



User Manual for Music Blocks

Google Summer of Code 2017 - Project Proposal

Dinuka Tharangi Jayaweera
tharangidinuka@gmail.com

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About you

What is your name?

Dinuka Tharangi Jayaweera

What is your email address?

tharangidinuka@gmail.com

What is your Sugar Labs wiki username?

Tharangi (<https://wiki.sugarlabs.org/go/User:Tharangi>)

What is your IRC nickname on irc.freenode.net?

Dinuka

What is your first language? (We have mentors who speak multiple languages and can match you with one of them if you'd prefer.)

Sinhala (I do not have any special preference to have a Sinhala speaking mentor)

Where are you located, and what hours (UTC) do you tend to work? (We also try to match mentors by general time zone if possible.)

Colombo - Sri Lanka, UTC 11.30 - UTC 19.30 (8 hours per day). But I can work on extended hours whenever I can, including weekends.

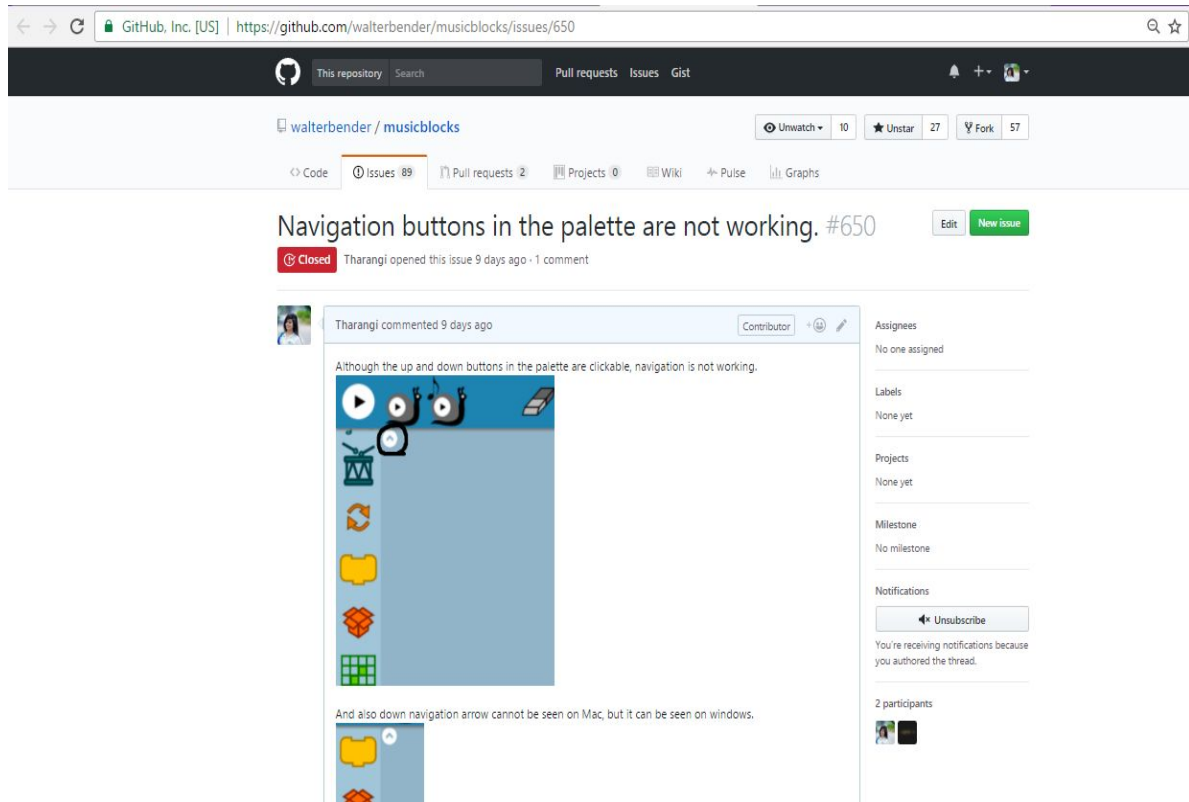
Have you participated in an open-source project before? If so, please send us URLs to your profile pages for those projects, or some other demonstration of the work that you have done in open-source. If not, why do you want to work on an open-source project this summer?

I have contributed to some open source projects minimally in localization(English to Sinhala/ Sinhala to English), you can refer to them as follows:

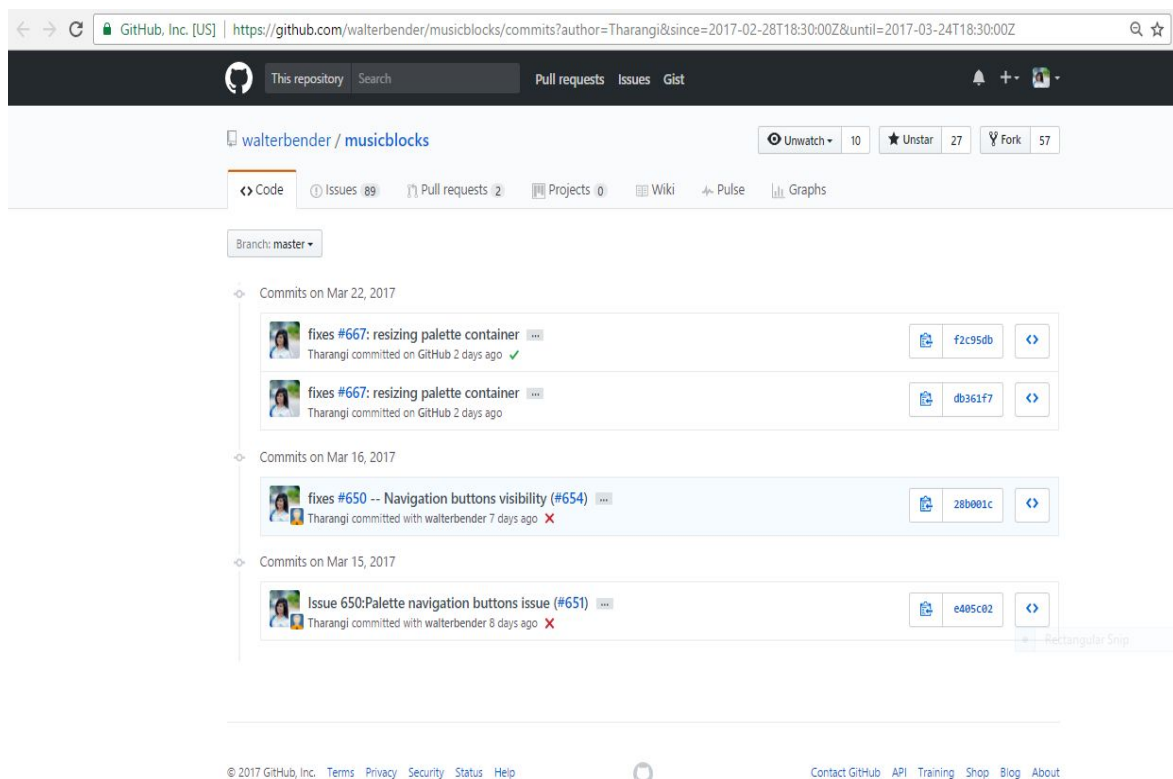
- Sugar Labs Localization: <https://translate.sugarlabs.org/accounts/Tharangi/>
- Mozilla Localization: <https://mozilla.locamotion.org/user/DinukaTharangi/>
- Google Translation Community:
<https://drive.google.com/open?id=0B6CFXIWMq9N8QjhKUK9GdlpldzA>

I contributed to Music Blocks by fixing some issues as follows:

