

Software Requirements Specification for Software Engineering: subtitle describing software

Team 8 – Rhythm Rangers

Ansel Chen

Muhammad Jawad

Mohamad-Hassan Bahsoun

Matthew Baleanu

Ahmed Al-Hayali

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Revision History

Date	Version	Notes
Date 1	1.0	Notes
Date 2	1.1	Notes

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1. The recommendation system will be able to recommend songs from less popular music genres (jazz, blues, etc.)
2. The analysis system will be able to extract musical features from less popular music genres (jazz, blues, etc.)

3. The generative system will be able to generate songs from less popular music genres (jazz, blues, etc.)
4. The recommendation system will be able to recommend songs from unpopular music genres (gnawa, libyan funk, etc.)
5. The analysis system will be able to extract musical features from less popular music genres (gnawa, libyan funk, etc.)
6. The generative system will be able to generate songs from less popular music genres (gnawa, libyan funk, etc.)
7. The recommendation system will be able to search for songs with cover art similar to an input song
8. The generative system will be able to generate new cover art for a newly generated song, based on the user's input criteria
9. The generative system will be able to generate new cover art for an existing song

26 Ideas for Solution

Insert your content here.

Appendix — Reflection

The information in this section will be used to evaluate the team members on the graduate attribute of Lifelong Learning. Please answer the following questions:

1. What knowledge and skills will the team collectively need to acquire to successfully complete this capstone project? Examples of possible knowledge to acquire include domain specific knowledge from the domain of your application, or software engineering knowledge, mechatronics knowledge or computer science knowledge. Skills may be related to technology, or writing, or presentation, or team management, etc. You should look to identify at least one item for each team member.
2. For each of the knowledge areas and skills identified in the previous question, what are at least two approaches to acquiring the knowledge or mastering the skill? Of the identified approaches, which will each team member pursue, and why did they make this choice?