

# Office Media Player

11/9/2011

Fighting Cephalopods

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## 1.0 PROJECT DETAILS

### 1.1 PROJECT SUMMARY

A music player designed for office use that will play through a list of uploaded songs using a user based rating system. The goal is to generate a happy medium of music that all users can agree to listen to from each other's music libraries.

### 1.2 REQUIREMENTS

#### 1.2.1 RATINGS

1. Ratings will follow a 5-star system in which the ratings will directly affect how often a song is played. (0 = never played, 5 = most often played)
2. Users can rate songs while they are being played, and in a ratings screen at a later time if they have listened to the song at least once.
3. Users can change personal rating in ratings screen, but only if they have already rated it at least once.
4. Users can view all ratings for each song and who rated them that the user owns, or rated as long as that user is logged in.
5. A rating of zero stars will be considered a veto. Vetoed songs shall not be played again, unless the veto is removed.
6. Users are informed who issued a veto.
7. There is no limit to the number of vetoes a user can issue.
8. There are 3 ratings total for each song: Your personal song rating, the average rating of the members of the current room, and the rating of all people who have rated the song.

#### REQUIREMENT APPROVAL

Name	Role/Responsibility	Date
	Teacher	

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### 1.2.3 LOGIN & USER ACCOUNTS

1. An administrator is not needed to register members. They can create their own profiles.
2. The user's account name will be their email address.
3. Their password will be personally chosen when creating a login account.
4. A hash of the password will be stored, not plain text.
5. If a user forgets their password, they may request to reset their password to their listed email address.
6. The user's password will not be emailed.
7. After logging in the user will be asked to "create a new room" or choose from a list of existing rooms. If create new room is chosen, the user will be asked if they want broadcasting through individual headphones or a single speaker.
8. Users may select an option to not play explicit lyrics in the user's settings.
9. A room can hold up to 5 users at a time.
10. Users may vote to kick someone from the room for being idle by having a user "motion to kick" and a second user approving the motion, for rooms with two or more people. If only two users are present, the motion automatically passes.
11. Each time a user logs into a room, their music is added to the room's playlist and the average rating of each song is recalculated with all current user's ratings.
12. Users are able to access a ratings history page which shows all songs they have listened to and rated.
13. Users are able to view all the songs they uploaded and view their rating and the average overall rating given by others. Further details are available as to individuals' ratings.
14. Individuals cannot be logged in at two locations.

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### REQUIREMENT APPROVAL

Name	Role/Responsibility	Date
	Teacher	

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### 1.2.3 UPLOADING AND PLAYING MUSIC

1. Any user may upload an infinite amount of songs to the database (HD space permitting).
2. Song can only be uploaded if they are in a common format (i.e. .mp3, .wma, .ogg). Formats like .midi, .mod, and .wav cannot be uploaded.
3. Songs will only be played from the selection of music that the users in the room have uploaded.
4. Any user can pause or un-pause the music at any time (no vote required).
5. Songs cannot be downloaded from the database.
6. A user may upload no songs and still enter a room and listen to the songs of other users.
7. Music player will display the user's rating as well as the average rating of the current play group and the owner of the song. The titles of songs and album art will also be displayed.
8. Song name, album name, author name, song progress, and album art will be displayed.
9. Song name, album name, author name will scroll if text is too long.
10. ID3v2 tags will be used to find song information from an Internet database.
11. Song information will be automatically retrieved on upload.

12. Songs are uploaded with a default rating of 2.5 stars.
13. Songs which have not been listened to cannot be rated.
14. Users are able to add tags to songs they have uploaded (e.g. "country," "rap," "Christmas").
15. Those tags can be mass activated or deactivated by the user in their profile screen.
16. Songs can have multiple tags attached to them.
17. Tags are to be viewable along with other pertinent song information.
18. Tags can be added and removed after upload.
19. Tags will be used by users to sort and classify their music.
20. Any user may motion to skip a song as it is being played.
21. After a user seconds a motion to skip a song, the song is skipped.
22. If only one user is in a room, he or she can skip a song with only a motion, no second necessary.
23. Room host can switch between headphone mode and speaker mode at any time, no seconding required.

#### REQUIREMENT APPROVAL

Name	Role/Responsibility	Date
	Teacher	

#### 1.2.4 ADMIN ACCOUNT

1. Used to setup system.
2. Administrators can kick people, songs, or ratings out of the system.
3. An Administrator can only veto a song for explicit language.

#### REQUIREMENT APPROVAL

Name	Role/Responsibility	Date
	Teacher	



### 1.3 NOT IMPLEMENTED THIS VERSION

1. A silence option to mute music currently being played.
2. Being kicked due to user inactivity.
3. The ability to view the next song to be played
4. An option to view the top worst and top best songs
5. The ability to rate past songs
6. Display lyrics of songs

### REQUIREMENT APPROVAL

Name	Role/Responsibility	Date
	Teacher	

### FINAL APPROVAL

Name	Role/Responsibility	Date
	Teacher	

## 2.0 MINUTES FROM MEETINGS

### 2.1 DAY 1 – 9/29/2011

- Office music player program
- Power to change the music
- Group rating
- Music changing based on group rating
- Yahoo Internet radio
- Rated on five stars
  - Played more often depending on rating
  - As song plays people can put in their rating
- Ability to go back and vote on previous songs
- Shared music database
- Legal ramifications?
  - how many people can a song be played to
  - storing
  - streaming vs. file copying
- Limited to five people listening at a given time
- Limited number of vetoes?
  - unlimited vetoes
  - “no” symbol = veto
  - immediately change to next song
  - alert everyone to source of veto
  - cannot play that song again as long as that user is logged in
- Album artwork
- No limit on number of songs by user
- Centralized
  - Not streaming to individual clients
  - One person is a “player”
  - Must be in the same room together
  - Office has some kind of server, 24/7
  - Client side app that plays it
- Log into system to be a part of the virtual room
  - Identify all the people in the “room”
  - Log into a rooms
- Option for silence? “I have a migraine, don’t play music.”
  - Social veto
- Login
  - Account creation
  - Time stamp people as they log in
    - Room selection/creation Handles adding new music to the playlist as new people login
      - Establishes new song rating averages and vetoes
    - Room founder is “player” with active speakers
    - Promotion of others to player
- Music Player
  - Song title
  - All users who owns it
- Self-removal / modification
  - Enable / disable tags

- Can exist in multiple tags
  - If only one tag is off, it is off
- Music upload
  - Requires song name
  - Account association
  - Categorize with personal tags
  - Check for duplicates
  - Uses ID3v2 tags if not already tagged
- Skip
- Ratings
  - Veto
- Inactivity timer / "Are you still there"
- Admin account
  - Rights to remove accounts / music
  - Used to setup system
- Databases
  - Uploading music
    - Default ratings

## 2.2 DAY 2 – 9/31/2011

- Must login to app
  - here are the rooms, pick one or create one
- registration process - no admin process
- Play on whoever's computer is logged in first? A: "I suppose so."
- Person doesn't need to provide music to join the system, but person must be in the room.
- If not voted on the song, doesn't mean anything
- Inactivity kickoff (1hr). Other listeners can kick other people off the room. Warn the person getting kicked off before they get kicked off to prevent from getting kicked.
- recognize multiple copies of the same song
- only rate stuff as it's playing
- Status bar flashing? if your computer is not controlling the speakers
- Do you want to see the next song coming up? A: no
- Administrator that can remove users, ratings, and songs out of the system. You don't remove from database, only mark it as erased.
- songs can be skipped with a motion and a second
- if only one user is left in the room, he or she gets free skips
- notification message when somebody leaves
- the speakers are going to have to move
- promoting a user with a 2 vote promotion
- person who logs in after first is next in line to get speakers
- user can remove him or herself from system with password verification
- Enabling and disabling folders, User only
- play lists can be enabled or disabled
- music can belong to more than one list
- assume infinite amount of storage space
- show who owns a song
- Idv32 tags. tagged before uploaded in the database
- wma, mp3, ogg, mp4a, no wav