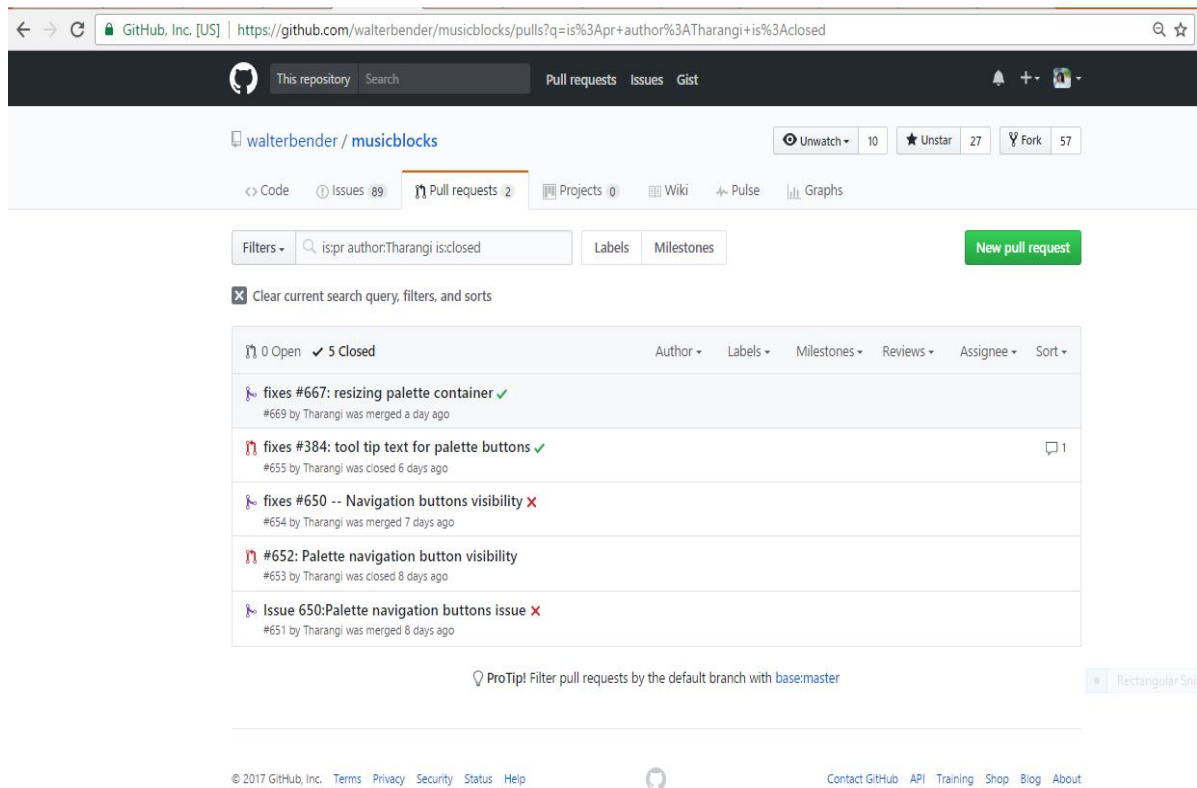
- Reported an issue from [here](#).



- Four commits as in [here](#).



- Three pull requests which were merged by Walter Bender(mentor) as in [here](#).



When I was fixing issues in Music Blocks, I found how interesting it is and how other people are contributing enthusiastically. There should be a start for everything and I hope this will be a good start for my journey of contributing to open source community.

About your project

What is the name of your project?

User Manual for Music Blocks

Describe your project in 10-20 sentences. What are you making? Who are you making it for, and why do they need it? What technologies (programming languages, etc.) will you be using?

Music Blocks is a free and open source, browser based software, designed basically for students to learn music in fun and interactive way. To get started with “music blocks”, newbies need to have a fundamental understanding about the software, what are the things can be done and importantly how things can be done. To address this requirement, “music block” has a user guide. But the existing user guide lacks most of the important information about the software components, how each building blocks in the software can be related to music and especially some examples of how to create music with the software. The objective of this project is to create an user manual which would be simple

and comprehensive guide while providing samples and related explanations. Deliverables of the project will be as follows:

1. Improve the Music blocks user guide content to be easily approachable to newbies.
2. Implement a documentation website for Music Blocks user guide.
3. Prepare a downloadable version of Music Blocks user manual in Portable Document Format(PDF).
4. Make the website expandable for online contributions to documentation from the website itself.

User manual website will be an interactive one rather than using just plain texts,

- Hierarchical structure:
Web application will be implemented in a hierarchical manner sectioning all the components and other necessary features.
- Using images:
Components of the music block will be described using images.
- Using multimedia:
When explaining examples, apart from showing screenshots/images, videos will be also shown. In this way user will be able to have a better understanding about the usages/functionalities of music blocks.
- Downloadable project files for simple tutorials:
When explaining tutorials, priority will be given to videos. Apart from that, downloadable project files will be created for those tutorials (links will be provided in relevant places). The idea is, users can download them and open them from the music block web application. In this approach users will have hands on experience.
- Live demos:
The idea is when the user clicks on the downloadable project link, project file will be automatically opened on the “music blocks” website and start playing.

Sample prototype designs:

Music Blocks Documentation

- Welcome
- Getting Started
- Using Tools on Top Toolbar
- Using Tools on Right Toolbar
- Using Tools on Left Toolbar
- Using Music Blocks
- Examples
- Improve Documentation
- Glossary
- FAQ
- © Music Blocks 2017

Welcome

Welcome to Music Blocks

Music Blocks, a collection of programming tools for exploring fundamental musical concepts in an integrative and fun way.

Download Music Blocks
Download User Guide

DO YOU WANT TO PLAY MUSIC BLOCKS NOW?

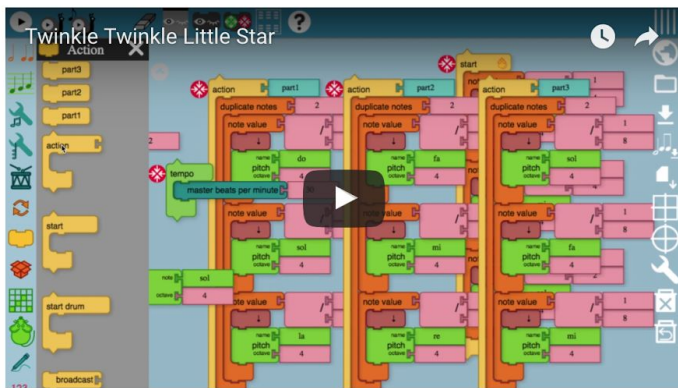
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Music Blocks Documentation

- Welcome
- Getting Started
- Using Tools on Top Toolbar
- Using Tools on Right Toolbar
- Using Tools on Left Toolbar
- Using Music Blocks
- Twinkle Twinkle Little Star
- Baa Baa Black Sheep
- Three Little Kittens Drums
- Examples
- Improve Documentation
- Glossary
- FAQ
- © Music Blocks 2017

How to make Twinkle Twinkle Little Star

Lets make the all time favourite simple song, Twinkle Twinkle Little Star, using music blocks



Downloadable project 

Step by step guide

Music Blocks Documentation

Welcome

Getting Started

Using Tools on Top Toolbar

Using Tools on Right Toolbar

Using Tools on Left Toolbar

Using Music Blocks

Examples

Improve Documentation

Glossary

FAQ

© Music Blocks 2017

Getting Started

BACKGROUND

Music Blocks is a free and open source, browser based software, designed basically for students to learn music in fun and interactive way. Music blocks can be described as a platform which has integrated mathematics and software to make music. This platform can be used to teach students about the fundamentals of music, how these fundamental elements can be combined together to create music and explore effects of music by changing parameters of each music blocks.

It supports:

Chrome	✓
Safari	✓
Firefox	Turning off hardware acceleration in the advanced settings may improve experience
Internet Explorer	✗

PLAY MUSIC BLOCKS

Some text goes here....

action

chunk1

note

pitch

octave

do

4

note

pitch

octave

re

4

note

pitch

octave

mi

4

note

pitch

octave

fa

4

action

chunk2

note

pitch

octave

sol

4

note

pitch

octave

la

4

note

pitch

octave

ti

4

note

pitch

octave

do

5

Play

treble clef

do

re

mi

fa

sol

la

ti

do

DOWNLOADABLE VERSION

You can find a downloadable version of the complete set of pages from

HERE

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I will be using simple web technologies, Bootstrap 3, HTML5 and JavaScript to build the website and a Javascript library will be used for PDF generation process.

