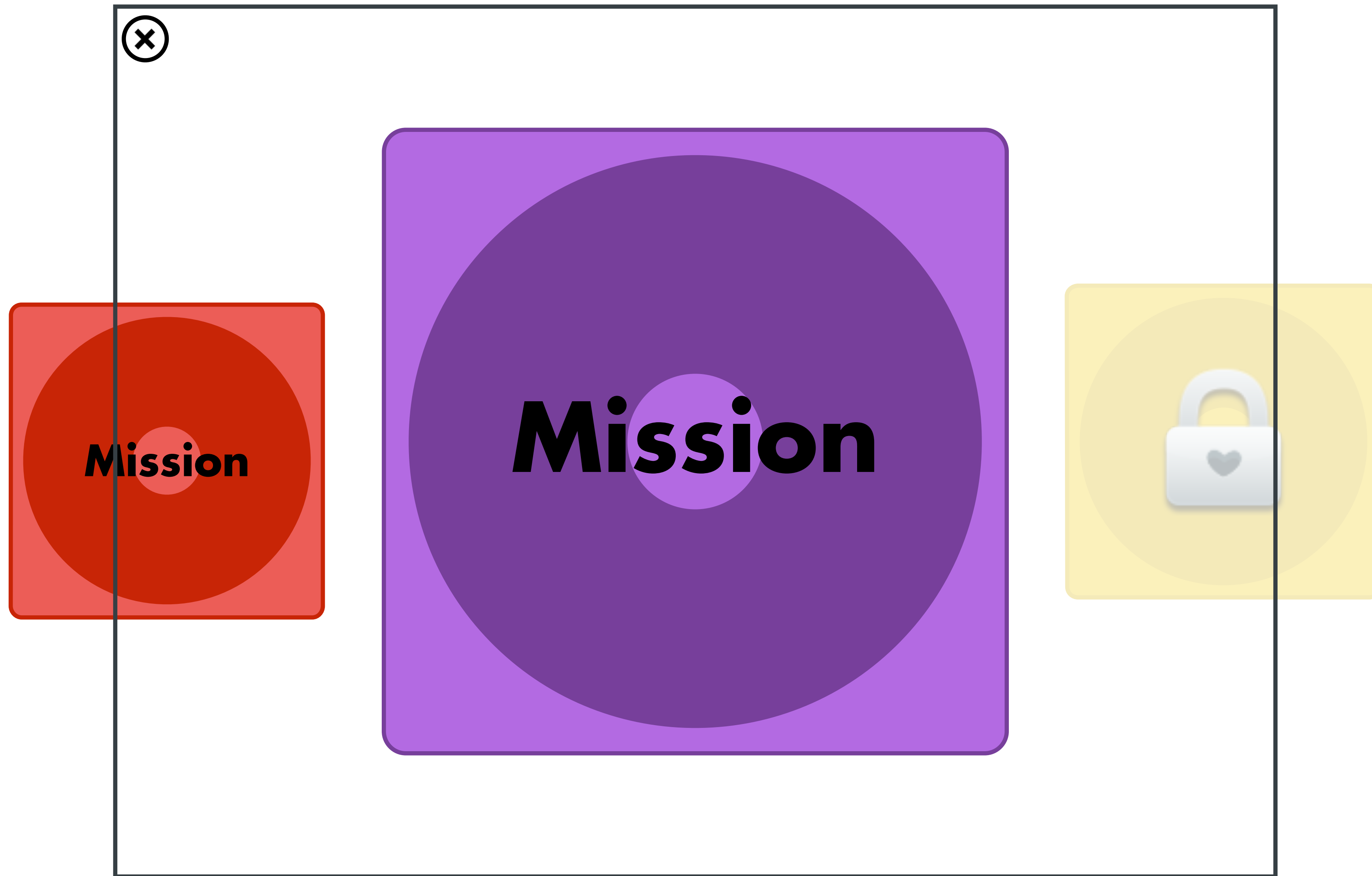
# Song Interaction



# New Song



# Activity Selection



# Recording

Using the Mic to Record Custom Audio  
in the Composer Tool



Users will have the ability to record and add effects to custom audio recordings with the Composition Tool.

