PROJECT REPORT

Group F

Info 1113

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Imagine a world where you find a song in a second that resonates with your mood. It is incredibly frustrating to find a perfect track by sifting through countless playlists with as many songs in them. An average person wastes 1 minute to find the right track of 3:30 minutes. Our project challenges the foundation of all the current music apps which organize their content by genres. So, we decided to develop a system or an application that will resolve this by searching songs using a specified algorithm. The application will also contain a matching track when a user searches for music, and it will give an overview of related music in a drop-down list for them t choose from. The more a user listens to specific music, the algorithm learns from the user's routine and develops a representative list of music that will simplify a listener's time. However, after a specified time, the application will have a premium subscription which will happen after two months but again, keep in mind that the least amount will be charged.

The project milestone is at its beginning, and we are working on developing non-disputable documentation of the project. The most important task to be done is mostly the coding part for the algorithm behind our project. The algorithm will allow a smooth transition and an easy understanding of how the project will work. There is a dedicated plan for every group member to participate in each component of the project, which will enable everyone to understand it better.

The basis accomplished the task in the project is the development of a report that entails a detailed description of the Music application that we are about to develop. The assigning of each stakeholder to different tasks to make sure it is done in time. As a team, we have goals of the job we need to archive at the result. Our target is to have a great understanding of the customers or rather the result as the end-users requirements and maximize it to fulfill their desires. Nevertheless, our target market is the less fortunate looking to have the best music services, but they cannot afford it because of high charges from other service providers.

Some of our group members did the analysis. Most people have a problem with how people use genre music and categorize music as lousy music. In the analysis report we generated, people need to have an algorithm that creates their favorite music but not a category of music desired to be suggested by a particular pattern like other service providers like Apple Music.

Conclusively, we have taken risks when developing this project that, as understood, all projects should have. The first risk we took is having an extended budget if we might need more money and resources o to be used. Our initial budget for the project is 1000 dollars, but we have extended the budget to 1200 dollars for the miscellaneous. Our other risk was the on-time schedule for the project to finish. Any project needs to be done within the specified and decided time, but some other factors might arise when doing the project. We decided that it would take three months to develop and implement it entirely for our application, but we added another one month in case we have shortcomings on the way.