You can find the complete project proposal from [here](https://docs.google.com/document/d/11xJOyleMtDD356E7ezRIjRPcEmiz7d5vFHcpFRG8Hcs/edit?usp=sharing) (<https://docs.google.com/document/d/11xJOyleMtDD356E7ezRIjRPcEmiz7d5vFHcpFRG8Hcs/edit?usp=sharing>) or refer APPENDIX A.

What is the timeline for development of your project?

Detailed task schedule from [here](#) -

<https://docs.google.com/spreadsheets/d/1MzPGXK7upQOkQGdU8TPxoNPhx3HdUdcrVAf7-z8E3b0/edit?usp=sharing> or Refer APPENDIX B.

Project timeline from [here](#) -

<https://docs.google.com/spreadsheets/d/16KPdG-kwoqxLAhhQealSe3vsWSUr4KFn9HpuiKPbGs/edit?usp=sharing> or Refer APPENDIX C.

Convince us, in 5-15 sentences, that you will be able to successfully complete your project in the timeline you have described. This is usually where people describe their past experiences, credentials, prior projects, schoolwork, and that sort of thing, but be creative. Link to prior work or other resources as relevant.

To tell about my academics skills, my GPA's of the completed 3 years are as follows and you can find the transcripts from here.

- Year 1 - 3.86
(<https://drive.google.com/open?id=0B6CFXIWMq9N8U1ZmNUtKa2Q3Q2c>)
- Year 2 - 3.97
(<https://drive.google.com/open?id=0B6CFXIWMq9N8OTINZTBESXczVGM>)
- Year 3 - 3.73
(<https://drive.google.com/open?id=0B6CFXIWMq9N8ZFNRReGREVzVJdjA>)

Apart from the university coursework, I completed Oracle Certified Professional Java SE6 Programmer Certification with a score of 100%. Here, in my Blog, [How I faced to OCJP exam...](#), you can find some screenshots of certifications together with my experience about it.

I have gained industry experience over 1+ years as an intern. I have worked as a Teaching Assistant at [NSBM Green University](#) for foundation level and first-year students for Java, Web development and Database Information Systems where I gained training skills, presentation skills and expanded my knowledge into subject areas I was responsible for. Then I moved to information technology industry as a Trainee Business Analyst of Reservations Gateway (PVT) Limited and gained the business analysis traineeship from there where I improved a lot of documentation skills. After that, I joined Millennium Information Technologies (Private) Ltd which is a part of London Stock Exchange Group as a Software Engineering intern and there I was exposed to full stack development from software analysis to deployment.

I have gained a lot of experience from my non-paid volunteer positions too, especially project management and successfully working on deadlines. I joined SL2 College (Guarantee) Limited, which is a non-profit, volunteer-based organization for help students in higher education, as an Assistant Program Manager - Part time in July 2015 and worked 1+ years and recently in January 2017, I was promoted as a Program Manager - Part time and I gained project management exposure in their organization context. And as a lead in Google's Women Techmakers program, which I was selected in February 2015, I am the one who is responsible for communication process with Google in our chapter

where I self-learned good communication and reporting practices.

You and the community

If your project is successfully completed, what will its impact be on the Sugar Labs community? Give 3 answers, each 1-3 paragraphs in length. The first one should be yours. The other two should be answers from members of the Sugar Labs community, at least one of whom should be a Sugar Labs GSoC mentor. Provide email contact information for non-GSoC mentors.

My answer:

To use the Music Blocks application, it is necessary to have a proper user guide for new users. Especially it is necessary to have some example usages of this software. But the problem with the existing user guide is, it lacks lots of information about the software and no examples. So when a new user tries to use this, it's harder to find information about the usage, hence will be discouraged of using the software despite of its potentials.

But the idea of this project is to create a comprehensive user manual, which will be interactive. Hence it will contain a thorough description about the software and its components, explanations about the functionalities of each block and it's correspondence to the music, how to combine each blocks to create music, and some tutorials explaining sample projects created using music blocks. Most of these tutorials will be in video formats so users will be able to grasp knowledge quickly. And also with the provided sample projects, users can play with the software and get a hands on experience.

In summary, the impact of this project on Sugar Labs community is;

- A proper user guide, so new users can easily start working on the software
- Students can use this software properly to understand concepts behind music
- This software will become a popular platform to be used in teaching music
- Increased usage of the software among students
- As the number of user increases, there will be volunteers willing to contribute to the software.
- Expanded/Increased Sugar Lab community

From Walter Bender (walter.bender@gmail.com)|Sugar Labs GSoC Mentor

I am not sure the Guide is a very accessible approach to newbies. It is terse and dense. I think something a bit more playful and gradual. More examples and invitations to explore would be better. Devin may have some specifics in terms of some introductory lessons. I would like a section on debugging. It should be able to be printed, but that is not as high priority as being able to access it offline. Maybe some videos would be worthwhile (seems to be a generational thing). I think we should be able to make some more "live" examples in the manual. Is that what you mean by fully responsive? You are welcome to use

whatever tools you prefer, but the manual itself needs to be in an open, non-proprietary format.

How do we tell the story of Music Blocks to a newbie in a way that makes sense to them and is interesting enough that they'd want to try it? I think we'll want to dedicate some time towards the start of the project doing some workshops to get a sense of how people use it... what they find interesting and what confuses them. We can squeeze this in by perhaps shortening the time dedicated to PDF production?

For what it is worth, I stumbled across this [1] today. I think it might be a better technical approach to the manual. But we can discuss that after the fact.

[1]

<https://blog.ouseful.info/2016/09/13/making-music-and-embedding-sounds-in-jupyter-notebooks/>

From Devin Ulibarri (devin@devinulibarri.com) | Sugar Labs GSoC Mentor

How would this guide work once the user has begun? Please add some details to help describe this.

Will the guide be interactive, plain text? Maybe you can mock up a simple example.

What will you do if you get stuck on your project and your mentor isn't around?

I will take actions as follows:

1. Post the problem with a proper explanation, screenshots, and also links to online references that I referred to solve the problem into Sugar-dev Devel, Sugar Labs email thread (sugar-devel@lists.sugarlabs.org) asking for help/ suggestions from the community.
2. Ask for help/ suggestions from the Sugar Labs IRC channel stating the problem in a summarized way.
3. Commenting on the Github repository mentioning names of some potential helpers who are very much actively contributing to the base project of the project I am working on asking for help/ suggestions.
4. My plan is to build up the network with fellow participants of GSoC Sugar Labs internship projects after the selection process and I will contact them and try to get a help/ suggestion from them.
5. I have a good network with some local tech professionals and I will be in touch with a local professional who would like to see students learning and contributing to the open source community as an unofficial mentor to get some advice when needed.

How do you propose you will be keeping the community informed of your progress and any problems or questions you might have over the course of the project?

1. I will send updates to the Sugar Labs community weekly, on every 7th day from the starting date of the project. You can find the email template that I will be using to send the email update from here.

Subject: Weekly Update of GSoC 2017 Project on User Manual for Music Blocks (Dinuka Tharangi) - #

To: Mentors (Walter Bender <walter.bender@gmail.com>, Devin Ulibarri <devin@devinulibbarri.com>)

CC: Sugar-dev Devel (sugar-devel@lists.sugarlabs.org)

Hi all,

The work I have done over the week from <date> to <date> is as follows:

...

Progress of the work:

(If there are any draggables from the week past to the coming week/ future, here I will explain the reasons for them, extra working hours to cover them, how I am going to cover them...)

Problems/ Clarification points:

...

My plan for the next week(<date> to <date>) is as follows:

...

Thanks,

My default email signature

2. And also I will share the experience of my internship project monthly in my blog ([Dinukaa's Blog](#)) as a small diary note and I will share it on Sugar Labs IRC channel and with mentors. I will follow the following structures to send the email and message respectively to mailing thread and IRC channel. You can find the template from [here](#).