## Record Custom Audio

[illegible]

# Count Down to Record

✕
Mission Song

⏮
▶
●
🐘

🐭
🔊
✓


# Count Down to Record





# Live Recording


✕


Mission Song


⏮ ⏭ 🔴 🐘  🐘 🔊 ⏸





























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# Live Recording Continued

✕

Mission Song

⏮ ⏭ ⏹

✓

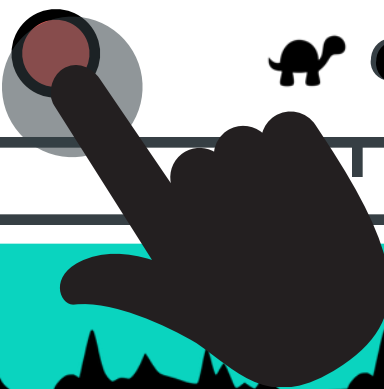

# End Record


✕

Mission Song

⏮


⏭








🔊

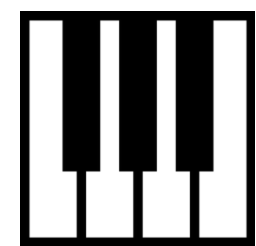
✓





















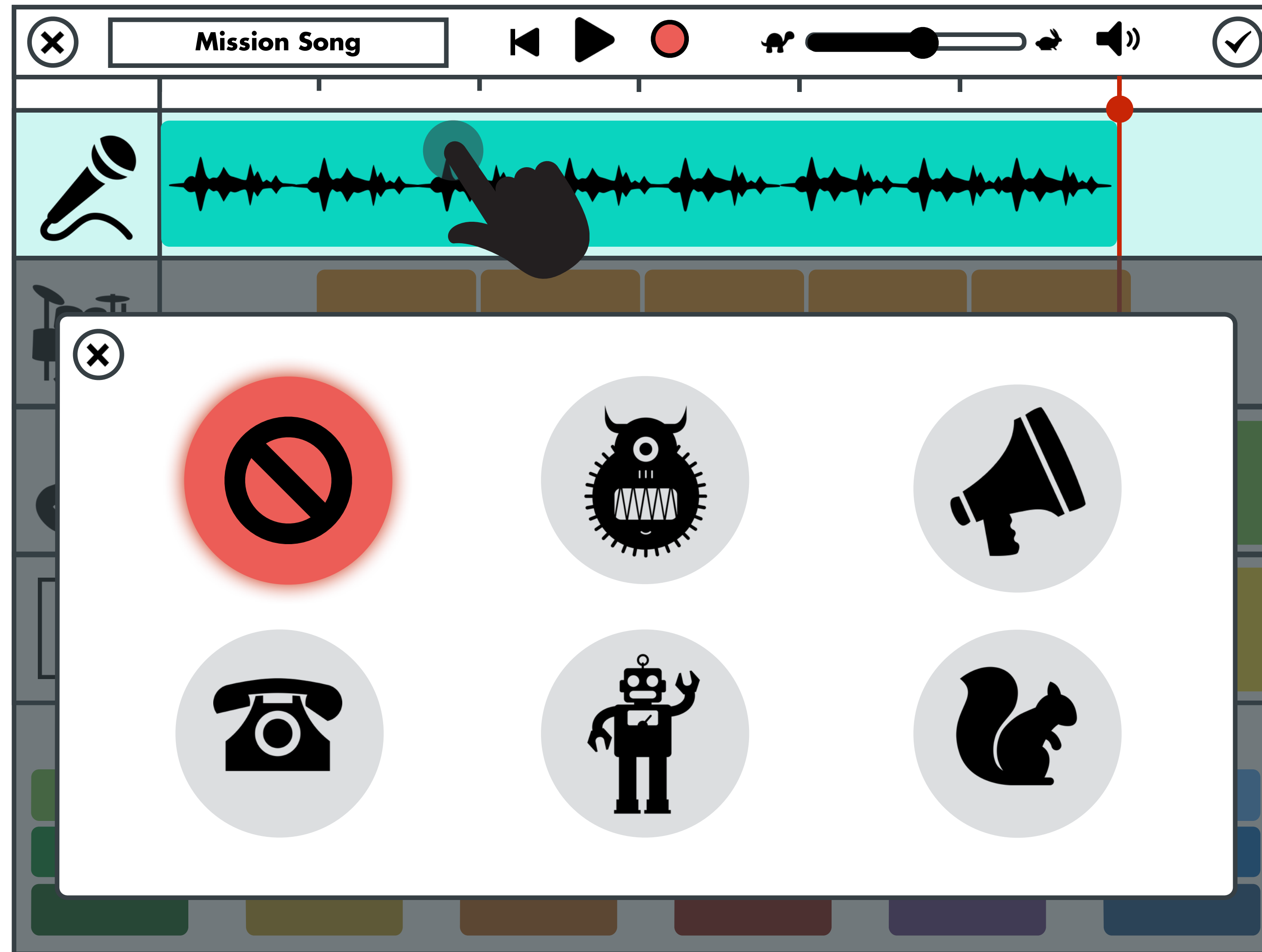








# Add Effects to Recording





# Add Effects to Recording



# Add Effects to Recording



# Editing Tracks

Arranging & Modifying  
Instrument Tracks

Users will have the ability to edit the tracks of a song through the drag and tap gestures.

Interactions include being able to:

- Rearrange the tracks of an instrument
- Delete the tracks of an instrument

# Drag to Rearrange

The interface is titled "Mission Song" and features a top control bar with a close button (X), a play button, a red stop button, a volume slider, a speaker icon, and a checkmark button. Below the control bar is a timeline with a red vertical line indicating the current position. The main area contains four tracks: a vocal track with a microphone icon and a teal waveform; a drum track with a drum icon and seven orange rectangular blocks; a guitar track with a guitar icon and five green rectangular blocks; and a piano track with a piano icon and four yellow rectangular blocks. A hand cursor is shown interacting with the blocks. At the bottom is a panel with icons for guitar, piano, drums, guitar, and a group of people, each with three corresponding colored blocks. A red trash can icon is overlaid on the central blocks.