## 2.3 DAY 3 – 10/07/2011

- Vetoes
  - Song is vetoed forever
  - ability to go back and un-veto
  - no vetoing artists
- Ratings
  - history of ratings
  - can't modify rates in "songs you own" list(screen)
  - songs rating menu
  - cannot rate songs you have not listened to
  - Average ratings page from all users? yes
  - mouse over to see additional details of others' ratings
  - what's average rating and who's rated it
  - rating computed at run-time depending on who's in the room
  - ratings are tied to the song (a newly uploaded song can already have ratings)
  - room rating is dynamic based on who is in the room
- no "period of inactivity" for people
- if only two people in room, person can get kicked out with only one move (no second needed)
- cannot be logged in two places at once, will log you out from primary location
- pause
  - anyone can click pause
  - anyone can click un-pause
- three ratings in total
  - your rating - displayed when song is playing and on ratings page
  - total rating - only visible on ratings page
  - room rating - displayed when song is playing
- ratings history page
  - history of songs you own
  - show your rating
- v2
  - top ten best
  - top ten worst
- can't look at future songs, can't rate past songs
- if you own a song you can see your ratings, overall ratings
- you can see all songs you previously rated, also shows overall ratings
  - Shows breakdown?
- song is being played
  - displays my rating
  - displays group rating
- songs you have previously rated
  - can see your rating
  - details show all ratings within the company
- songs you own
  - overall rating
  - your rating
  - names of people who voted in a detail
- all ratings screens should show what everyone in the company rated in details
- headphones
  - Universal mute settings?

- managed from room
  - speakers
  - headphones
- group mute or group stream
- ability to switch
- Full stars or partial stars?
  - five stars only

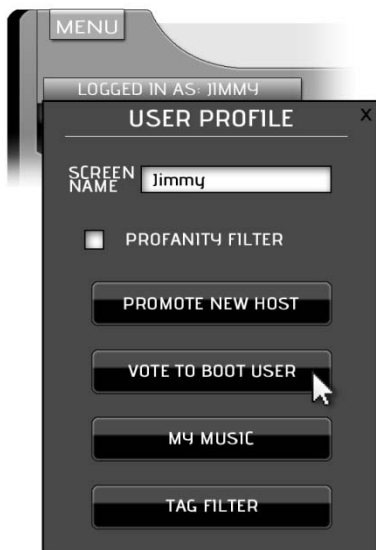
## 2.4 DAY 4 – 10/12/2011

- No limit on number of uploads.
- “Stream it to all or stream it to one.”
- An “I don’t want to hear songs with explicit language” option will prevent songs from being played.
- Songs can be uploaded but not downloaded.
- A clause in the service-agreement will ask the user not to use program for piracy. No administrator can veto a song forever, only for explicit language.
- Ease of use volume control in program.
- Display album art.
- We don’t need to worry about displaying lyrics.
- Registering for an account will require an email that will be validated. This email will be used if user forgets his or her password.
- Email address could be username.
- Side-scroll large titles of songs.
- 5 limit of people in a room; room is filled first-come-first-serve.
- A user can upload 0 songs and just listen to other peoples’ songs.
- No SSL will be necessary except handling passwords.

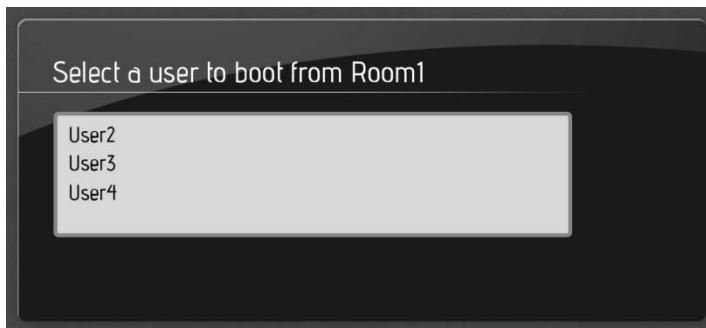
## 3.0 USE-CASE SCENARIOS

### 3.1 BOOT A USER

1. At the default start screen, the user selects the 'Logged in as' button in the top, left corner of the screen.
2. A drop-down menu appears.
3. On the drop-down menu, the user selects the 'Vote to Boot User' button.



4. A pop-up with the names of the current users in the user's current room appears.

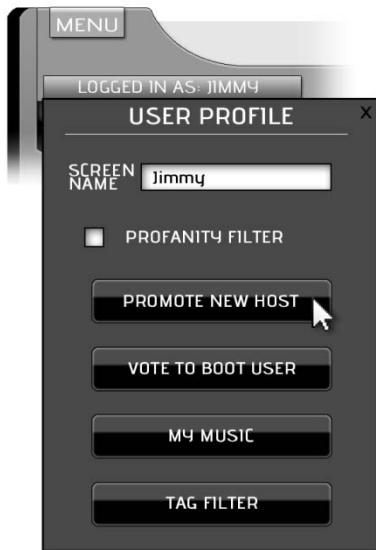


5. The user selects a user name. A pop-up appears which reads, "You are starting a motion to boot User2. Are you sure?" with 'Yes' and 'No' buttons.
6. The user selects the yes button. A message is sent to all other users in the room reading, "User1 has made a motion to boot User2. Would you like to second it?"
7. One of the other users selects 'Yes.'
8. User2 is removed from the room.

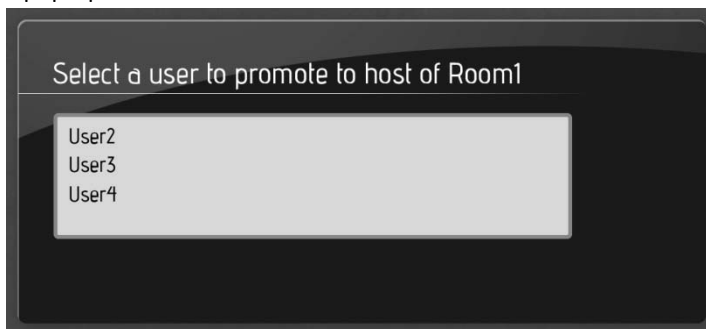
### 3.2 PROMOTE NEW HOST

1. At the default start screen, the user selects the 'Logged in as' button in the top, left corner of the screen.
2. A drop-down menu appears.

3. On the drop-down menu, the user selects the 'Promote New Host' button.



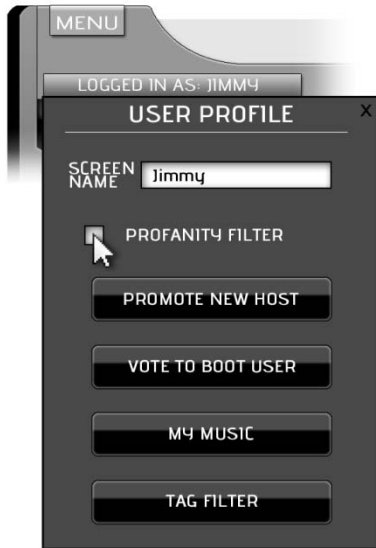
4. A pop-up with the names of the current users in the user's current room appears.



5. The user selects a user name. A pop-up appears which reads, "You are starting a motion to promote User2 to host. Are you sure?" with 'Yes' and 'No' buttons.
6. If there are only two users in the current room, the vote is automatically passed (continue to step 8).
7. The user selects the 'Yes' button. A message is sent to all other users in the room reading, "User1 has made a motion to promote User2 to host. Would you like to second it?"
8. One of the other users selects 'Yes.'
9. User2 is flagged as 'host'.

### 3.3 TURN PROFANITY FILTER ON

1. At the default start screen, the user selects the 'Logged in as' button in the top, left corner of the screen.
2. A drop-down menu appears.
3. On the drop-down menu the user checks the box next to 'Profanity Filter.'



4. The profanity filter is now on.

### 3.4 VETO A SONG

1. At the default start screen the user selects the 'Veto' button in the bottom, right portion of the screen.



2. The song receives a veto rating and is skipped immediately.



### 3.5 VIEW SONG RATINGS LIST

1. On the main window, the user selects the 'Ratings' button at the bottom, right portion of the screen.
2. A drop down window appears displaying the list of songs the user has rated, ordered by recently played.



