

Jukify	
Vision	Date: 07.10.2021

Jukify Vision

1. Introduction

The project's goal is to make life of partygoers easier by allowing everyone to take part in the process of choosing music.

2. Positioning

2.1 Problem Statement

The problem of	Managing music at a party.
Affects	Party organizers, party visitors.
the impact of which is	Management of the music at the party.
a successful solution would be	Easy, intuitive music management system that involves party visitors.

2.2 Product Position Statement

For	People who attend meetings with music background.
Who	A person, whose device is playing music, has to pass the device around to let people help with the music choice. This is tedious and not convenient.
The (product name)	Online music manager.
That	Allows multiple people to effortlessly participate in the choice of music.
Unlike	Applications that only allow single user to manage his own playlists or playing queues.
Our product	Allows involvement of multiple people.

3. Stakeholder Descriptions

3.1 Stakeholder Summary

Name	Description	Responsibilities
Party organizer	Person who organizes the party.	Such a system would allow party organizers to cut the cost of the DJ, since anyone with an account on a music streaming platform can act as one.
Party master	Person responsible for the music at the party.	Target user of the application. Makes his "job" easier, since he does not have to pass the device to anyone who wants to contribute.
Party member	Partygoer who wants to contribute to the party.	Target user of the application. Project allows him to cooperate with the person responsible for playing music easily.

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Name	Description	Responsibilities
Project Manager	Part of a development team.	Coordinates different parts of the project. Coordinates the work of the development team. Ensures that the project will release.
Developer	Software developer.	Ensures that his part of the project is implemented. Ensures that quality of his software meets the demands.
Designer	UI development and quality.	Ensures that the software is easy and intuitive for end-users.

3.2 User Environment

A party organizer appoints one person to be the party master. The party master is a person, whose device is responsible for an audio playback from one of many music sources. A party master creates a party session and then shares the connection data with party members. A party member is a person who is interested in contributing to the music that is played through various means – either by directly proposing the music to the party master or through the voting system.

Each activity should take little time – a few clicks as most.

Each user needs a device with connection to internet. Party master is also required the ability to play the music.

The first release will cover phones with Android and Spotify. Future releases include other operating systems and music providers.

4. Product Overview

4.1 Needs and Features

Need	Priority	Features	Planned Release
Mobile app – Android	Essential	Connection to the backend. Handling UI tasks.	First release
Search system	Essential	Allows search for a song and request to a party master.	First release
Party archives	High	Allows the users to search through party history in order to find songs that were played.	First release
Voting system	Normal	Allows users to create polls about currently played music or future choices.	First/future releases
QR Code Controls	Normal	Allows easy installation of the app / easy connection.	First/future releases

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User management	Normal	Allows transfers of the party master to other members.	First/future releases
Mobile app – other platforms	Low	Connection to the backend. Handling UI tasks.	Future releases

5. Other Product Requirements

Requirement	Priority	Planned Release
Backend server	Essential	First release
Party database	High	First/future releases
API calls	Essential	First release
Documentation	Essential	First release