# Drag to Rearrange

The interface is titled "Mission Song" and features a top control bar with a close button (X), a play button, a red record button, a volume slider, a speaker icon, and a checkmark button. Below the control bar is a timeline with a red vertical line indicating the current position. The main area is divided into four horizontal tracks: a microphone track with a teal background and a black waveform; a drum track with an orange background and several orange rectangular blocks; a guitar track with a green background and several green rectangular blocks; and a piano track with a yellow background and several yellow rectangular blocks. A hand icon is shown dragging an orange block from the drum track to the guitar track. At the bottom, there is a grey panel with a trash can icon in the center, surrounded by various colored rectangular blocks (green, brown, purple, blue) and icons for a guitar, piano, drums, and a group of people.

# Drag to Rearrange

The interface is titled "Mission Song" and features a timeline at the top with a red playhead. Below the timeline are four tracks: a vocal track with a microphone icon and a teal waveform; a drum track with a drum icon and orange blocks; a guitar track with a guitar icon and green blocks; and a piano track with a piano icon and yellow blocks. A hand icon is shown dragging an orange block from the drum track to the guitar track. At the bottom is a panel with icons for guitar, piano, drums, guitar, and a disc, each with three colored blocks (green, olive, brown, purple, and blue respectively). A red trash can icon is overlaid on the drums icon.