ARTIST	SONG	OWNER	RATING	TAGS
Devildriver	The Axe Shall Fall	Jimmy Cleveland	★★★★	metal
As I Lay Dying	Confined	Jimmy Cleveland	★★★	
As I Lay Dying	An Ocean Between Us	Jimmy Cleveland	★★	
Duke Lion	Big Dumb Face	Christian Goodrich	★★	
Pendulum	Witchcraft	Chris Warnick	not rated	
Pendulum	Crush	Chris Warnick	not rated	
Skeptiks	Cobwebs	Chris Warnick	not rated	

3. The user mouses over the 'Ratings' column of the song he is interested in. A pop-up box will appear next to the mouse displaying 'My Rating', 'Group' and 'Average.'

### 3.6 VOTE TO SKIP A SONG

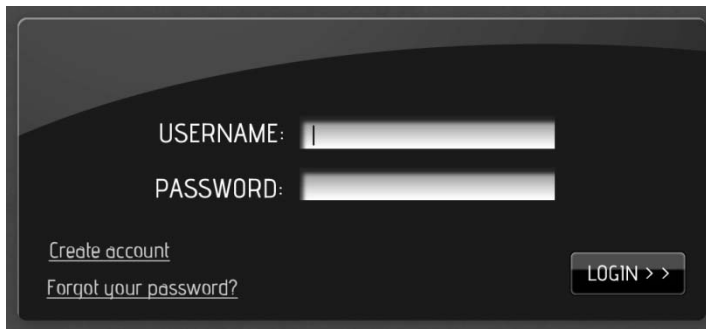
1. At the default start screen the user selects the '>|' button in the bottom, center portion of the screen.



2. A pop-up appears which reads, "You are starting a motion to skip the current song. Are you sure?" with 'Yes' and 'No' buttons.
3. The user selects 'Yes' button. A message is sent to all other users in the room reading, "User1 has started a motion to skip the current song. Would you like to second it?"
4. One of the other users selects 'Yes.'
5. The current song is immediately skipped and does not receive a veto rating.

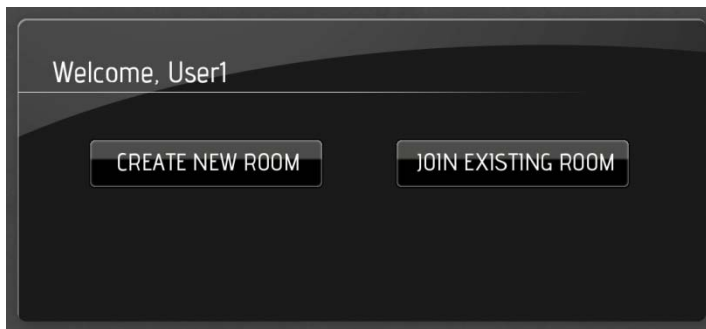
### 3.7 LOGIN TO THE APPLICATION

1. The user runs the application. A login popup appears.



A login popup screen with a dark background. It features two input fields: 'USERNAME:' and 'PASSWORD:'. Below the password field are two links: 'Create account' and 'Forgot your password?'. A 'LOGIN > >' button is located in the bottom right corner.

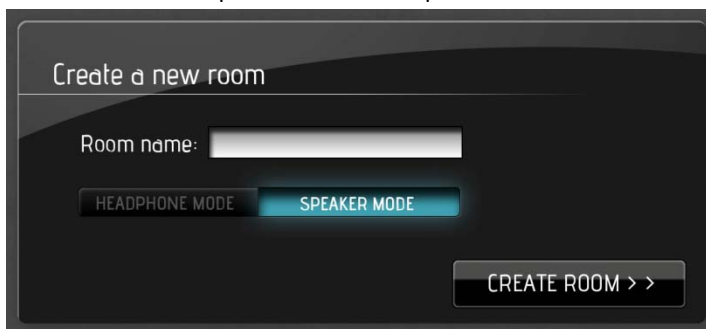
2. The user enters his user-name and password in the fields provided and presses the 'Login' button.
3. If the information provided is not correct the user is prompted to re-enter his user information.
4. If the information provided is correct the user is redirected to the Room Selection screen.



A Room Selection screen with a dark background. It displays 'Welcome, User1' at the top. Below the greeting are two buttons: 'CREATE NEW ROOM' and 'JOIN EXISTING ROOM'.

### 3.8 CREATE A NEW ROOM

1. At the Room Selection screen the user selects 'Create a New Room.'
2. The user is redirected to the Create New Room screen. He creates a room name and selects whether the room will be a Headphone Room or a Speaker Room.

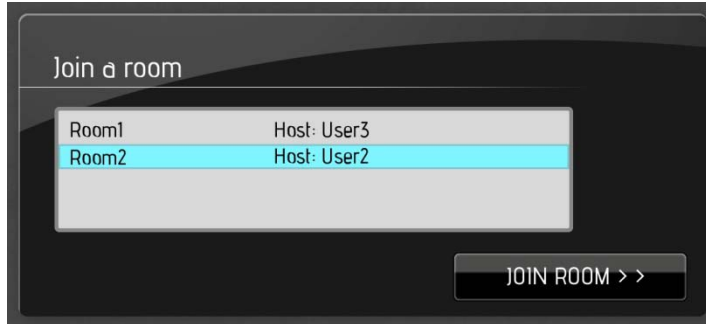


A 'Create a new room' screen with a dark background. It features a 'Room name:' input field. Below the input field are two radio buttons: 'HEADPHONE MODE' and 'SPEAKER MODE'. A 'CREATE ROOM > >' button is located in the bottom right corner.

3. The user selects 'Create Room.'
4. A new room is created with the user's specified settings.

### 3.9 JOIN AN EXISTING ROOM

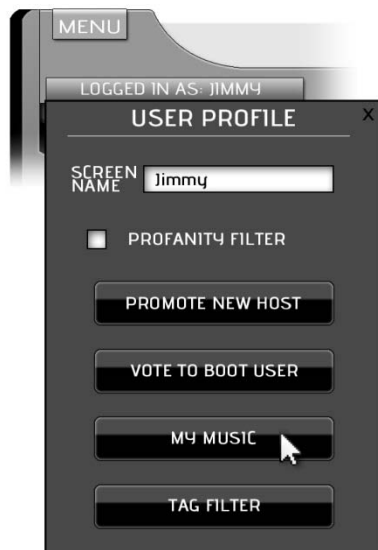
1. At the Room Selection screen the user selects 'Join Existing Room.'
2. The user is redirected to the Existing Rooms screen. He selects a room from the list and selects 'Join Room'.



3. The program verifies that the selected room's occupancy is not full.
4. If it is not full, the user is added to the room.

### 3.10 UPLOAD A SONG

1. At the default start screen, the user selects the 'Logged in as' button in the top left corner of the screen.
2. A drop-down menu appears.
3. On the drop-down menu the user selects the 'My Music' button.



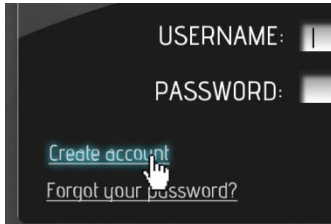
4. A pop-up appears displaying the user's current music.
5. The user presses the 'Upload Music' button.



6. A pop-up dialog appears, prompting the user to locate the song on the hard drive. The user locates the song and selects any tags they wish to attach to the song.
7. The user presses okay.
8. The song is added to their music library.

### 3.11 CREATE AN ACCOUNT

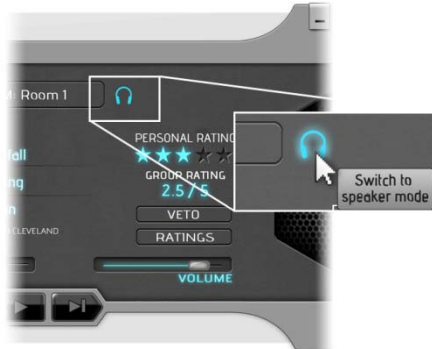
1. At the default start screen, the user selects the 'Create account.' option in the bottom, left corner of the screen.



2. A drop-down menu appears.
3. In the email slot the user inputs his or her email address.
4. In the password and confirm password slots, the user inputs his or her password.

