Spotify - practical assignment OOAD

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Table of Contents

Introduction

This report consists of an UML design of Spotify, the music streaming service. This document contains a deeper look at the existing functionality that Spotify contains.
[welke dingen we onderzocht hebben]
[Hoe we daarbij gekomen zijn]
[]

Product vision

Spotify is an audio streaming platform, that predominantly streams music and has started adding podcasts since october 2018. Spotify Technology S.A. was founded in 2006 and launched the platform in 2008. It contains a catalogue of 50 million songs. Spotify is targeted at three groups, listeners, artists and podcasters. Listeners are given the choice between the free version and paid version of Spotify: the free version contains advertisements and no control in their mobile version. Artists and podcasters are able to publish their work and gain insights into their streams and are able to get paid a certain amount per stream.

Spotify Technology S.A. consists of >3600 employees as of 2018, with headquarters in Luxembourg (legal) and Stockholm (operating).

The goal of spotify is to enable everybody to listen to music with ease while making sure that artists are getting paid for it.

Even though spotify is one of the first streaming platforms of its kind, there are now a variety of alternatives. Such as, Apple Music, Youtube Music, Tidal, Google Play Music and soundcloud.

Beschrijf ook wat de belangrijkste features zijn van spotify die jullie willen gaan modelleren.
Hoe moet Spotify zich in de toekomst ontwikkelen om zich nog beter te kunnen onderscheiden van zijn concurrenten?

Data Dictionary

[onderzoek wat ze willen]
Farah 3 en hugo ook

Actors and their goals

2 doelen per acteur (spotify, artiesten, luisteraars)

Spotify

Create playlists
Stream music

Content creators

Publish content
Gain Insights

Dit moet je wel een beetje uitwerken:

Een doel beschrijf met met tussen 10 en 30 woorden zodat voor iedereen duidelijk is wat bedoeld wordt.

Listeners

Create personal playlists
Follow artists

Use Case Diagram

Create playlist

Domain Model

State Machine Diagram

System sequence diagram

Class diagram

References