



MUSIC PLAYER

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OUTLINE

Why Music Player?

Features

System Requirements

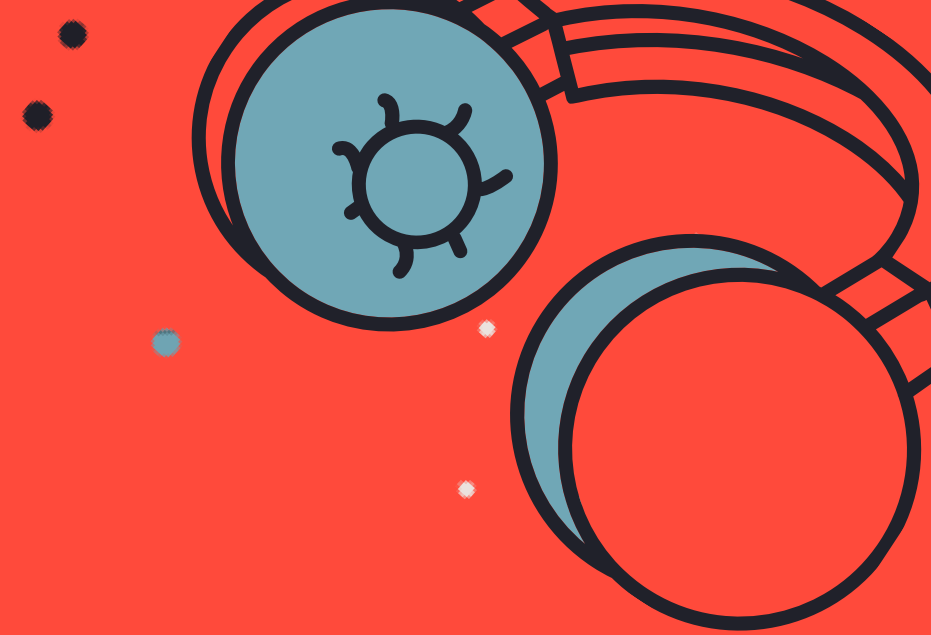
Basic Structure

Framework

Expected UI

Work Distribution

Schedule



WHY MUSIC PLAYER

MAIN IDEA

Many people nowadays like to listen to music, so we want to make a music player that can play all of the users favourite song.

GOAL

Make a music player that is easy to use and available for everyone to use.

OUR MISSION

Make a project that we can personally use in our daily basis.



FEATURES



1

PLAYBACK CONTROL

Allow users to play, pause, skip, and repeat tracks, as well as adjust the volume.

2

MUSIC LIBRARY MANAGEMENT

Create and manage playlists, as well as search for and add new songs to their library.

