Jukify

Vision

# Introduction

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

# Positioning

## 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. |

## 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. |

# Stakeholder Descriptions

## Stakeholder Summary

| **Name** | **Description** | **Responsibilities** |
| --- | --- | --- |
| Party organizer  Party master  Party member  Project Manager  Developer  Designer | Person who organizes the party.  Person responsible for the music at the party.  Partygoer who wants to contribute to the party.  Part of a development team.  Software developer.  UI development and quality. | 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.  Target user of the application. Makes his “job” easier, since he does not have to pass the device to anyone who wants to contribute.  Target user of the application. Project allows him to cooperate with the person responsible for playing music easily.  Coordinates different parts of the project.  Coordinates the work of the development team.  Ensures that the project will release.  Ensures that his part of the project is implemented. Ensures that quality of his software meets the demands.  Ensures that the software is easy and intuitive for end-users. |

## 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.

# Product Overview

## Needs and Features

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

# Other Product Requirements

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