### 3.12 SWITCH BETWEEN EARPHONE AND SPEAKER MODE

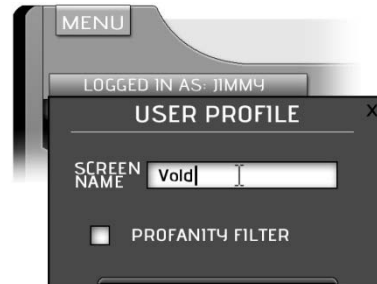
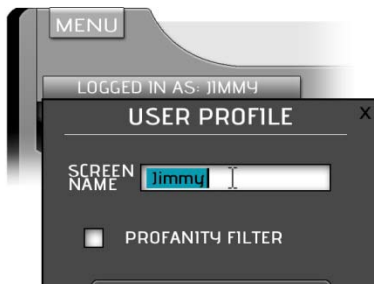
1. A user creates a room by following directions in 3.8.
2. At the default start screen, the room host clicks on the icon with the earphones image.



3. The image turns into speakers and the music starts to be played only from the room host's computer.
4. This step can be repeated for the reverse effect.

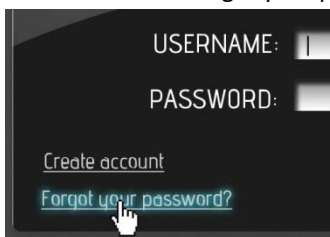
### 3.13 CHANGE A SCREEN NAME

1. At the default start screen, the user selects the 'Logged in as' button in the top left corner of the screen.
2. A drop-down menu appears.
3. On the drop-down menu the user edits the name in the 'screen name' slot. On key-up, the screen name will be changed.



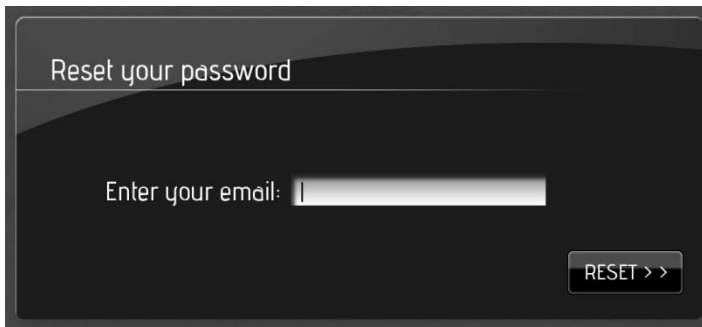
### 3.14 RESET A PASSWORD

1. The user runs the application. A login screen appears.
2. The user selects 'forgot your password?'



3. A new menu appears.

- The user inputs his or her email address in the email address slot.



Reset your password

Enter your email:

RESET >>

- The user presses the 'reset my password' button.
- An email with the link to reset the password is sent to that email address.
- The user clicks on the link and is directed to an online form.
- The user inputs a new password, and then re-inputs the password.
- The user clicks the 'change password' button, and the password is changed.

### 3.15 SORT RATINGS BY CATEGORIES

- At the default start screen, the user selects the 'ratings' button.
- A drop-down menu appears.
- The user may select any category to sort by clicking one of the headings.



SONG	OWNER
The Axe Shall Fall	Jimmy Cl
Confined	Jimmy Cl
An Ocean Between Us	Jimmy Cl
Big Dumb Face	Christian
Witchcraft	Chris Wa
Crush	Chris Wa
Cobwebs	Chris Wa

- A white triangle pointing downward appears on the selected category.
- The list is sorted in Descending order.

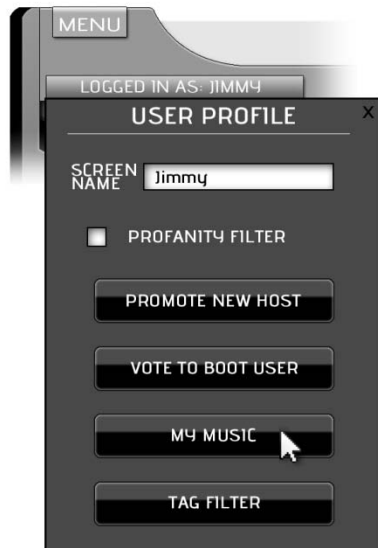


SONG	OV
An Ocean Between Us	Jim
Big Dumb Face	Chi
Cobwebs	Chi
Confined	Jim
Crush	Chi
The Axe Shall Fall	Jim
Witchcraft	Chi

- If the user clicks on the column heading again, the white triangle points upward, and the list is sorted in Ascending order.

### 3.16 ADD TAGS

1. At the default start screen, the user selects the 'Logged in as' button in the top left corner of the screen.
2. A drop-down menu appears.
3. On the drop-down menu the user selects the 'My Music' button.



4. A pop-up appears displaying the user's current music.
5. The user double clicks on a song, and the tags section becomes editable.

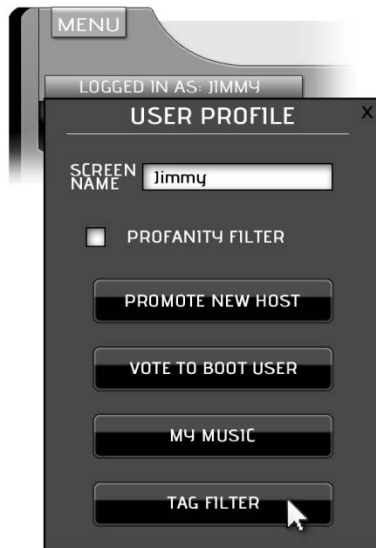
A screenshot of a 'MY MUSIC' pop-up window with a close button 'X'. It contains a table with three columns: 'ARTIST', 'SONG', and 'TAGS'. The first row shows 'Devildriver' as the artist, 'The Axe Shall Fall' as the song, and 'metal' as the tag. The second row shows 'As I Lay Dying' as the artist and 'Confined' as the song. The third row shows 'As I Lay Dying' as the artist and 'An Ocean Between Us' as the song. A mouse cursor is hovering over the 'metal' tag in the first row.

ARTIST	SONG	TAGS
Devildriver	The Axe Shall Fall	metal
As I Lay Dying	Confined	
As I Lay Dying	An Ocean Between Us	

6. Tags are edited upon Key-up.

### 3.17 BLOCK SONGS BASED ON TAGS

1. At the default start screen, the user selects the 'Logged in as' button in the top left corner of the screen.
2. A drop-down menu appears.
3. On the drop-down menu the user clicks the 'Tag Filter' button.



4. A pop-up appears displaying an alphabetized list of tags.
5. The user clicks on the tag he or she wants to block, turning the tag red.
6. The user clicks on red tags to un-block them.





### 3.18 RE-RATE SONGS

1. At the default start screen, the user selects the 'Ratings' button in the bottom right corner of the screen.
2. A drop-down menu appears showing the ratings for the songs.
3. The user double-clicks on the slot of the rating he or she wants to edit.



The screenshot shows a window titled 'RATINGS' with a table of songs. The table has five columns: ARTIST, SONG, OWNER, RATING, and TAGS. A mouse cursor is hovering over the fourth star in the 'RATING' column for the song 'An Ocean Between Us' by 'As I Lay Dying'.

ARTIST	SONG	OWNER	RATING	TAGS
Devildriver	The Axe Shall Fall	Jimmy Cleveland	★★★★	metal
As I Lay Dying	Confined	Jimmy Cleveland	★★★	
As I Lay Dying	An Ocean Between Us	Jimmy Cleveland	★★	
Duke Lion	Big Dumb Face	Christian Goodrich	★★	
Pendulum	Witchcraft	Chris Warnick	not rated	
Pendulum	Crush	Chris Warnick	not rated	drum&bass
Skeptiks	Cobwebs	Chris Warnick	not rated	

4. The user can then re-rate a song.

### 3.19 MOMENTARILY PAUSE A SONG

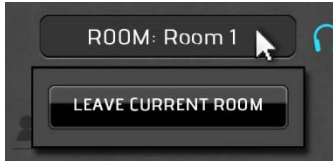
1. At the default start screen, the user selects the '||' button located at the bottom center of the screen.



