Project Charter - Group 27
Put Me On

Team Members:
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Project Title:
Put Me On

Problem Statement:
Spotify is the world's most popular music streaming service, controlling 30.5% of the market share with their 226 million subscribers, in a world where 78% of people prefer to use streaming services to listen to music[1]. Yet despite their position as the industry leader in music streaming, Spotify lacks basic functionality that even casual music fans would appreciate, such as a more robust social experience and precise data on listening activity. We intend to build such a platform for our users, providing them with a data dashboard of their listening data (most listened to artists, albums, songs, etc.) and a more extensive application of social media features to Spotify and music streaming (comparing data with friends, creating shared playlists, see current listening activity, etc.). While there are competitors on the market, such as Airbuds or Stats for Spotify, a vast majority of these alternatives choose to specialize either in social or data exploration features, so we hope to provide a meaningful alternative to these platforms by combining both features in a synergistic manner.

Project Objectives:
- Develop a platform that provides users with a comprehensive data dashboard of their Spotify listening habits.
    - Create interactive visualizations that display users' most listened to artists, albums, songs, and genres over a variety of time periods.
    - Generate a written report that highlights key patterns in listening data
- Implement social features that allow users to connect with friends and compare listening data.
    - Enable features like creating and sharing playlists, viewing current listening activity, and comparing music statistics with friends.
    - Implement daily and/or weekly listening contests that users can engage in
- Establish a backend service that processes and analyzes Spotify data efficiently.

[1] Music Streaming Service Stats

    - Build a robust API to manage user data, social interactions, and provide real-time updates on listening activity.
- Real-time messaging system that allows users to communicate with friends or other participants in shared playlists or social activities, fostering a more connected and interactive music streaming experience.

Stakeholders:

- **Users:** Spotify users who want more insight into their own listening activity or a greater social experience with other Spotify users.
- **Developers:** Rohan Bharadwaj, Jason Li, Arya Medapati, Prithvi Rangaswami
- **Project Coordinator:** Jiayi Liu
- **Project Owners:** Rohan Bharadwaj, Jason Li, Arya Medapati, Prithvi Rangaswami

Project Deliverables:

- A React-based web application acting as the main interface for users to access their listening data and social features, including data visualization of most listened to artists, albums, songs, and more.
- A backend service built with Node.js to handle data processing and API requests, including retrieving and analyzing Spotify listening data, managing user accounts, and processing social interactions.
- AWS hosting infrastructure set up to ensure scalability, reliability, and security of the platform
- A Firebase database that manages user profiles and their connections

Platforms and Frameworks:

- React Js
- Node Js
- Vscode
- Git
- Firebase
- AWS