3

AUDIO QUALITY SETTINGS

Adjust the audio quality settings to their preference

4

PLAYLIST MANAGEMENT

Allow users to create and manage playlists

BASIC STRUCTURE

User Interface

Music Player Desktop App

Music Library & Playback

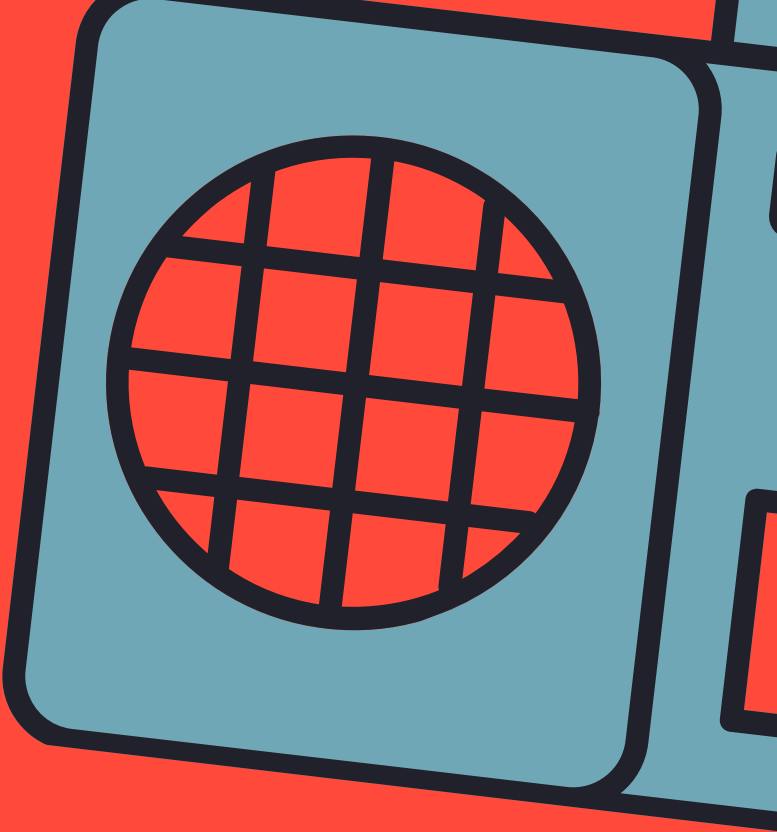
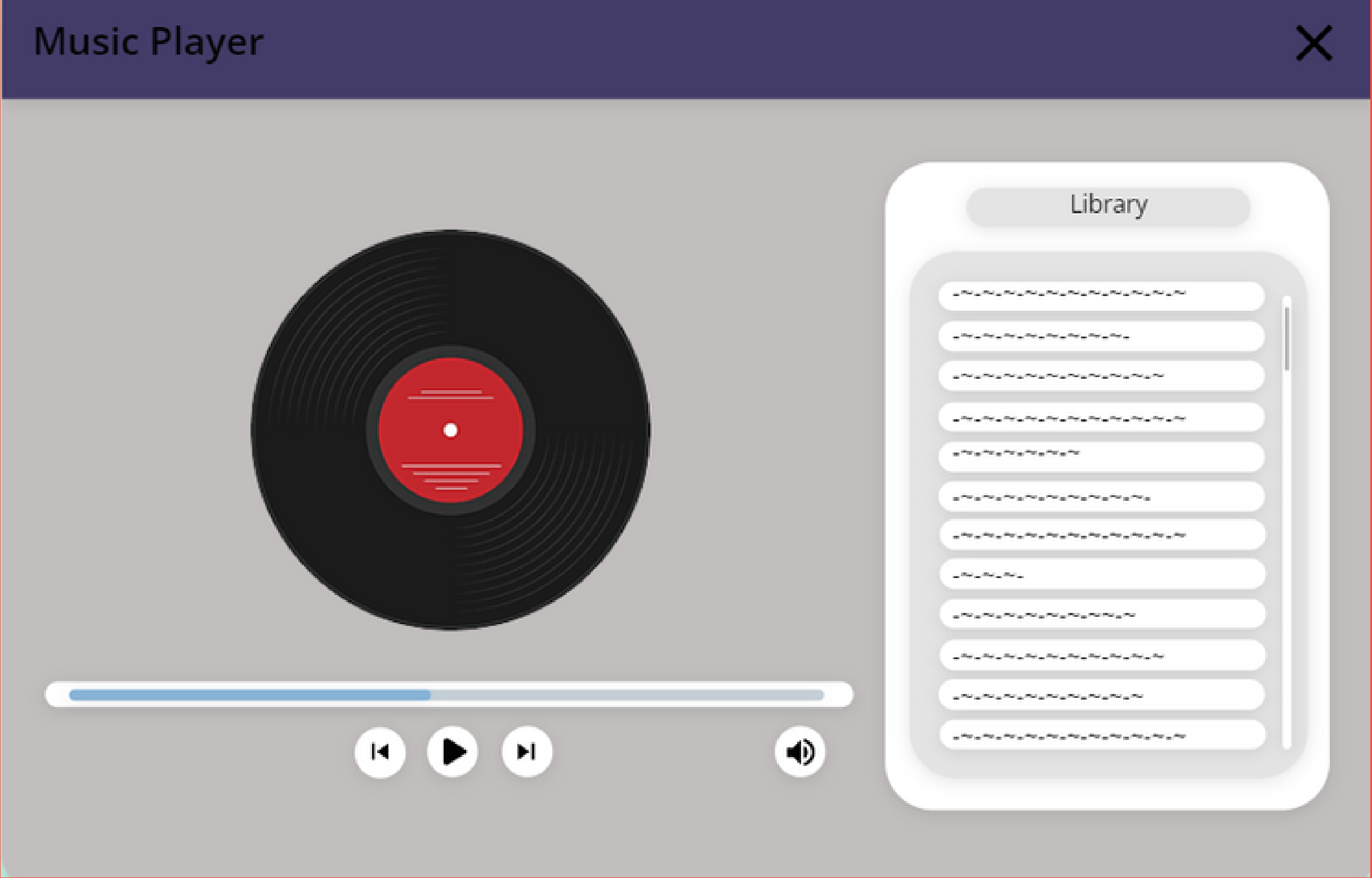
Audio Files