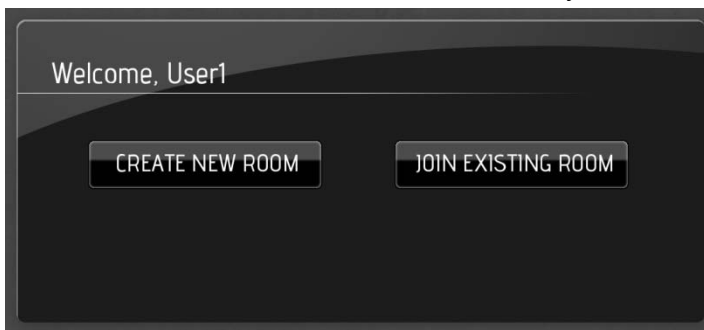
2. The song is paused.
3. The user presses the play button.
4. The song resumes from the same spot.

### 3.20 SWITCH ROOMS

1. The user selects the 'Room:' button at the top center of the screen.
2. A drop-down menu appears.
3. The user selects the 'Leave current room' button.



4. Room adds one vacancy.
5. A room selection screen will appear.
6. At the Room Selection screen the user can select to join an existing room or create a new room.



## 4.0 USE-CASE DESCRIPTIONS

### 4.1 BOOT A USER

<b>Use Case</b>	<b>Boot a User</b>
<b>Primary Actor</b>	System user
<b>Description</b>	'Boot a User' allows the user to remove a member from the channel by group consensus.
<b>Trigger</b>	The user clicks the 'Vote to Boot User' button.
<b>Normal Flow of Events (M)</b>	<ol style="list-style-type: none"> <li>1. At the default start screen, the user selects the 'Logged in as' button in the top, left corner of the screen.</li> <li>2. A drop-down menu appears.</li> <li>3. On the drop-down menu, the user selects the 'Vote to Boot User' button.</li> <li>4. A pop-up with the names of the current users in the user's current room appears.</li> <li>5. The user selects a user name. A pop-up appears which reads, "You are starting a motion to boot User2. Are you sure?" with 'Yes' and 'No' buttons.</li> <li>6. The user selects the yes button. A message is sent to all other users in the room reading, "User1 has made a motion to boot User2. Would you like to second it?"</li> <li>7. One of the other users selects 'Yes.'</li> <li>8. User2 is removed from the room.</li> </ol>
<b>Alternative Path (A1)</b>	6a: The user selects the no button. The motion to boot User2 does not continue.
<b>Alternative Path (A2)</b>	7b: None of the other users select 'Yes'. 8b: User2 is not removed from the room.

### 4.2 PROMOTE NEW HOST

<b>Use Case</b>	<b>Promote a New Host</b>
<b>Primary Actor</b>	System user
<b>Description</b>	'Promote a New Host' allows the user to select a member of the current room to be the host (responsible for playing music through speakers) through group consensus.
<b>Trigger</b>	The user clicks the 'Promote New Host' button.
<b>Normal Flow of Events (M)</b>	<ol style="list-style-type: none"> <li>1. At the default start screen, the user selects the 'Logged in as' button in the top, left corner of the screen.</li> <li>2. A drop-down menu appears.</li> <li>3. On the drop-down menu, the user selects the 'Promote New Host' button.</li> <li>4. A pop-up with the names of the current users in the user's current room appears.</li> <li>5. The user selects a user name. A pop-up appears which reads, "You are starting a motion to promote User2 to host. Are you sure?" with 'Yes' and 'No' buttons.</li> <li>6. If there are only two users in the current room, the vote is automatically passed (continue to step 8).</li> <li>7. The user selects the 'Yes' button. A message is sent to all other users in the room reading, "User1 has made a motion to promote User2 to host. Would you like to second it?"</li> </ol>

	8. One of the other users selects 'Yes.'
	9. User2 is flagged as 'host'.
<b>Alternative Path (A1)</b>	7a: The user selects the 'No' button. The motion to promote User2 does not continue.
<b>Alternative Path (A2)</b>	8b: None of the other users select 'Yes'. The motion to promote User2 fails and there is no change.

#### 4.3 TURN PROFANITY FILTER ON

<b>Use Case</b>	<b>Turn Profanity Filter On</b>
<b>Primary Actor</b>	System user
<b>Description</b>	'Profanity Filter,' when active, does not allow songs flagged with profanity to play.
<b>Trigger</b>	The user checks the 'Profanity Filter' checkbox.
<b>Normal Flow of Events (M)</b>	<ol style="list-style-type: none"> <li>1. At the default start screen, the user selects the 'Logged in as' button in the top, left corner of the screen.</li> <li>2. A drop-down menu appears.</li> <li>3. On the drop-down menu the user checks the box next to 'Profanity Filter.'</li> <li>4. The profanity filter is now on.</li> </ol>
<b>Alternative Path (A1)</b>	
<b>Alternative Path (A2)</b>	

#### 4.4 VETO A SONG

<b>Use Case</b>	<b>Veto a Song</b>
<b>Primary Actor</b>	System user
<b>Description</b>	'Veto a Song' allows the user to give a song a 0 rating and immediately skip it.
<b>Trigger</b>	The user pressed the 'Veto' button.
<b>Normal Flow of Events (M)</b>	<ol style="list-style-type: none"> <li>1. At the default start screen the user selects the 'Veto' button in the bottom, right portion of the screen.</li> <li>2. The song receives a veto rating and is skipped immediately.</li> </ol>
<b>Alternative Path (A1)</b>	
<b>Alternative Path (A2)</b>	

#### 4.5 VIEW SONG RATINGS LIST

<b>Use Case</b>	<b>View Song Rating List</b>
<b>Primary Actor</b>	System user
<b>Description</b>	The user wishes to view a list of songs that they have heard recently. They can view them and change the rating they gave those songs.
<b>Trigger</b>	The user clicks the 'Ratings' button.
<b>Normal Flow of Events (M)</b>	<ol style="list-style-type: none"> <li>1. On the main window, the user selects the 'Ratings' button at the bottom, right portion of the screen.</li> <li>2. A drop down window appears displaying the list of songs the user has rated, ordered by recently played.</li> <li>3. The user mouses over the 'Ratings' column of the song he is interested in. A pop-up box will appear next to the mouse displaying 'My Rating', 'Group' and 'Average.'</li> </ol>
<b>Alternative Path (A1)</b>	
<b>Alternative Path (A2)</b>	

#### 4.6 VOTE TO SKIP A SONG

<b>Use Case</b>	<b>Vote to Skip a Song</b>
<b>Primary Actor</b>	System user
<b>Description</b>	The user wishes to vote to skip a song (and not rate it as a veto). This allows the song to be played again, at a later time.
<b>Trigger</b>	The user selects the '> ' button.
<b>Normal Flow of Events (M)</b>	<ol style="list-style-type: none"> <li>1. At the default start screen the user selects the '&gt; ' button in the bottom, center portion of the screen.</li> <li>2. A pop-up appears which reads, "You are starting a motion to skip the current song. Are you sure?" with 'Yes' and 'No' buttons.</li> <li>3. The user selects 'Yes' button. A message is sent to all other users in the room reading, "User1 has started a motion to skip the current song. Would you like to second it?"</li> <li>4. One of the other users selects 'Yes.'</li> <li>5. The current song is immediately skipped and does not receive a veto rating.</li> </ol>
<b>Alternative Path (A1)</b>	3a: The user selects 'No' button. The motion to skip the current song does not continue.
<b>Alternative Path (A2)</b>	4b: None of the other users select 'Yes'. 5b: The current song continues playing.