Mailing list:

Subject: My X month's/s' Experience of GSoC 2017 Project on User Manual for Music Blocks (Dinuka Tharangi)

To: Walter Bender <walter.bender@gmail.com>, Devin Ulibarri <devin@devinulibbarri.com>

Hi Walter/Devin,

You can read about my X month's/s' experience of working on User Manual for Music Blocks for GSoC 2017 from [here](#). :)

Thanks,

My default email signature

IRC channel:

Hi all...You can read about my X month's/s' experience of working on User Manual for Music Blocks for GSoC 2017 from here. :)

3. Whenever I got a problem and when the mentor is not around, I would like to get help from the community and as I explained in the previous question also I will keep informed the community and get suggestions from them as follows:

- Post the problem with a proper explanation, screenshots, and also links to online references that I referred to solve the problem into Sugar-dev Devel, Sugar Labs email thread (sugar-devel@lists.sugarlabs.org) asking for help/ suggestions from the community.
- Ask for help/ suggestions from the Sugar Labs IRC channel stating the problem in a summarized way.
- Commenting on the Github repository mentioning names of some potential helpers who are very much actively contributing to the base project of the project I am working on asking for help/ suggestions.
- My plan is to build up the network with fellow participants of GSoC Sugar Labs internship projects after the selection process and I will contact them and try to get a help/ suggestion from them.

Miscellaneous

We want to make sure that you can set up a **development environment** before the summer starts. Please do *one* of the following:

- Send us a link to a screenshot of your Sugar development environment with the following modification: when you hover over the XO-person icon in the middle of Home view, the drop-down text should have your email in place of "logout".

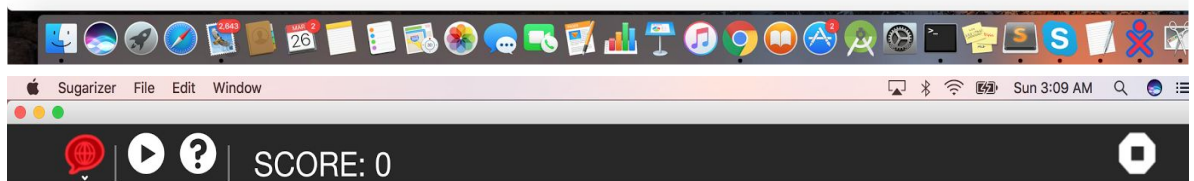
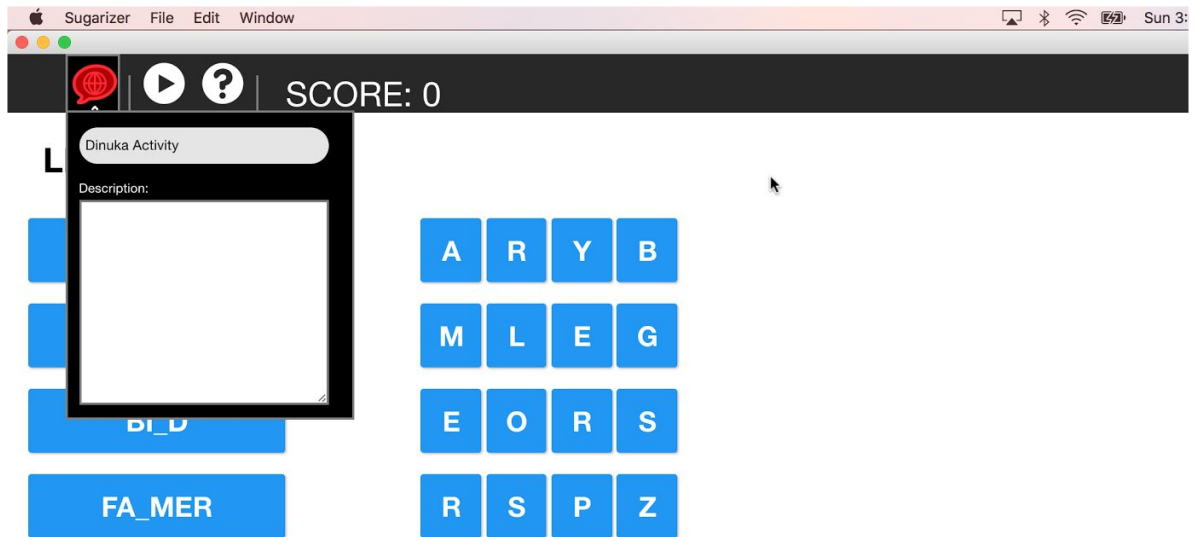


- Send us a link to a pull request or merge request you have made on a Sugar or Sugar activity bug.

-

If you plan to work on Sugar-Web projects we want to be sure that you're familiar with web technologies, so:

- Clone the [Sugarizer repository](#)
- Using instructions [here](#) develop your first Sugar-Web activity
- Send us a screenshot of your new activity executed in Sugarizer



LEVEL 1



Describe a great learning experience you had as a child.

It was really an awesome experience for me to contributing to Music Blocks project by Sugar Labs. This is my first experience in contributing this much actively to an open source project although I am having my university exams these days.

First I checked out Music Blocks source code from Github to try it on my machine and I started walking through it using the existing user guide (in my opinion, that need to be improved a lot). I noticed few issues in the user interface when I ran Music Blocks on Mac and Windows platforms, so my first contribution was reporting an issue on user interface. I fixed it and then I found another issue related to the same issue which I reported and fixed. Then I moved to fixing the bugs reported by other contributors and it was a great experience. Sometimes when I am halfway done/ about to commit I noticed that someone else has sent a pull request for the same issue.

Music Blocks mainly uses Javascript and to fix issues I went through Javascript documentations, forums and it was a great self learning experience too and I am very much familiar with the Music Blocks source code now.

You can find my contributions to Music Blocks Github repository as follows:

- I. Reported a issue from [here](https://github.com/walterbender/musicblocks/issues/650).
(<https://github.com/walterbender/musicblocks/issues/650>)
- II. Four commits as in [here](https://github.com/walterbender/musicblocks/commits?author=Tharangi&since=2017-02-28T18:30:00Z&until=2017-03-24T18:30:00Z).
(<https://github.com/walterbender/musicblocks/commits?author=Tharangi&since=2017-02-28T18:30:00Z&until=2017-03-24T18:30:00Z>)
- III. Three pull requests which were merged by Walter Bender(mentor) as in [here](https://github.com/walterbender/musicblocks/pulls?q=is%3Apr+author%3ATharangi+is%3Aclosed).
(<https://github.com/walterbender/musicblocks/pulls?q=is%3Apr+author%3ATharangi+is%3Aclosed>)

In this section you have asked to do some exercises to and there were two essential requirements to fulfill.

- 1) Checking-out the code, setting up the develop environment and run the project. At the same time do a small modification in the program by changing a label of a component. - Here the major challenge for me was to setup the development environment because I'm using both Windows and Mac laptops but not Linux. The development environment need to be set up in a Linux environment so I used Ubuntu on a virtual machine. I got some issues and I finally was able to successfully run it. At the same time I replied to other students applying for both Outreachy and GSoC who have face the same problem on the Sugar Labs email thread. You can find a screenshot from [here](https://drive.google.com/open?id=0B6CFXIWMq9N8VnA4OTZSUKhoNEU).
(<https://drive.google.com/open?id=0B6CFXIWMq9N8VnA4OTZSUKhoNEU>). And you can find a screenshot of the completed exercise from [here](https://drive.google.com/open?id=0Bz0e6ucjIEXtNW16ZklXRm1OaTQ).
(<https://drive.google.com/open?id=0Bz0e6ucjIEXtNW16ZklXRm1OaTQ>)
- 2) Creating a new activity in the existing system adhering to programming guidelines and there the idea was to show that we're familiar with the code. Specifically web development skills and system architecture. You can find a screenshot of the my created activity from [here](https://drive.google.com/open?id=0Bz0e6ucjIEXtaI5NGc).
(<https://drive.google.com/open?id=0Bz0e6ucjIEXtaI5NGc>)

Is there anything else we should have asked you or anything else that we should know that might make us like you or your project more?

I will create an awesome user guide for Music Blocks and since I am a Women Techmakers lead at Google's Women Techmakers program I can spread the word about Music Blocks, Sugar Labs, Google Summer of Code to local tech community easily!!!