FRAMEWORK



EXPECTED APPEARANCE



WORK DISTRIBUTION

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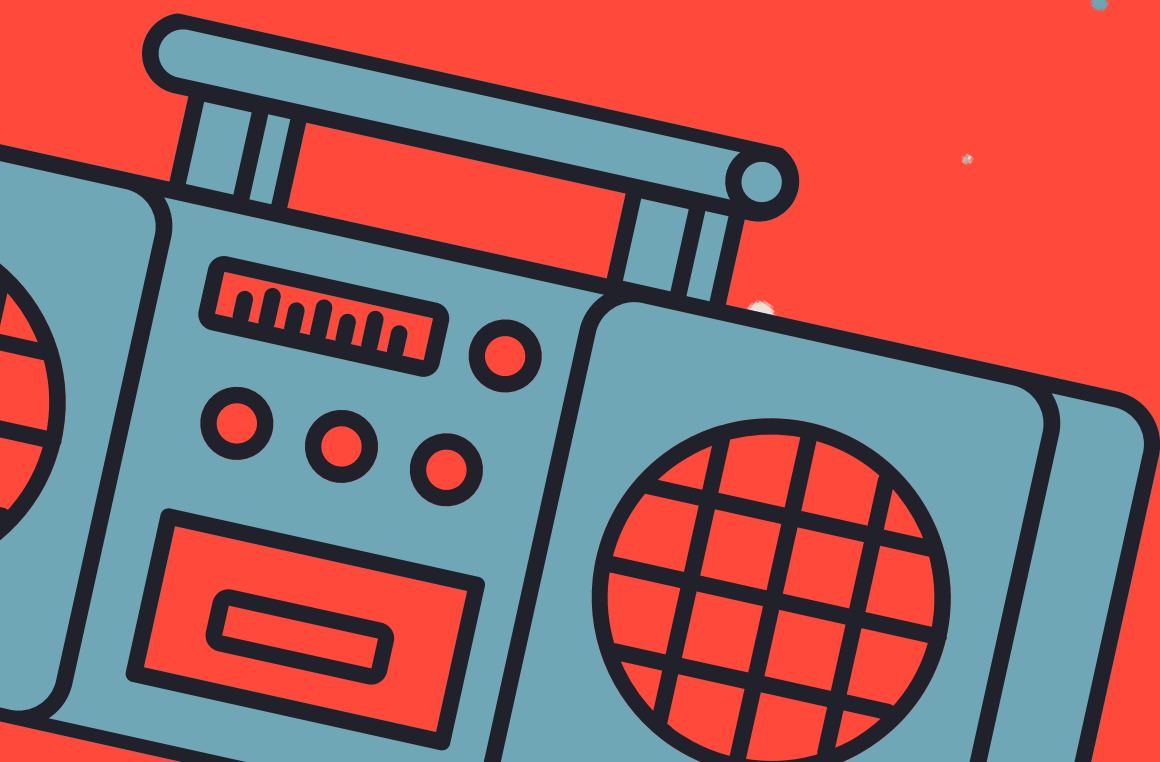
Main Program

UI Construction

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Main Program

UI Construction



SCHEDULE

APRIL 1ST

Idea Brainstorming

APRIL 10TH

Power Point Creation

MAY 1ST

Main Program Done (Expected)

MAY 15TH

User Interface Done (Expected)

MAY 31ST

Demo Day

THANK YOU

“ Music is the
movement of
sound to reach
the soul for the
education of its
virtue.

PLATO

