# Use-Case Definition and MVP Proposal
## - Group 6

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In the world of music streaming, user experience can make or break an app's success. Yet, with thousands of reviews being added every month, product teams often struggle to make sense of what users really want. Our project aims to address this challenge by building a review-driven recommender system that surfaces meaningful, actionable feedback from users. The goal is to help app developers and product managers better understand what's working, what's broken, and what features people care about, based not on assumptions, but on real voices from their user base.

To build this system, we're using a robust dataset sourced from Kaggle ("Google Play Music App Reviews") which contains 76,535 real user reviews from the Google Play Store. These reviews span seven of the most popular music streaming apps: Spotify, Apple Music, SoundCloud, TIDAL, Deezer, Shazam, and Google Play Music. Each review entry includes the app name, review content, a star rating (1–5), the app version (if available), and the date it was written. There is also a second dimension that we might or might go through, that is sentiment analysis based on comments. Depending on the challenges our team faces in the main recommender system, we will try or not to go beyond expectations and complete this too.

For our MVP, we'll build a simple tool that analyzes user reviews to find common themes and pain points. It will highlight patterns, such as certain problems appearing after an update or among users who give low ratings. The idea is to give product teams an easy way to understand what users are saying and what changes would have the biggest impact.

By turning user reviews into clear, actionable insights, our system will help app teams focus on what truly matters to their users. This approach can improve user satisfaction and guide smarter product decisions in a fast-changing market.