

Business Requirements & Assumptions

Software Developer - Music Player



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# Functional Requirements

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| Requirement ID | Requirement Details |
| **1.0 Audio Playback / Music Player** | |
| 1.1 | Provide the functionality to play an audio file. |
| 1.2 | Provide the functionality to control the playback (pause / play) of an audio file. |
| 1.3 | Provide the functionality to skip to the next song in a playlist. |
| 1.4 | Provide the functionality to return to the previous song in a playlist. |
| 1.5 | Provide the functionality to shuffle to a random song in a playlist. |
| **2.0 Audio File Management** | |
| 2.1 | Provide the functionality to display a list of audio files and order by title or album. |
| 2.2 | Provide the functionality to search for songs based on a search term. |
| 2.3 | Provide the functionality to order the results of that search by title or album. |
| **3.0 Playlist Management** | |
| 3.1 | Provide the functionality to collect audio files into playlists. |
| 3.2 | Provide the functionality to create a playlist. |
| **4.0 Basic Application** | |
| 4.1 | Provide the functionality to switch to an ‘idle’ state which would use less power and conserve battery life. |

# Assumptions

I assume that the device that Rebmem plans to design is supposed to be hand-held size, due to the repeated mention of ‘portable’ in their description of the device. Therefore, while I was designing my user-interfaces I was considering that the device would have to be small and would not have a lot of room for complicated UI components and designed accordingly.

The device that the Rebmem designs has suitable input controls. Such as, but not limited to, a touch screen, a small joystick or d-pad to interface with menus, suitable buttons, a small keyboard, etc. Or alternatively, if during phase 2 they decide that the portability of the device is more important than the usability, then they might consider locking down specific complicated functionality (such as creating a playlist, or the search feature) to only when the device is plugged into a computer or laptop as then the user would (most likely) have access to a larger screen, mouse, and keyboard.

Many features focus on making it easier for a user to manage their audio collection – such as being able to categorise their collection of music into digestible playlists. One assumption is therefore, that the user is interested in managing their audio collection and helping the application to help them find songs they wish to listen to quickly and easily.

Finally, there is a possible minor assumption that the user can recognise and understand the media button icons, such as pause, play, next, and previous. To mitigate this assumption, all those buttons will have a ‘title’ so when they are hovered over the button name is shown, in case they are unfamiliar. The user guide would also be able to assist the user.