Project scope

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Community (UN SD goal):	Goal 12: Responsible Consumption and Production & Goal 16: Peace, Justice and Strong Institutions
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Project Name	User-Friendly-Jukebox

Project Deliverables	
Arduino Code	The User-Friendly-Jukebox will be controlled by an Arduino. The Arduino code will register button presses and play the corresponding music playlist from a UART Control Serial MP3 Music Player. The code must be stable and dependable. Play/Pause and Skip functionality will be optional as the goal is to play music in a reliable and simple manner.
Physical Jukebox	The physical User-Friendly-Jukebox must be delivered and permanently installed on top of the sound system cabinet. The jukebox will be made primarily of wood and include a series of buttons. There will likely be an architectural design component to the jukebox as it will also function as a piece of furniture/decor.
Jukebox Instructions	Instructions on how to use the jukebox must also be included to guide people through the simple process of using it.
Jukebox Design Concepts	Concepts of the jukebox will be delivered for final approval of the design.

Project Exclusions
[No project exclusions]