-End of Proposal-



User Manual for Music Blocks

29.03.2017

Online available:

Dinuka Tharangi Jayaweera

tharangidinuka@gmail.com

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1. Overview

Music Blocks is a free and open source, browser based software, designed basically for students to learn music in fun and interactive way. Music blocks can be described as a platform which has integrated mathematics and software to make music. This platform can be used to teach students about the fundamentals of music, how these fundamental elements can be combined together to create music and explore effects of music by changing parameters of each music blocks.

2. Objectives

To get started with “music blocks”, newbies need to have a fundamental understanding about the software, what are the things can be done and importantly how things can be done. To address this requirement, “music block” has a user guide. But the existing user guide lacks most of the important information about the software components, how each building blocks in the software can be related to music and especially some examples of how to create music with the software. The objective of this project is to create a user manual which would be simple and comprehensive guide while providing samples and related explanations.

3. Deliverables

1. Improve the Music blocks user guide content to be easily approachable to newbies.
2. Implement a documentation website for Music Blocks user guide.
3. Prepare a downloadable version of Music Blocks user manual in Portable Document Format(PDF).
4. Make the website expandable for online contributions to documentation from the website itself.

3.1. Improve Music Block user guide

Fundamental components of the software would be explained in the user guide. This includes what are the functionalities of each component, how those components can be combined with other components to create complex structures (palettes), mappings between music blocks and actual music, and examples of how to use music blocks to create music. The documentation will be arranged in a way that it would first start from simple theories and applications and gradually explaining more complex theories.

3.2. Implement a documentation website

A website will be created which contains the documentation of the music blocks. The idea behind is to make it easy for the users find information they need easily. The structure of the website will be arranged in an intuitive way to that of the user guide. Short videos will be added wherever applicable.

3.3. Prepare a PDF version of the guide

An offline version of the guide will be created as a Portable Document Format(PDF) file so that users can use it locally and this will be downloadable. A simple program will be written to create the PDF file by extracting information from the website(only printable materials, removing videos), hence both website and PDF file will not have mismatches.

3.4. Make the website evolve

When new features/functions are added to the Music Blocks, the user guide should evolve accordingly. A set of guidelines will be designed in order to make sure the contributors will adhere the documentation styles. After submitting a contributions, reviewers need to check and approve that before making the changes permanent(like in Wikipedia).

4. Specifications

4.1. Requirement Analysis

Our requirements are as follows:

- Users should be able to read the user manual.
- Users should be able to read the user manual offline in Portable Document Format(PDF) and download it.
- Users should be able to print the user manual.
- Users should be able to contribute to improve the user manual.
- Reviewers should be able to review the user contributions.
- Reviewers should be able to accept/merge the user contributions.

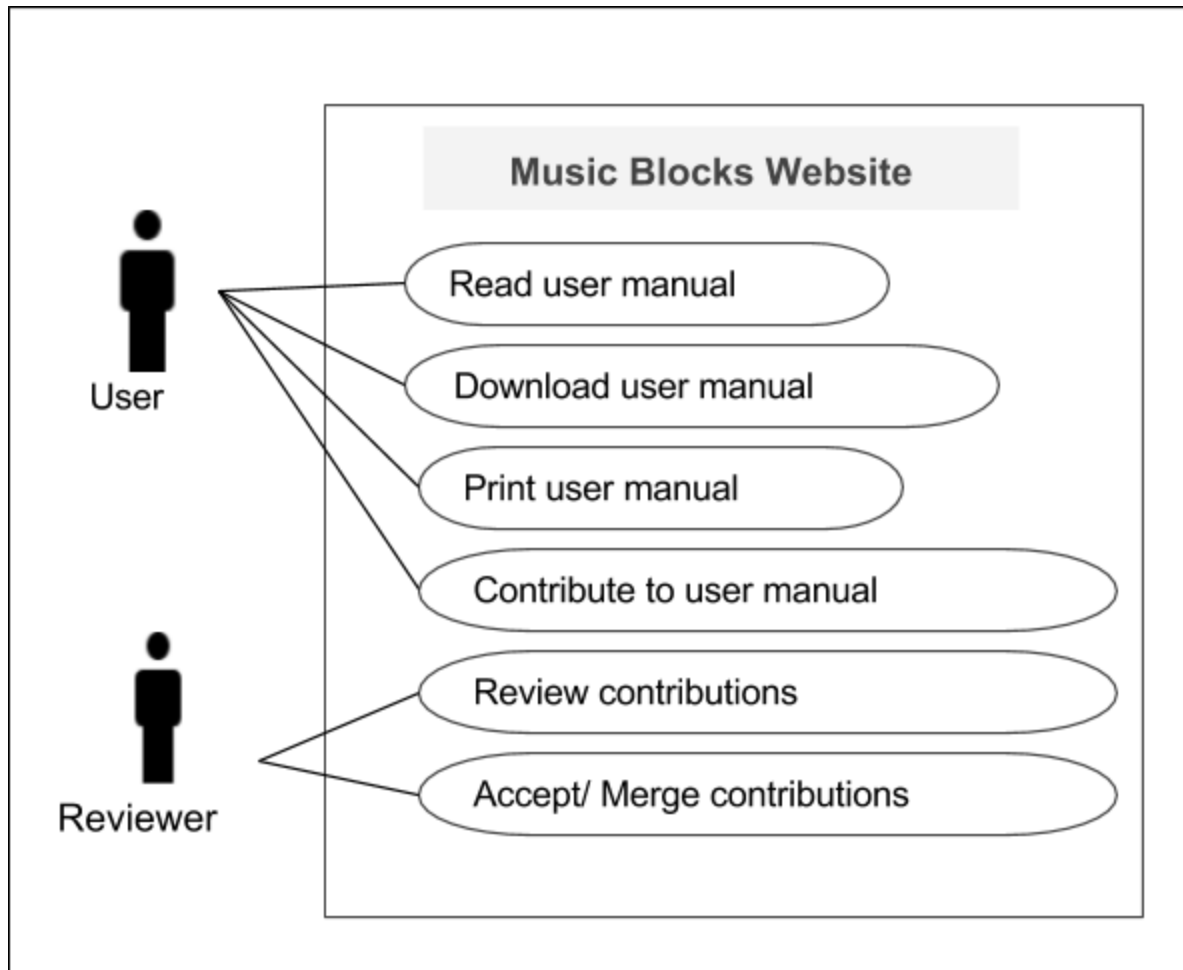


Image 4.1.1. - User Diagram for Music Blocks Website

4.1.1. Read User Manual

Users can refer the user manual through website pages. Plan is to section the User manual in to seven main sections follows:

1. Getting Started
2. Using Tools on Top Toolbar
3. Using Tools on Right Toolbar
4. Using Tools on Left Toolbar
5. Using Music Blocks
6. Examples
7. Improve Documentation
8. Glossary
9. FAQ

4.1.2. Download/ Print User Manual

Although users can refer the user guide through website, there can be situations they need to use the guide offline. For such cases, a PDF version of the user guide will be generated. At the same time, this user-guide website will be an evolving documentation, meaning there can be other volunteers who will contribute to the user guide. Hence while generating the PDF file, it is required to have the same version of the user guide in both website and PDF file. To address this requirement, a system is proposed such that, the PDF will be generated extracting relevant information from the website at that time.

PDF generation:

- Extract relevant information (remove videos, extract text and images)
- Generate PDF file

PDF download and printing:

In the proposed system, when generating the PDF file, user will have two options.

- Print the user guide directly
If selected this option, PDF file will not be downloaded, and will open the print setup dialog box.
- Download the user guide in PDF version.
Generated PDF file will be downloaded.
At the moment almost all of the major web browsers supports PDF preview and printing. And every PDF reader has printing capabilities. Hence users can use this facility to download the file and print it.

