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|  | Music Streaming System with Mobile Music Player Application |
| Project Vision Document | |
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# Introduction

This Project Vision document goes over various factors for the Music Streaming System (MMS) with Mobile Music Player Application (MMPA) project such as the scope, stakeholders, and system features.

## Purpose

This Project Vision document for the (MMS) with (MMPA) is used to detail the expectations for the project and outline the functionality of the systems within the product. Going through each section will detail a variety of observations made by the team for example, the needs of stakeholders and users from the system, functions created from those needs, and how it addresses the problems identified.

## Scope

The scope is used to predict what is necessary to successfully complete the project; it is a culmination of functionalities, goals, and outputs of the project or product based on the analysis from the problem opportunities determined by the project team.

### In Scope

### Based on the problem opportunities determined by team T24 GBCoders who will also develop the product, the scope of the project looks at two parts which are the Music Streaming System (MSS) and the tied-in Mobile Music Player Application (MMPA). The (MSS) will allow for users to create accounts, manage their accounts, stream music or podcasts and upload audio files for both categories. The tied-in (MMPA) is to be a standard music player application with standard functionalities such as local playback of audio files, an equalizer, and playlists. The (MMPA) will also be the front or client side for the (MSS) as users are expected to access the functionalities of the (MSS) from the (MMPA).

### Out of Scope

### Goals and functionalities determined to not be part of the project include monetization since the goal for the initial product is for users to only share their music or podcasts on the (MSS). The problem with monetization is that the team has considered the possibilities of legal issues due to DMCA violations where users could upload the intellectual property of their respective owners; another part of the solution that was determined for any conflicts is there will be a disclaimer where any uploads that violate this will be removed, and that the legal issues must be determined by the uploader and the copyright holder.

## Definitions, Acronyms, and Abbreviations

Music Streaming System (MSS)

Mobile Music Player Application (MMPA)

## References

TBD

| Reference File Name | Version | Description |
| --- | --- | --- |
|  |  |  |
|  |  |  |

# Positioning

## Business Opportunity

As a team of developers, we envision a fully featured MP3 player mobile application to play local files (.mp3,flac,aac,wav), create/sort playlists, play podcasts and can connect to music streaming systems that will be continuously updated to meet competitive and customer challenges.

## Problem Statement

| The Problem of | Competitor’s music systems lack discoverability/entry for new/upcoming independent artists and lack of support for them |
| --- | --- |
| affects | Independent artists, talent scouts, and people who listen to music |
| the impact of which is | It stifles music innovation from independent artists, stifles the ability of talent scouts to search for talent, and people who listen to music are trapped in a bubble and not given better alternatives and or features |
| a successful solution would be | More music innovation from independent artists, talent scouts can search for talent with less difficulty, and people who listen to music are not trapped in a bubble and given alternatives |

**Table 1 Problem Statement**

## Product Position Statement

| For | music listeners |
| --- | --- |
| Who | need more features to their music system to enhance enjoyment |
| The <product name> | contains enhanced features, supports independent artists and their entry to upload their content without a hassle |
| That | Spotify which lacks enhanced features and does not allow financial interests to affect the ability for independent artists to upload their content |
| Unlike | Spotify which lacks enhanced features and does not allow financial interests to affect the ability for independent artists to upload their content |
| Our product | **Is free, has enhanced features and will support independent artists** |

**Table 2 Product Position Statement**

## 2.4 SWOT Analysis

| **Strengths** | **Weaknesses** |
| --- | --- |
| Free for user | Streaming requires internet service |
| Easier access for independent artists to upload content | No monetary profit for anyone |
| Lack of legal disputes as our disclaimer mentions that we will not profit from the music and it is their respective property if they choose to upload content, this application just plays it |  |
| **Opportunities** | **Threats** |
| New markets around the world are ripe for expansion with a free music app | Some large competitors |
| Superior features and support for independent artists allow us to attract a niche but potentially loyal audience |  |
| Opens the opportunity to pursue into the growing podcasting market |  |

# Stakeholder and User Descriptions

## Stakeholder Summary

| Stakeholder Name | Represents | Role |
| --- | --- | --- |
| Developer | Build the application | Responsible for designing and creating the systems for the application. |
| Project Researcher | Ideas for the project | Responsible for researching ideas for the project by looking at competitors' systems and what we could do better. They also analyze data to see what users would like to see in a music player application. |
| Project Manager | Overlooks the entire project | Responsible for making sure that the project is on the right track and deadlines are getting met . Making sure that team members have the tools to accomplish the task given. |

**Table 3 Stakeholder Summary**

## User Summary

| User Name | Description | Responsibilities | Stakeholder |
| --- | --- | --- | --- |
| Listener / App User | They are the target audience of the application. The primary end user. | Provides what they would like to see from the application through feedback. | Self |
| Database Manager | They are responsible for managing the database | They will check if there are any faults in the database and if the information are correct | Self |
| Beta Tester | Make sure that the application is free from bugs and error | Looks for bugs and errors in the application and reports it to the developers. | Self |
| Independent Artist | One of the providers of music for the application | They upload their music to the application. | Self |

**Table 4 User Summary**

# Stakeholder Requirements

| ID | Requirement | Stakeholder |
| --- | --- | --- |
| 1 | Application that plays music from streaming to music downloaded from the current device. The ability to play Hi-Res music. Ability to make playlists and use queue. Suggested music. | End User |
| 2 | Application that allows for easy upload of music. Also better visibility that promotes their music for other people to see. | Independent Artist |

**Table 5 Stakeholder Requirements**

# System Features

| **ID** | **Feature** | **Stakeholder Requirement ID** |
| --- | --- | --- |
| 01 | **Downloading Music** (Allow users to download music on their local device, so that they can play it later without any internet.) | End User |
| 02 | **Create Playlist** (add music to a certain library created by the user.) | End User |
| 03 | **Login/Logout.** (Allow access to their files and liked music.) | End User |
| 04 | **Start/stop** (This feature allows the user to start or stop the music.) | End User |
| 05 | **Shuffle** (Random music playing capability.) | End User |
| 06 | **Liking Music** (Ability to like music and put it in a like place where the user can see all his or her liked music.) | End User |
| 07 | **Sharing Playlist** (This feature allow user to share their music playlist with their friends and with other peoples too) | End User |

**Table 6 System Features**

# Assumptions

* ​​The scope describes the brief capabilities of the project and it will remain the same throughout the entire project cycle.
* This will be a mobile player app.
* Goal is to deliver all the desired project outcomes listed in the project summary.
* Project Team members will have the resources that they will be needing to complete their individual tasks on time.
* There will be no significant change in the department of the stakeholder and what they represent.
* The proposed DMCA disclaimer and takedown are able to handle any conflicts and will not evolve into a larger issue
* The external server is able to handle the load required by the product

# Constraints

Bandwidth amount, internet, number of users, system requirements.