## Drag to Rearrange

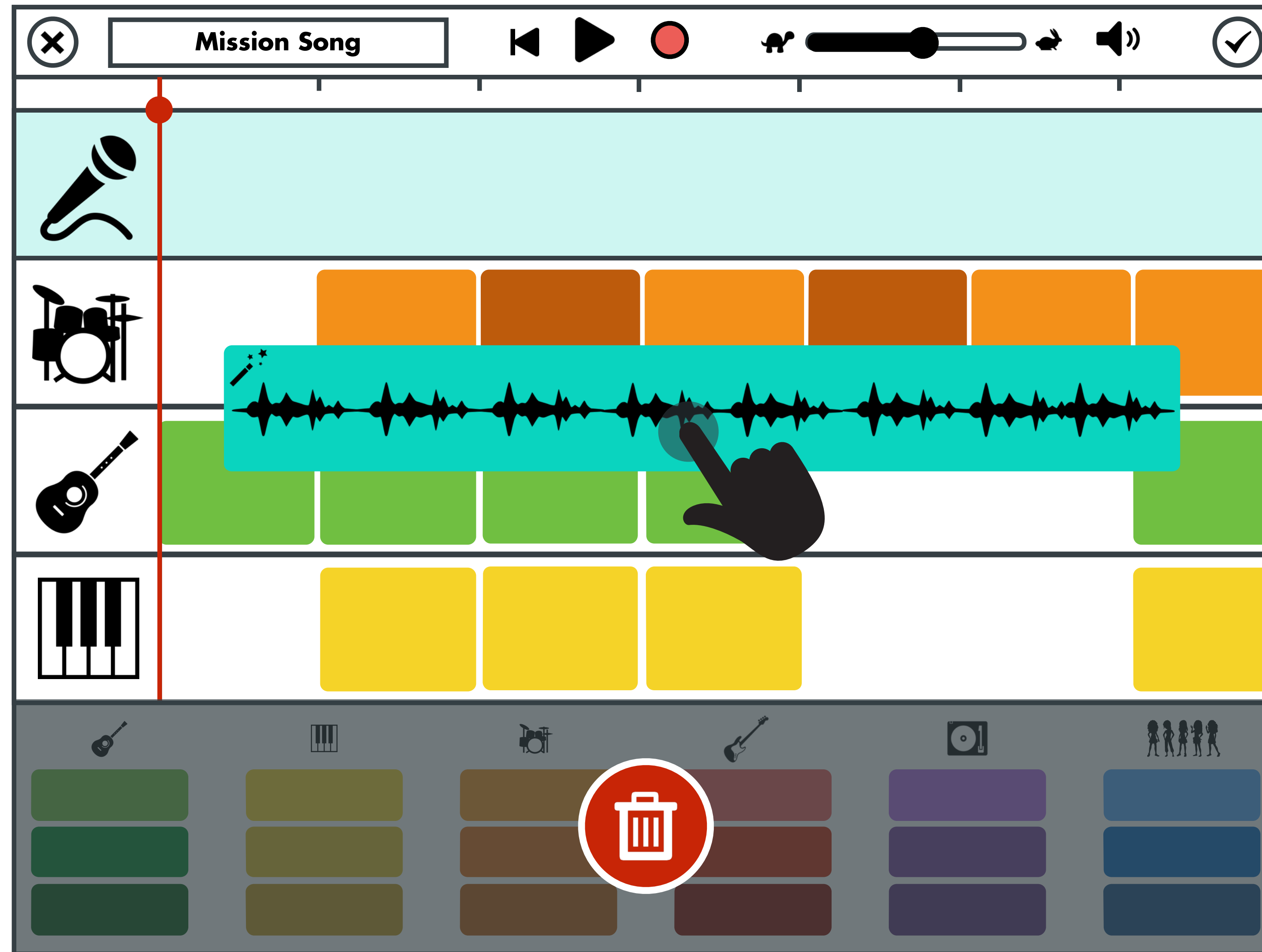
[illegible]



# Drag to Delete

The interface is titled "Mission Song" and includes a "Drag to Delete" instruction. It features a timeline with a red vertical line indicating the current position. The timeline is divided into four tracks: a microphone track (top), a drum track, a guitar track, and a piano track. The microphone track shows a waveform. The drum track contains several orange and brown rectangular blocks. The guitar track contains several green rectangular blocks. The piano track contains several yellow rectangular blocks. A hand icon is shown dragging a segment from the drum track to a trash can icon, which is located in the bottom right corner of the interface. The bottom of the interface displays a row of icons representing different instruments and a group of people, each with a corresponding colored rectangular block below it.

