MyTunes - Compulsory Assignment

Put some illustration here

**Handed-in by**

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# Introduction

Here you present the project

## Background

What is the starting point of this project. What is it, where is it done, who is doing it.

## Problem definition

## Product vision

State your initial plan. How do you envision the final result in broad terms

## Strategic analysis

# Pre-Game/Background

## Project organization

Describe who you are in the group and how you have organized yourselves (roles and personality types). Outline the expectations you have set in the group and the rules you follow (refer to the group contract in the appendix).

Explain how you approached the project. Specify the project management theories and models you applied (WBS, Gantt, and Kanban). Discuss how you estimated your time and managed your tasks. Remember to document this with pictures and/or screenshots.

Detail the stakeholders involved in the project using an interest-power matrix (X: interest - high/low, Y: power - high/low).

At the end of the report, it would strengthen the assignment with a written reflection on the "estimated plan" vs. "reality plan."

## Overall Project schedule

## Initial product backlog

List the requirements in the assignment. Best if you make a bullet point list of the different parts of the system you must implement.

You can look at User Stories as a good example of how to do this:

As a user I want to add a song to a playlist

As a user I want to delete a song from a playlist

As a user I want to play a song

etc.

## Architecture

Describe the overall structure of your program. Include a UML diagram of everything and how it is connected.

In the description, focus on the purpose and responsiblity of each class, like:

The BLLManager is responsible for handling all logic related tasks in the system, e.g. filtering songs, sorting playlists, etc.

Do not write about the obvious already in the diagram like:

~~The MainModel class is associated with the BLLManager.~~

# Sprint 1

Here you describe the work you did

## Sprint planning

## Daily meetings

## GUI

Describe the design of the user interface and why you made it like that. Include pictures

## Data model

Your data model as it is in the database. You can generate a database diagram and paste it here from DataGrip.

Show the corresponding object oriented model (your BE classes) as a UML diagram.

Discuss how you go from the database diagram/model to the object oriented one.

## Implementation

### Code examples

Screenshot some examples of code that is interesting. Try to pick something that was complicated or presented a problem or something you think you solved in a good way. Explain why.

### Design Patterns

## Unit test

## Sprint Review

The finished functionality of the program.

Here you look at the section: *initial product backlog* and show how much you finished and what is still missing.

## Sprint Retrospective

Was it a good project? What did you learn? What to do better, to improve next time?

# Conclusion

# References

Use APA or Harvard reference style if you have any

# Appendices

 Group contract