**Team 23 Project Charter  
crowdsourced music selection for social events**

**Team members**  
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**Problem Statement:** Playing the music people want to hear at social events can be very difficult.The hosts may not know what music to play and the guests have no say in what music is played. There are some apps that aim to fix this solution, but our app will automatically suggest music based on the music tastes of the guests.

**Project Objective:**

1. Create a host client that music will play from
2. Develop a passcode based system for guests to join events
3. Build initial playlist based on guest preferences, existing playlist or seed selections
4. Continually suggest songs based on guest votes
5. Develop a guest client for voting on songs from users’ devices
6. Save songs played in event as a playlist

**Project Stakeholders:**

Users: The application will be used by anyone who hosts a social event where music is played and everyone who likes having their preference of music to be played at said gathering.

Project Manager: Ivan Chan

Developers: Ronak Bharad, Donald Bough, Ivan Chan, Kareem Elhadidi, Siddharth Patel, Timothy Poozhikala

Project Owners: Ronak Bharad, Donald Bough, Ivan Chan, Kareem Elhadidi, Siddharth Patel, Timothy Poozhikala

**Project Deliverables:**

1. A web app that will provide an interface for the user to select songs they would like to be in the queue, as well as vote for songs which others have already suggested. This app will be built using Javascript, HTML, CSS, Bootstrap and Angularjs .
2. A backend server that will use algorithms to add new songs based on current preferences and constantly keep the playlist running. This will be written in Java.
3. APIs that focus on communication between the host client and guest client. Written in Java.
4. A database to track past music preference and to store upcoming songs. The DBMS is yet to be determined.