# Drag to Delete



# Drag to Delete

The image shows a digital music creation interface. At the top, a control bar includes a close button (X), a title field labeled "Mission Song", and playback controls: a previous button, a play button, a red stop button, a volume slider, a mute button, and a speaker icon. Below the control bar is a timeline with a red vertical line indicating the current playhead position. The timeline is divided into four horizontal tracks, each with a specific instrument icon on the left: a microphone, a drum set, an acoustic guitar, and a piano keyboard. The microphone track is a solid light blue. The drum track contains six orange rectangular blocks. The guitar track contains four green rectangular blocks and one green block at the end. The piano track contains three yellow rectangular blocks and one yellow block at the end. At the bottom of the interface is a dark grey area containing a waveform visualization and a grid of colored blocks (green, brown, purple, blue). A hand icon is shown clicking a red circular button with a white trash can icon, which is positioned over the waveform and the grid.

# Drag to Delete

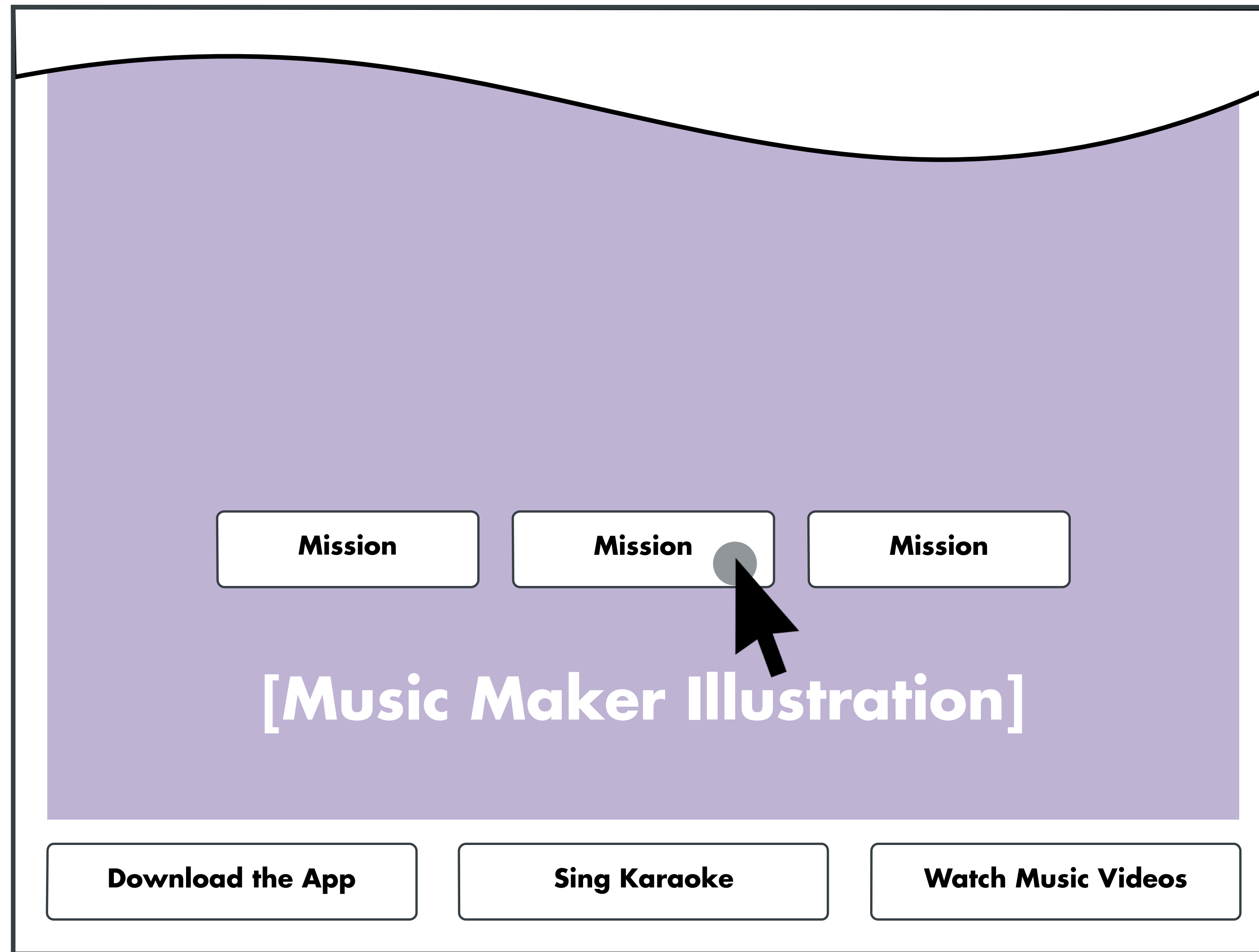


[illegible]