#### 4.7 LOGIN TO THE APPLICATION

<b>Use Case</b>	<b>Login to the Application</b>
<b>Primary Actor</b>	System user
<b>Description</b>	Before they are able to join a channel they must login to the application.
<b>Trigger</b>	The user loads the application.
<b>Normal Flow of Events (M)</b>	<ol style="list-style-type: none"> <li>1. The user runs the application. A login popup appears.</li> <li>2. The user enters his user-name and password in the fields provided and presses the 'Login' button.</li> <li>3. If the information provided is correct the user is redirected to the Room Selection screen.</li> </ol>
<b>Alternative Path (A1)</b>	3a: If the information provided is not correct the use is prompted to re-enter his user information.
<b>Alternative Path (A2)</b>	

#### 4.8 CREATE A NEW ROOM

<b>Use Case</b>	<b>Create a New Room</b>
<b>Primary Actor</b>	System user
<b>Description</b>	The user successfully logs in. They chose to create a new room that other users can join.
<b>Trigger</b>	The user selects 'Create a new Room'.
<b>Normal Flow of Events (M)</b>	<ol style="list-style-type: none"> <li>1. At the Room Selection screen the user selects 'Create a New Room.'</li> <li>2. The user is redirected to the Create New Room screen. He creates a room name and selects whether the room will be a Headphone Room or a Speaker Room.</li> <li>3. The user selects 'Create Room.'</li> <li>4. A new room is created with the user's specified settings.</li> </ol>
<b>Alternative Path (A1)</b>	
<b>Alternative Path (A2)</b>	

#### 4.9 JOIN AN EXISTING ROOM

<b>Use Case</b>	<b>Join an Existing Room</b>
<b>Primary Actor</b>	System user
<b>Description</b>	The user successfully logs in. They chose to join an existing room.
<b>Trigger</b>	The user selects 'Join Existing Room.'
<b>Normal Flow of Events (M)</b>	<ol style="list-style-type: none"> <li>1. At the Room Selection screen the user selects 'Join Existing Room.'</li> <li>2. The user is redirected to the Existing Rooms screen. He selects a room from the list and selects 'Join Room'.</li> <li>3. The program verifies that the selected room's occupancy is not full.</li> <li>4. If it is not full, the user is added to the room.</li> </ol>
<b>Alternative Path (A1)</b>	
<b>Alternative Path (A2)</b>	

#### 4.10 UPLOAD A SONG

<b>Use Case</b>	<b>Upload a Song</b>
<b>Primary Actor</b>	System user
<b>Description</b>	The user uploads music files from their hard drive to the server collection to be used in the music channel.
<b>Trigger</b>	The user selects 'Upload Music.'
<b>Normal Flow of Events (M)</b>	<ol style="list-style-type: none"> <li>1. At the default start screen, the user selects the 'Logged in as' button in the top, left corner of the screen.</li> <li>2. A drop-down menu appears.</li> <li>3. On the drop-down menu the user selects the 'My Music' button</li> <li>4. A pop-up appears displaying the user's current music.</li> <li>5. The user presses the 'Upload Music' button.</li> <li>6. A pop-up dialog appears, prompting the user to locate the song on the hard drive. The user locates the song and selects any tags they wish to attach to the song.</li> <li>7. The user presses okay.</li> <li>8. The song is added to their music library.</li> </ol>
<b>Alternative Path (A1)</b>	
<b>Alternative Path (A2)</b>	

#### 4.11 CREATE AN ACCOUNT

Use Case	Create an Account
Primary Actor	System user
Description	The user creates a new account for him or her to utilize the program.
Trigger	The user selects 'Create account.'
Normal Flow of Events (M)	<ol style="list-style-type: none"> <li>1. At the default start screen, the user selects the 'Create account.' option in the bottom, left corner of the screen.</li> <li>2. A drop-down menu appears.</li> <li>3. In the email slot the user inputs his or her email address.</li> <li>4. In the password and confirm password slots, the user inputs his or her password.</li> <li>5. The user checks the 'I agree to the conditions' checkbox.</li> <li>6. The user clicks the 'create' button.</li> <li>7. A confirmation email is sent to their email address.</li> <li>8. The user logs in to his or her email account and click on the activation link found in the email.</li> <li>9. The new account is created.</li> </ol>
Alternative Path (A1)	3a. If the email slot is left blank and the 'create' button is clicked the program will highlight the email slot and display 'email not valid.'
Alternative Path (A2)	4a. If the two passwords don't match, or one of the password slots are left blank, and the 'create' button is clicked, the user will highlight these sections and display 'The passwords don't match.'
Alternative Path (A3)	5a. If the 'I agree to the conditions' checkbox is not checked the program will highlight the box and display 'the conditions agreement box is blank.'
Alternative Path (A4)	8a. If the user registered the wrong email the user will have to redo the registration process.
Alternative Path (A5)	9a. If the users changes his or her mind, he or she can exit by clicking the top right 'X.'

#### 4.12 SWITCH BETWEEN EARPHONE AND SPEAKER MODE

Use Case	Switch Between Earphone and Speaker Mode
Primary Actor	Room host
Description	The room host switches from broadcasting through his or her speakers to broadcasting through individual earphones.
Trigger	The room host clicks the earphone or speaker icon.
Normal Flow of Events (M)	<ol style="list-style-type: none"> <li>1. A user creates a room by following directions in 4.8.</li> <li>2. At the default start screen, the room host clicks on the icon with the earphones image.</li> <li>3. The image turns into speakers and the music starts to be played only from the room host's computer.</li> <li>4. This step can be repeated for the reverse effect.</li> </ol>
Alternative Path (A1)	
Alternative Path (A2)	

#### 4.13 CHANGE A SCREEN NAME

<b>Use Case</b>	<b>Change a Screen Name</b>
<b>Primary Actor</b>	System user
<b>Description</b>	The user changes his or her screen name.
<b>Trigger</b>	The user edits his or her screen name.
<b>Normal Flow of Events (M)</b>	<ol style="list-style-type: none"> <li>1. At the default start screen, the user selects the 'Logged in as' button in the top left corner of the screen.</li> <li>2. A drop-down menu appears.</li> <li>3. On the drop-down menu the user edits the name in the 'screen name' slot. On key-up, the username will be changed.</li> </ol>
<b>Alternative Path (A1)</b>	
<b>Alternative Path (A2)</b>	

#### 4.14 RESET A PASSWORD

<b>Use Case</b>	<b>Reset a Password</b>
<b>Primary Actor</b>	System user
<b>Description</b>	The user resets a password.
<b>Trigger</b>	The user selects 'forgot your password?' option.
<b>Normal Flow of Events (M)</b>	<ol style="list-style-type: none"> <li>1. The user runs the application. A login screen appears.</li> <li>2. The user selects 'forgot your password?'</li> <li>3. A new menu appears.</li> <li>4. The user inputs his or her email address in the email address slot.</li> <li>5. The user presses the 'reset my password' button.</li> <li>6. An email with a link to reset the password is sent to that email address.</li> <li>7. The user clicks on the link and is directed to an online form.</li> <li>8. The user inputs a new password, and then re-inputs the password.</li> <li>9. The user clicks the 'change password' button, and the password is changed.</li> </ol>
<b>Alternative Path (A1)</b>	If the email address is not valid the program will display 'The email address is not valid' and clear the email address slot.
<b>Alternative Path (A2)</b>	

#### 4.15 SORT RATINGS BY CATEGORIES

<b>Use Case</b>	<b>Sort Ratings by Categories</b>
<b>Primary Actor</b>	System user
<b>Description</b>	The user views song ratings in ascending or descending order categorized by the artist, user, song title or rating.
<b>Trigger</b>	The user clicks on the column headings.
<b>Normal Flow of Events (M)</b>	<ol style="list-style-type: none"> <li>1. At the default start screen, the user selects the 'ratings' button.</li> <li>2. A drop-down menu appears.</li> <li>3. The user may select any category to sort by clicking one of the headings.</li> <li>4. A white triangle pointing downward appears on the selected category.</li> <li>5. The list is sorted in Descending order.</li> <li>6. If the user clicks on the column heading again, the white triangle points upward, and the list is sorted in Ascending order.</li> </ol>
<b>Alternative Path (A1)</b>	
<b>Alternative Path (A2)</b>	



#### 4.16 ADD TAGS

Use Case	Add Tags to a Song
Primary Actor	System user
Description	The user can organize his or her music adding tags like “country,” “rap,” or “Christmas.”
Trigger	The user selects "
Normal Flow of Events (M)	<ol style="list-style-type: none"> <li>1. At the default start screen, the user selects the 'Logged in as' button in the top, left corner of the screen.</li> <li>2. A drop-down menu appears.</li> <li>3. On the drop-down menu the user selects the 'My Music' button</li> <li>4. A pop-up appears displaying the user's current music.</li> <li>5. The user double clicks on a song, and the tags section becomes editable.</li> <li>6. Tags are edited upon Key-up.</li> </ol>
Alternative Path (A1)	
Alternative Path (A2)	

