Software Requirements Specification for Software Engineering: subtitle describing software

Team 8 – Rhythm Rangers

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Revision History

Date	Version	Notes
Date 1	1.0	Notes
Date 2	1.1	Notes

1 Purpose of the Project

1.1 User Business

Experimentation in music production is a process driven by intuition, i.e., lacking a core systematic structure, limited by a producer's experience and exposure to complex tools and techniques. *GenreGuru* strives to greatly reduce the effort involved in *methodically* attaining exposure to the use of tools and techniques in other songs. *GenreGuru*, by extension, democratizes access to experimentation in music production to less experienced producers, hobbyist musicians, and novices in music production.

1.2 Goals of the Project

GenreGuru shall:

- *featurize* – produce tabular features corresponding to characteristics of input songs;
- *recommend* – produce a collection of songs similar to input songs;
- *generate* – produce an audio artifact similar to input reference songs.

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Insert your content here.

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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?