4.1.3. Contribute to User Guide and Review/ Accept Contributions

Similar to volunteers who contribute to the code base, there can be others who are willing to contribute to the user guide, for instance; wikipedia. On the other hand, for those who are contribute to the project can write a user guide for the features they are adding/modifying. In all these scenarios, like the code reviewers, separate set of evaluators should be there to review the documentation in order to maintain standards and the quality. To cater these requirements a system is needed which will

- Allow users to add/modify user guides
- Allow evaluators to review documentation and accept/feedback

Solution is to create a separate web interface where users can directly add their contributions and then evaluators can review them and accept/modify them

4.2. Design

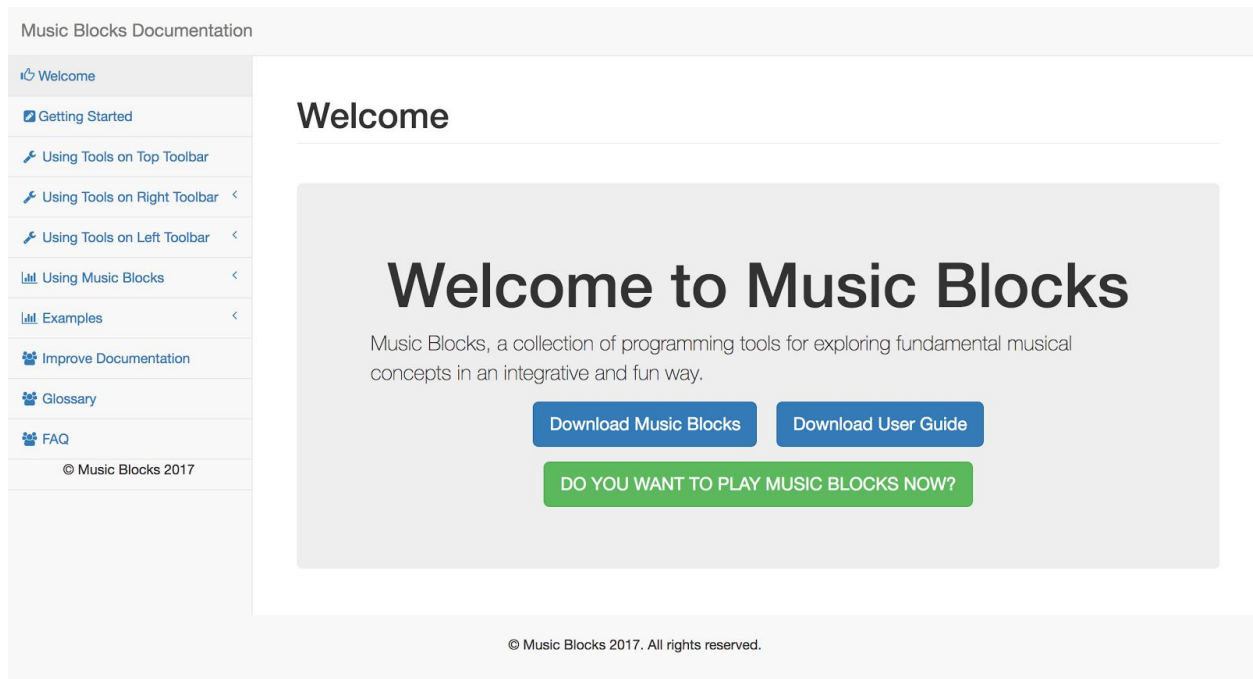


Image 4.2.1. - Welcome page for Music Blocks User Guide

There will be a brief introduction about Music Blocks and there will be two buttons,

Download Music Blocks: This will redirect to Github repository of Music Blocks

(<https://github.com/walterbender/musicblocks>).

Download User Guide: This will generate a PDF version of the user guide and extract relevant information (remove videos, extract text and images) and it will load in another tab.

Do you want to play music blocks now?: This will redirect to Walter Bender's Github site (<https://walterbender.github.io/musicblocks/>) to try out Music Blocks.

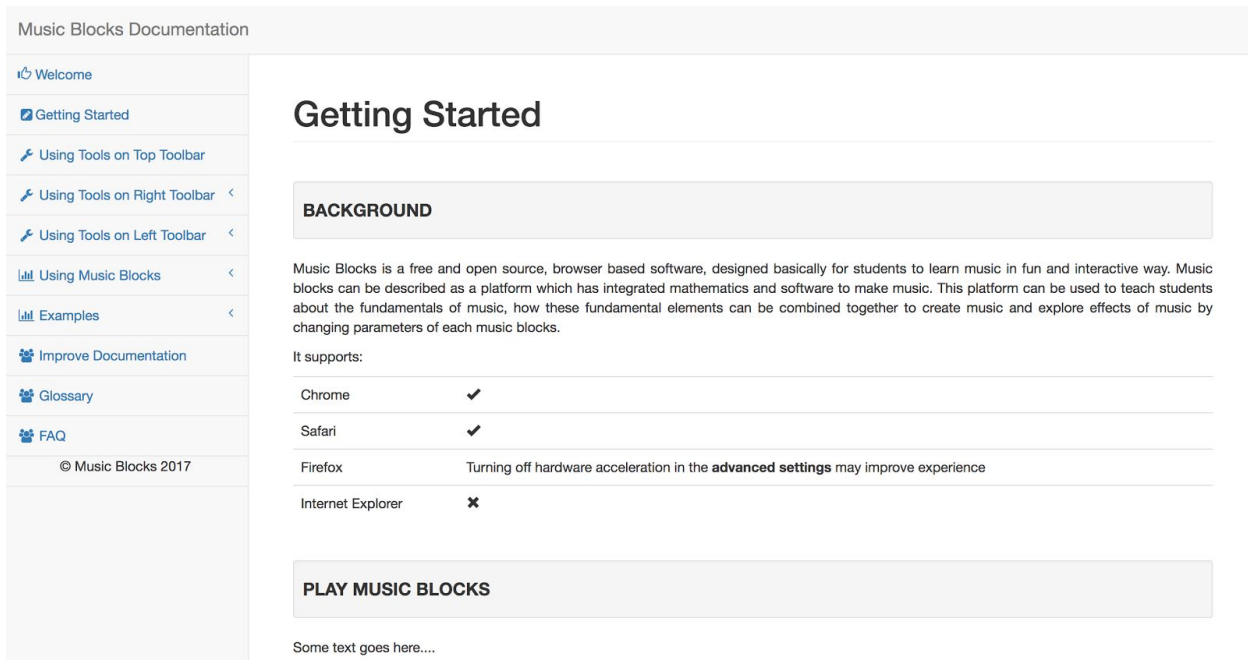


Image 4.2.2. - Getting Started page for Music Blocks User Guide(1)

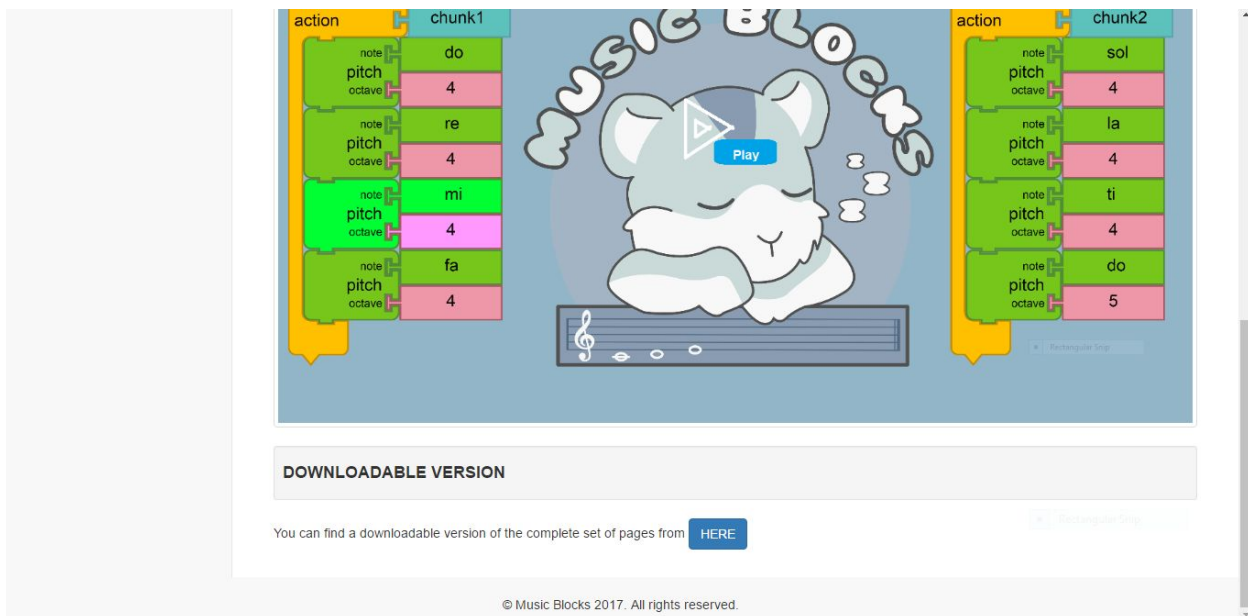


Image 4.2.3. - Getting Started page for Music Blocks User Guide(2)