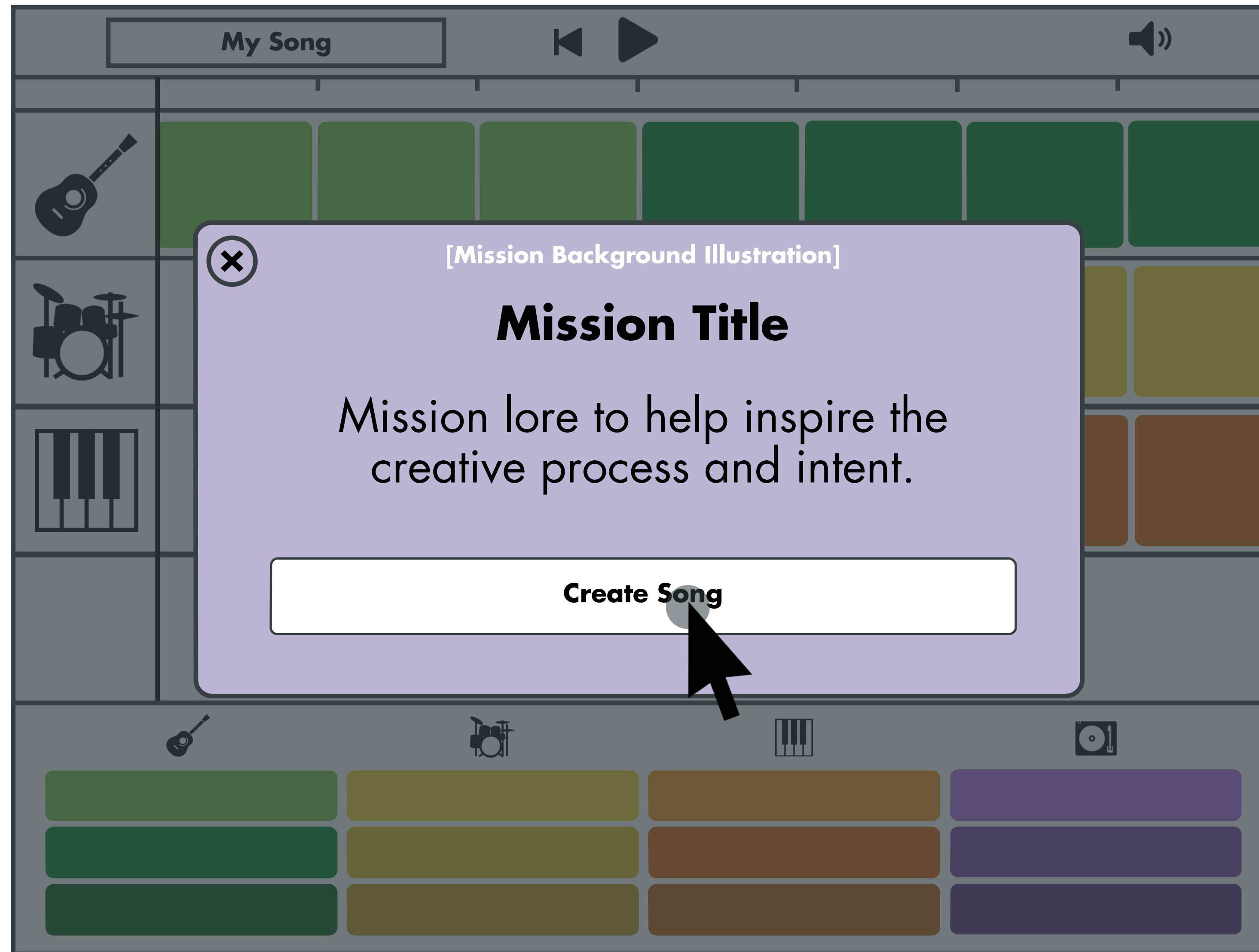
# Web & Flash Platform Outline

An Overview of Features & Functionality.

