

Team + Roles:

Andrew Lee - Frontend/UI

Bryce Joseph - Designer/Software Architecture

Bruno Nadell - QA/Testing

Jahangir - Backend/Database

Timeslot: 4:00 PM Fridays - 5:00PM

Tools/Frameworks: Python, Javascript, Node.js, React.js, Express.js, SQL

Project Proposal: Music(playlists) tied to location

- Users can set pins on the map and tie music/music playlist to those pins such that when a user approaches those pins, that particular playlist/music plays. Think of it like a videogame, when you walk into different zones/areas, new music themes play.
- Stakeholders: Spotify will buy us, very simple.
- Actors: Anyone who listens to music,
 - Mainstream audience: Spotify listeners
 - Niche market: Gamers
- Goals/Functionalities:
 - Add audio impression into environments and help people discover new music tastes

Discuss your chosen process:

We have chosen to adopt an agile-methodology based on these criteria:

Size: Since we only have 4 members, a small team size will allow us to communicate more effectively between roles.

Criticality: Implementation should keep in mind keeping people's locations encrypted and glitches in audio doesn't cause harm

Dynamism:

Skill level: Since we all either have experience or interest in full stack development, we all have a good understanding of the processes involved in developing one, which will prove useful in the agile methodology.

Culture: Additionally, we all have ideas of where this project can go, thus it would be best to adopt an agile methodology to account for these.

Github Project:

<https://github.com/AndrewLee23708/se-soundscape>

@github.com:AndrewLee23708/se-soundscape.git