Getting Started page will consist of three main topics,
 Background: A small description about Music Blocks and prerequisites to use Music Blocks.
 Play Music Blocks: A description on how to begin to play and a small introduction video showing that and introducing the main components.
 Downloadable version: By clicking the 'HERE' button, it will generate a PDF version of the user guide and extract relevant information (remove videos, extract text and images) and it

will load in another tab.

Music Blocks Documentation

Welcome

Getting Started

Using Tools on Top Toolbar

Using Tools on Right Toolbar

Using Tools on Left Toolbar

Using Music Blocks

Twinkle Twinkle Little Star

Baa Baa Black Sheep

Three Little Kittens Drums

Examples

Improve Documentation

Glossary

FAQ

© Music Blocks 2017

How to make Twinkle Twinkle Little Star

Lets make the all time favourite simple song, Twinkle Twinkle Little Star, using music blocks

Downloadable project

Step by step guide

Image 4.2.4. - Using Music Blocks

In Using Music Blocks, for all the tutorials following structure will be followed.

A small description about the tutorial

Video on tutorial

Downloadable project - users can download them and open them from the music block web application.

Step by step guide with images

4.3. Implementation

4.3.1. Interactive web design

When designing and implementing the user guide in web format, preliminary user experiments will be done in order to understand

- How much time a new user need to famlier with the software
- User experience and feedback on using the existing userguide

- Overall user experience about the software
- User experience on using different websites which provide information

With these information we can have a better understanding on how to design the user guide and at the same time, what are the necessary components/arrangements/layouts to finalize the web application.

With the intended design, following components will be added to the user guide web application:

- **Hierarchical structure:**
As mentioned in the section 4.2 (“Design”), web application will be implemented in a hierarchical manner.
- **Using images:**
Components of the music block will be described using images.
- **Using multimedia:**
When explaining examples, apart from showing screenshots/images, videos will be also shown. In this way user will be able to have a better understanding about the usages/functionalities of music blocks.
- **Downloadable project files for simple tutorials:**
When explaining tutorials, priority will be given to videos. Apart from that, downloadable project files will be created for those tutorials (links will be provided in relevant places). The idea is, users can download them and open them from the music block web application. In this approach users will have hands on experience.
- **Live demos:**
The idea is when the user clicks on the downloadable project link, project file will be automatically opened on the “music blocks” website and start playing.

4.3.2. Create downloadable PDF file:

Adhering to the requirements described in 4.1.2, PDF generation process will be as follows:

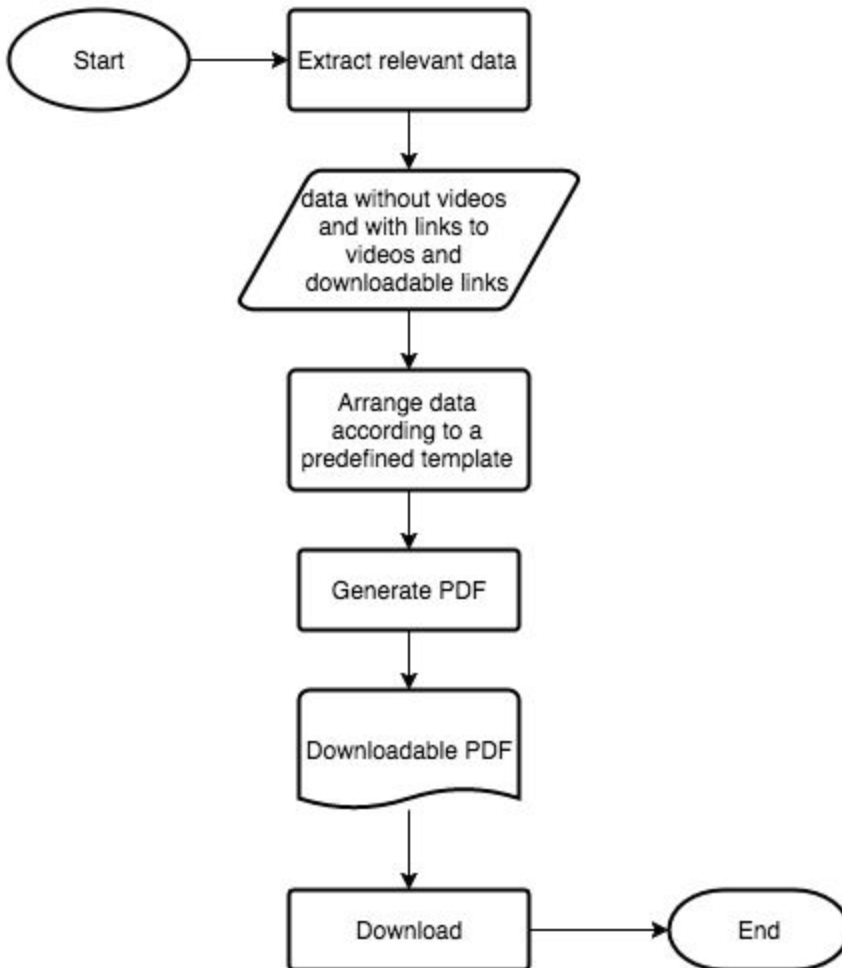


Diagram 4.3.2.1 - PDF generation process

5. Timeline

You can find the tasks schedule from [here](#) and project timeline from [here](#).