# Start Screen



# Composer - Song Creation












# Composer - Song Creation

×

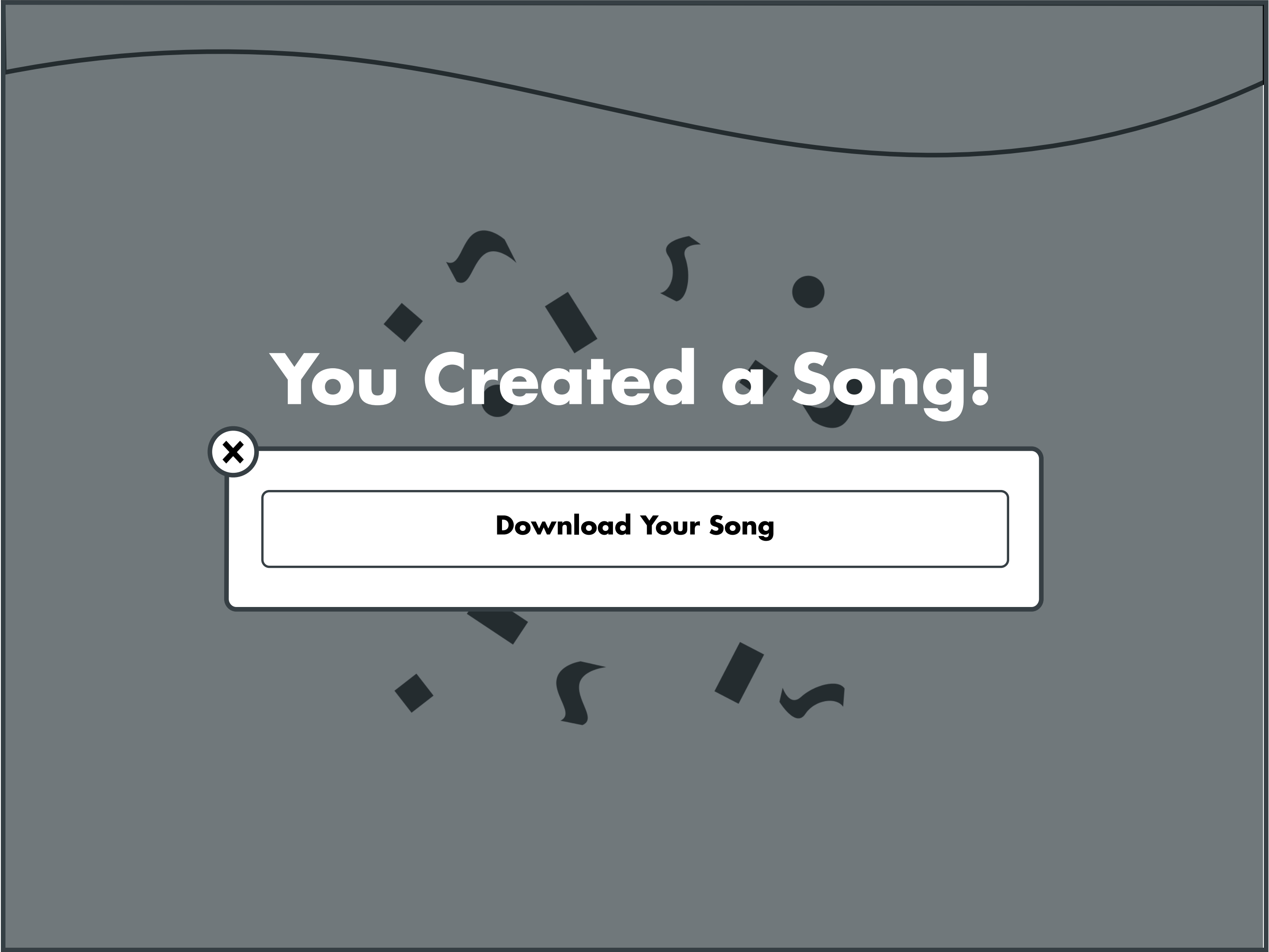
My Song

⏮ ⏭ 🔊 ⌚

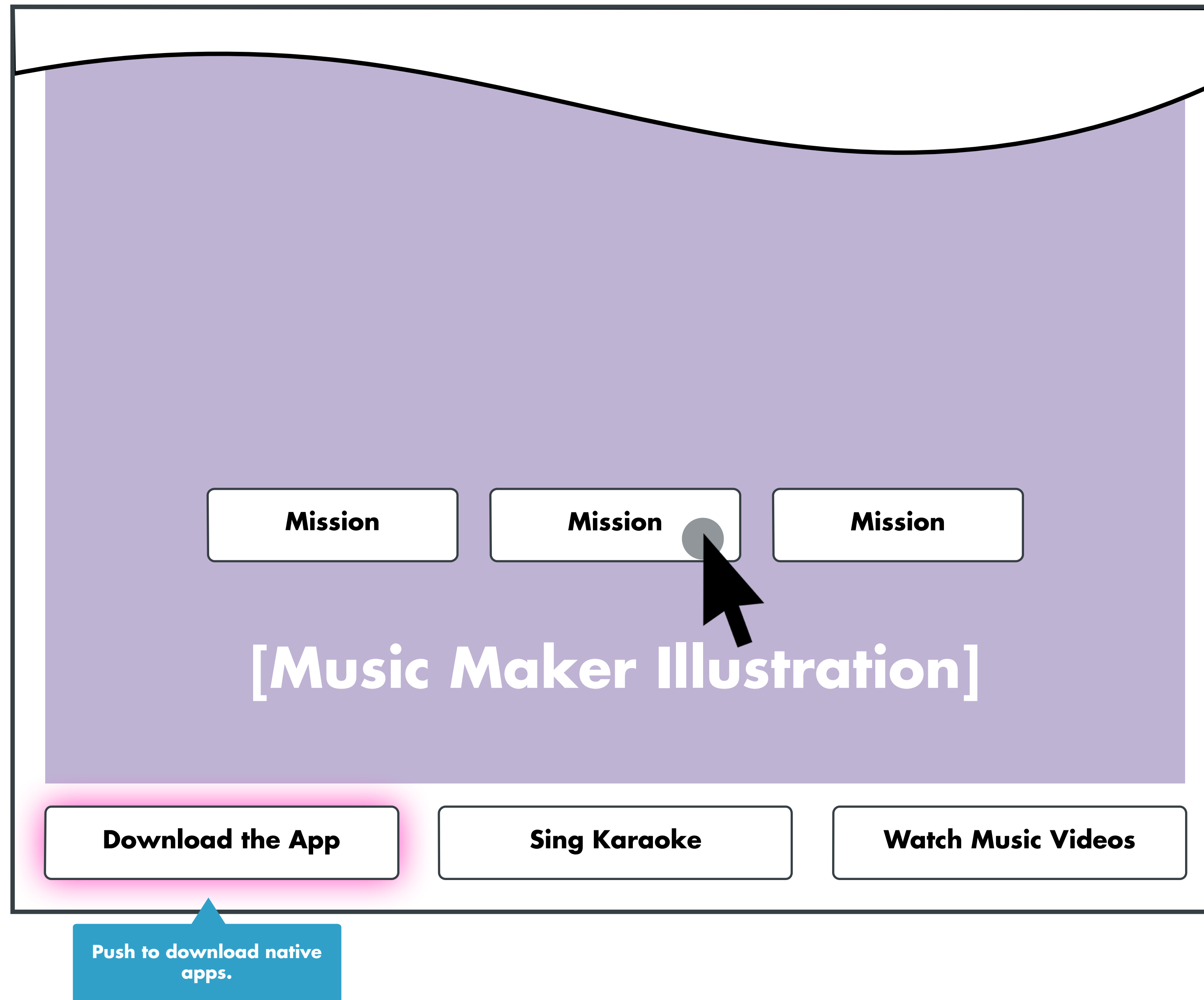
							
							
							


# Praise & Download



# Start Screen





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## Asset Needs

- Sound files for Official Lego Friends Songs (LEGO)
- Sound files for instrument tracks (LEGO)
- Sound files for sound effect tracks (LEGO)
- Illustrations & album covers for Missions (LEGO)
- Illustrations for instruments (CauseLabs)
- Illustrations for custom recording effect buttons (CauseLabs)