#### 4.17 BLOCK SONGS BASED ON TAGS

Use Case	Block Songs Based on Tags
Primary Actor	System user
Description	The user can block any song based on their tags (e.g. “Christmas music”).
Trigger	The user clicks on a tag.
Normal Flow of Events (M)	<ol style="list-style-type: none"> <li>1. At the default start screen, the user selects the ‘Logged in as’ button in the top, left corner of the screen.</li> <li>2. A drop-down menu appears.</li> <li>3. On the drop-down menu the user the ‘Tag Filter’ button.</li> <li>4. A pop-up appears displaying an alphabetized list of tags.</li> <li>5. The user clicks on the tag he or she wants to block, turning the tag red.</li> <li>6. The user clicks on red tags to un-block them.</li> </ol>
Alternative Path (A1)	
Alternative Path (A2)	

#### 4.18 RE-RATE SONGS

Use Case	Re-rate Songs
Primary Actor	System user
Description	After a user has listened to a song at least once, he or she can rate and re-rate a song at any time.
Trigger	The user selects 'Upload Music.'
Normal Flow of Events (M)	<ol style="list-style-type: none"> <li>1. At the default start screen, the user selects the ‘Ratings’ button in the bottom, right corner of the screen.</li> <li>2. A drop-down menu appears showing the ratings for the songs.</li> <li>3. The user double-clicks on the slot of the rating he or she wants to edit.</li> <li>4. The user can then re-rate a song.</li> </ol>
Alternative Path (A1)	
Alternative Path (A2)	

#### 4.19 MOMENTARILY PAUSE A SONG

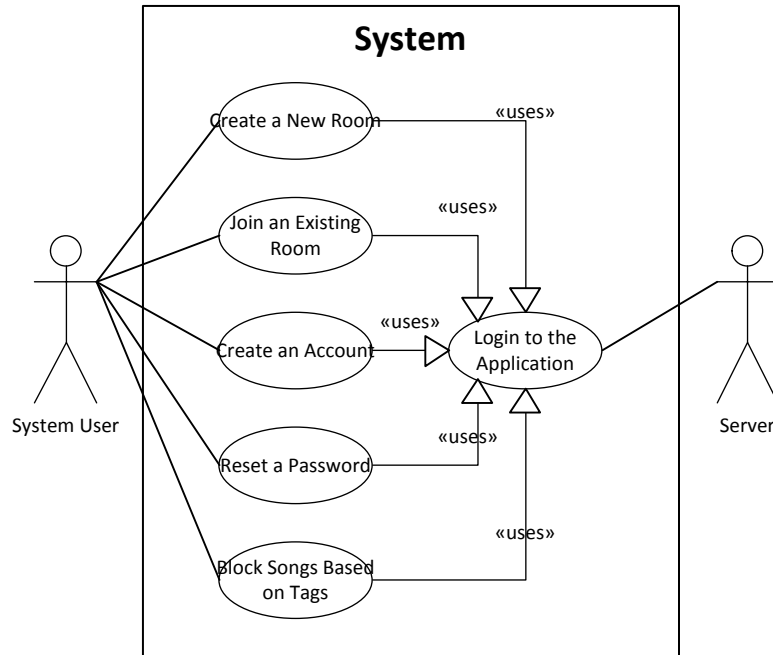
<b>Use Case</b>	<b>Momentarily Pause a Song</b>
<b>Primary Actor</b>	System user
<b>Description</b>	A user can pause and un-pause a song at any time without the need of a motion or a second.
<b>Trigger</b>	The user selects '  ' pause button.
<b>Normal Flow of Events (M)</b>	<ol style="list-style-type: none"> <li>1. At the default start screen, the user selects the '  ' button located at the bottom center of the screen.</li> <li>2. The song is paused.</li> <li>3. The user presses the play button.</li> <li>4. The song resumes from the same spot.</li> </ol>
<b>Alternative Path (A1)</b>	2a. If another user also presses the pause button while the song is pause then nothing will happen. The song will remain paused.
<b>Alternative Path (A2)</b>	3a. If another user, who did not pause the song, un-pauses the song, the song will resume. Anyone can pause or un-pause a song.

#### 4.20 SWITCH ROOMS

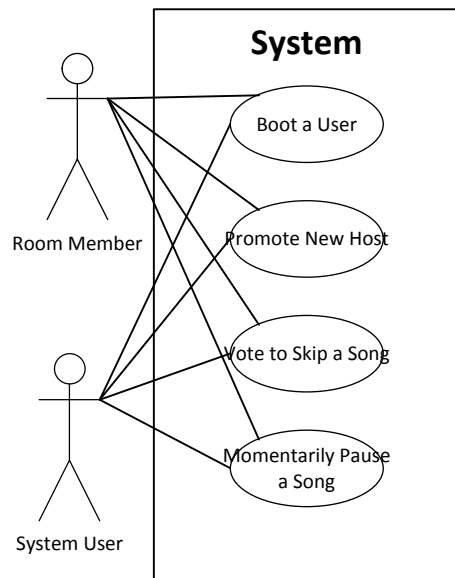
<b>Use Case</b>	<b>Switch Rooms</b>
<b>Primary Actor</b>	System user
<b>Description</b>	The user can join and leave a room at any time, as long as the room he or she is trying to join is not full.
<b>Trigger</b>	The user selects 'Leave current room' option.
<b>Normal Flow of Events (M)</b>	<ol style="list-style-type: none"> <li>1. The user selects the 'Room:' button at the top center of the screen.</li> <li>2. A drop-down menu appears.</li> <li>3. The user selects the 'Leave current room' button.</li> <li>4. Room adds one vacancy.</li> <li>5. A room selection screen will appear.</li> <li>6. At the Room Selection screen the user can select to join an existing room or create a new room.</li> </ol>
<b>Alternative Path (A1)</b>	
<b>Alternative Path (A2)</b>	