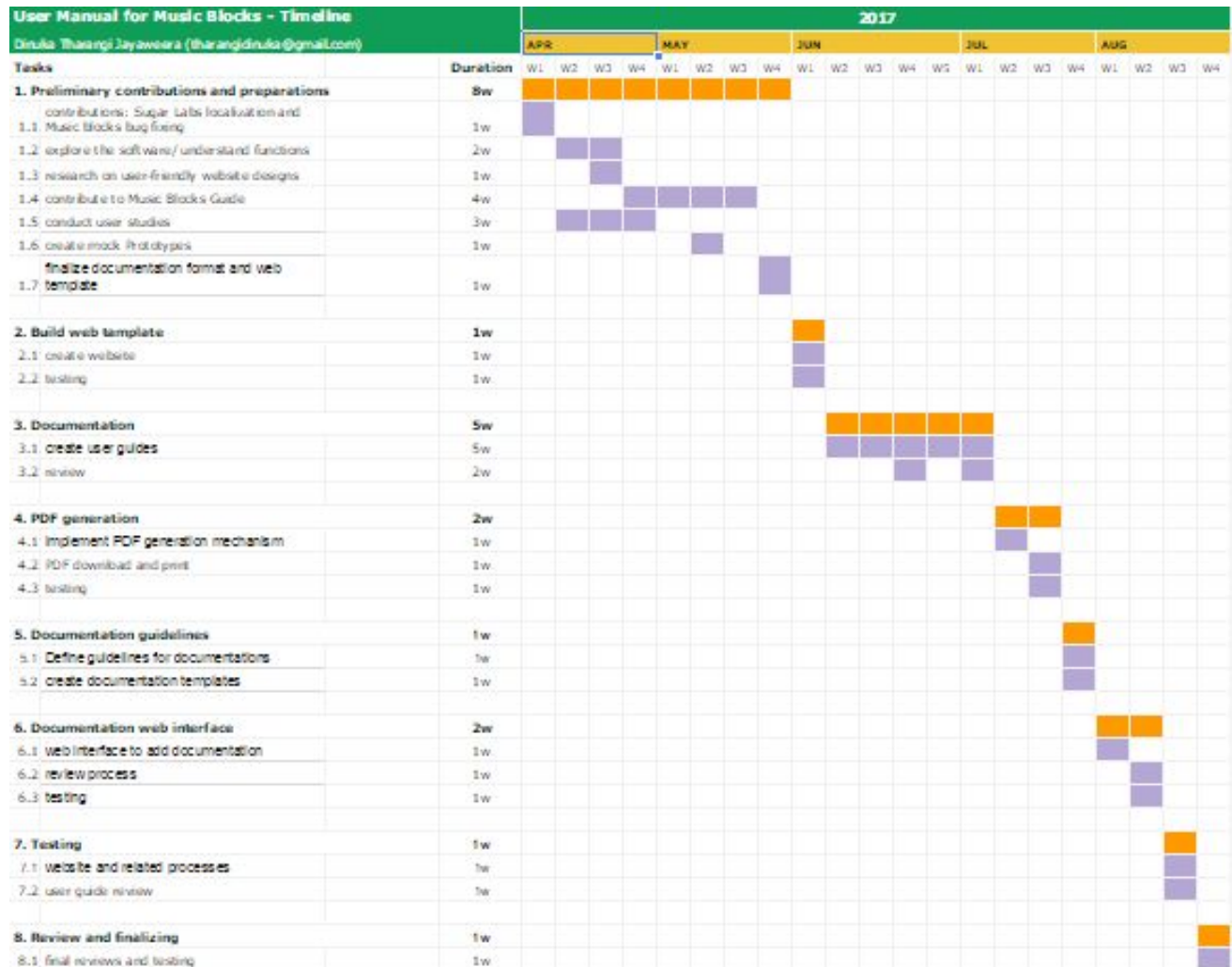


Image 5.1. - Project Timeline

(Refer - <https://docs.google.com/spreadsheets/d/1mDOkyjgL2Kh0vMvGZGGIC4yZFTlv3dPPZAGApdSPDxc/edit?usp=sharing>)

My week numbering for the project is as follows:

Week #	Time period	Important milestones
1	30 May - 05 June	Build the website with selected template
2	06 June - 12 June	Creating the user guide
3	13 June - 19 June	Creating the user guide
4	20 June - 26 June	Creating the user guide
5	27 June - 03 July	Creating the user guide
6	04 July - 10 July	Creating the user guide
7	11 July - 17 July	PDF generation mechanism
8	18 July - 24 July	PDF generation mechanism
9	25 July - 31 July	Documentation guidelines and templates
10	01 August - 07 August	Documentation collaboration process
11	08 August - 14 August	Documentation collaboration process
12	15 August - 21 August	Review user guide and test web application
13	22 August - 28 August	Finalizing the project and deliverables

7. Technologies

- Bootstrap 3
- HTML 5
- JavaScript

- End of Project Proposal -

<https://docs.google.com/spreadsheets/d/1U5lJ3lzMkfev9o1JLj0aircb3n60jgmBnJ5rG18EDjA/edit?usp=sharing>

Timeline

User Manual for Music Blocks

Dinuka Tharangi Jayaweera (tharangidinuka@gmail.com)

INTERNSHIP PERIOD						
APRIL		MAY	JUNE	JULY	AUGUST	SEPTEMBER
04 Apr - 10 Apr		02 May - 08 May	30 May - 05 Jun	04 Jul - 10 Jul	01 Aug - 07 Aug	
Week 1	<ul style="list-style-type: none">- Making Contributions to Sugar Labs Localization: English to Sinhala (https://translate.sugarlabs.org/accounts/Tharangi/).- Making contributions to fix bugs/report bugs in Music Blocks/ Sugar GitHub repositories.	<ul style="list-style-type: none">- Read more deep into the guide and propose the content format with the comments got in April Week 2 work to mentors/community.	<ul style="list-style-type: none">- Create website using the finalized template- Test the website on different web browsers and do bug fixing- Weekly update	<ul style="list-style-type: none">- Working on creating user guides- Review the user guide.- Weekly update	<ul style="list-style-type: none">- Create web interface to add documentations (Contributors can directly create/modify user guides through this interface)- Weekly update	<ul style="list-style-type: none">- Write a blog article of 'GSoC 2017 Experience with Sugar Labs' series on my personal blog.
11 Apr - 17 May		09 May - 15 May	06 Jun - 12 Jun	11 Jul - 17 Jul	08 Aug - 14 Aug	
Week 2	<ul style="list-style-type: none">- Read existing guide from end to end making relevant notes for clarification points and communicate and discuss with mentors/ community about the points identified to be changes/improved/added.- Conduct user studies on using music blocks with users	<ul style="list-style-type: none">- Create page by page prototypes according to selected two themes from the April Week 3 work and share with the community/mentors.	<ul style="list-style-type: none">- Documentation on the website.- Weekly update	<ul style="list-style-type: none">- Create PDF generation mechanism for the web site (In this way users will be able to download the latest version of the userguide for offline usage)- Weekly update	<ul style="list-style-type: none">- Create a documentation review process. (When a user submits a documentation, moderators need to review them. After successful revision, documents should be applied in the user guide)- Testing documentation review process.- Weekly update	
18 Apr - 24 May		16 May - 22 May	13 Jun - 19 Jun	18 Jul - 24 Jul	15 Aug - 21 Aug	
Week 3	<ul style="list-style-type: none">- Read existing guide from end to end making relevant notes for clarification points and communicate and discuss with mentors/ community about the points identified to be changes/improved/added.- Conduct user studies on using music blocks with users	<ul style="list-style-type: none">- Find answers to clarifications I have on content and design and recreate the formats suggested early where necessary.	<ul style="list-style-type: none">- Documentation on the website.- Weekly update	<ul style="list-style-type: none">- Create functionalities to download PDF version of the user guide- Test PDF generation/ downloading and printing- Weekly update	<ul style="list-style-type: none">- Review user-guide- Testing website related processes- Weekly update	
25 Apr - 01 May		23 May - 29 May	20 Jun - 26 Jun	25 Jul - 31 Jul (2nd evaluation Submission)	22 Aug - 28 Aug (Final Submission)	
Week 4	<ul style="list-style-type: none">- Do more research to implement a more user-friendly website for the user manual and communicate findings with mentors to get suggestions.- Create a set of prototypes and share with community/mentors to get suggestions and comments.- Read existing guide from end to end making relevant notes for clarification points and communicate and discuss with mentors/ community about the points identified to be changes/improved/added.- Conduct user studies on using music blocks with users	<ul style="list-style-type: none">- Finalize the website design and content format categorization by a discussion with mentors.- Create a public GitHub repository to maintain source code.- Create a Google document to document the content with anyone with the link can comment/suggest access and editing access to mentors.	<ul style="list-style-type: none">- Documentation on the website.- Review the user guide.- Weekly update	<ul style="list-style-type: none">- Create guidelines for user guide documentation- Create user guide documentation templates. When users contribute to the user-guide using a relevant template, new pages/sections will be generated automatically in the system.- Submit 2nd Evaluation (26th July)- Weekly update	<ul style="list-style-type: none">- Final testings and reviews- Final documentations and signing off- Finalizing the project on 28th August	<ul style="list-style-type: none">- Organize an event from Google Women Techmakers Sri Lanka chapter to make awareness about GSoC program and how they can start making contributions to Open Source society.- Write an experience sharing article about the event.
		27 Jun - 03 Jul (1st evaluation submission)				
Week 5			<ul style="list-style-type: none">- Documentation on the website.- Submit first evaluation report (28th June)- Weekly update- Write a blog article of 'GSoC 2017 Experience with Sugar Labs' series on my personal blog.			

NOTES

TO DO



<https://docs.google.com/spreadsheets/d/1mD0kijygL2Kh0vMvGZGGIC4yz>

[illegible]

[illegible]