## 5.0 USE-CASE DIAGRAM

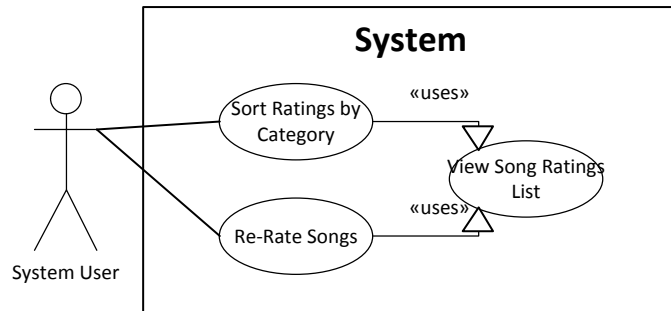
### 5.1 USER LOGIN



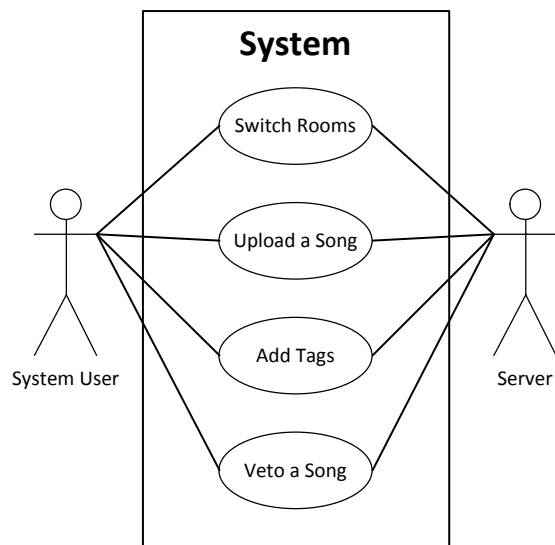
### 5.2 VOTE-BASED MECHANICS



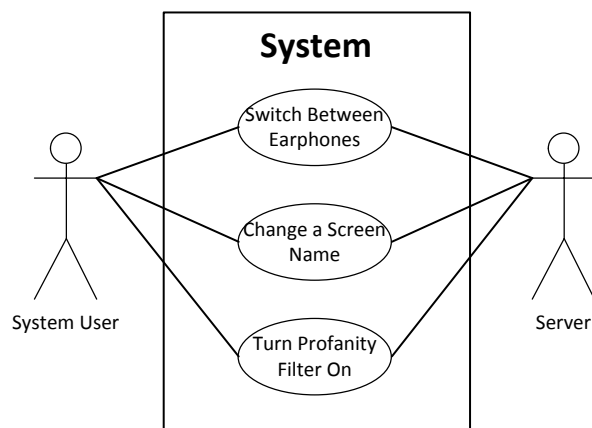
### 5.3 SONG RATING LIST



### 5.4 DATA UPLOADED TO SERVER

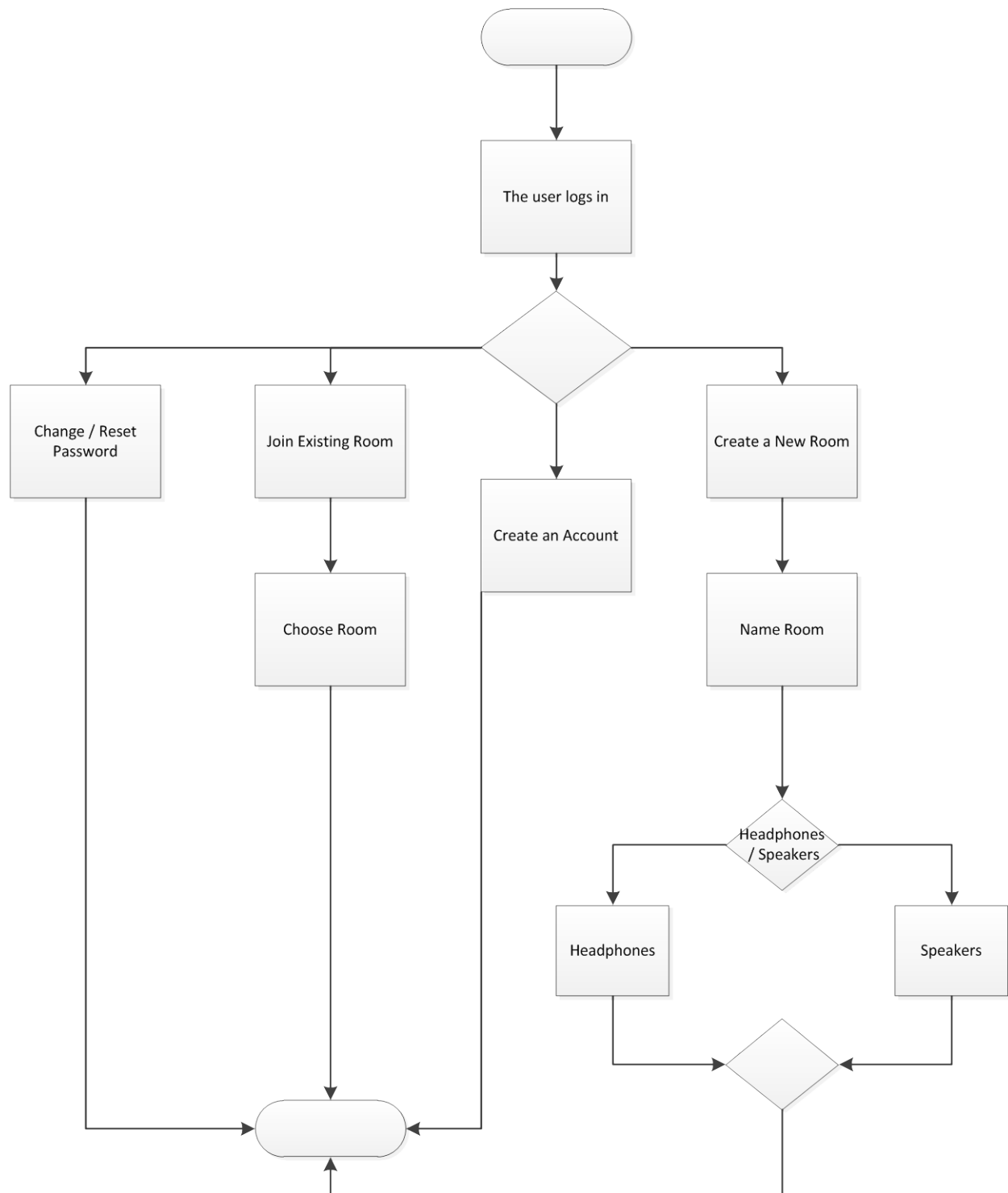


### 5.5 USER OPTIONS TO SERVER

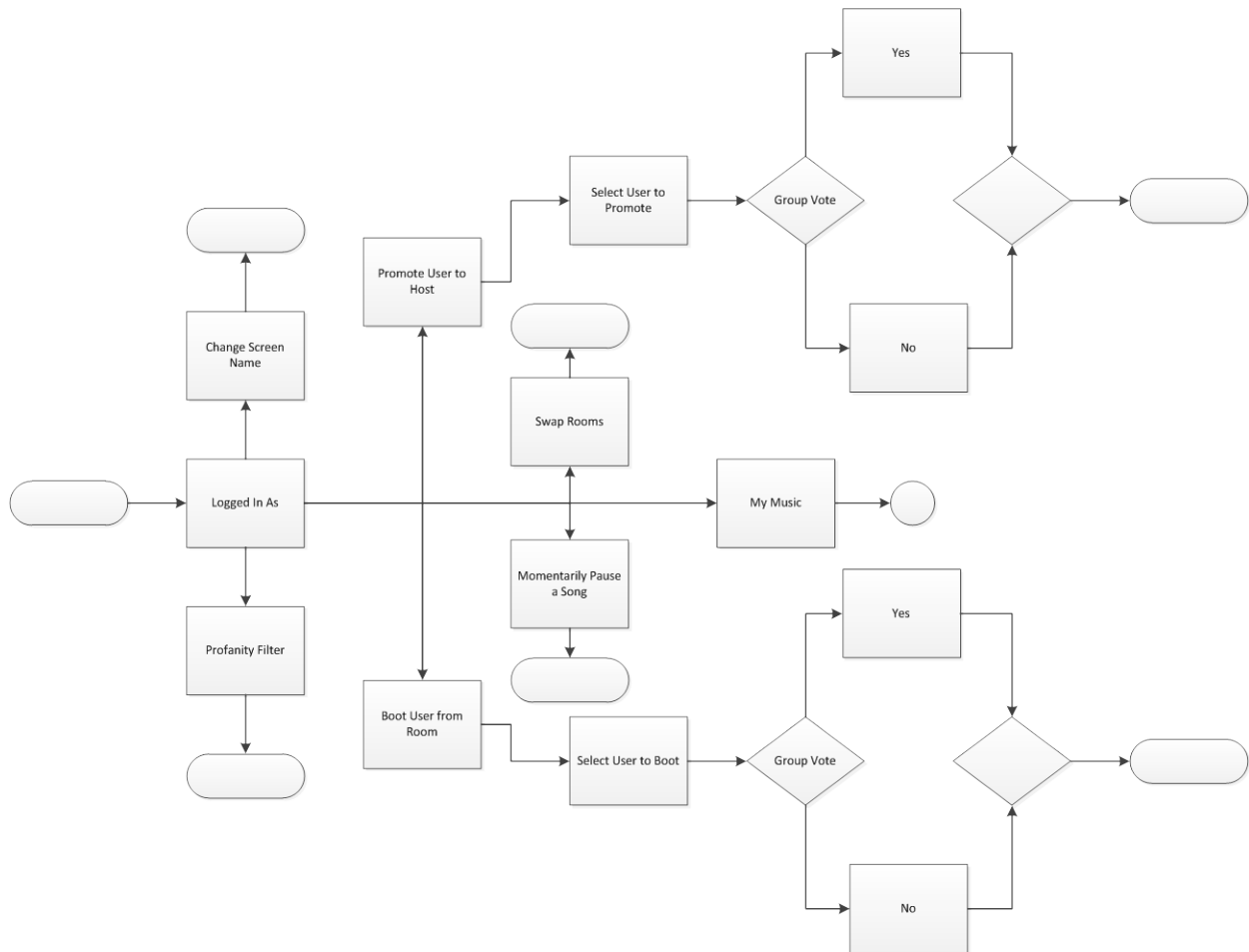


## 6.0 ACTIVITY DIAGRAM

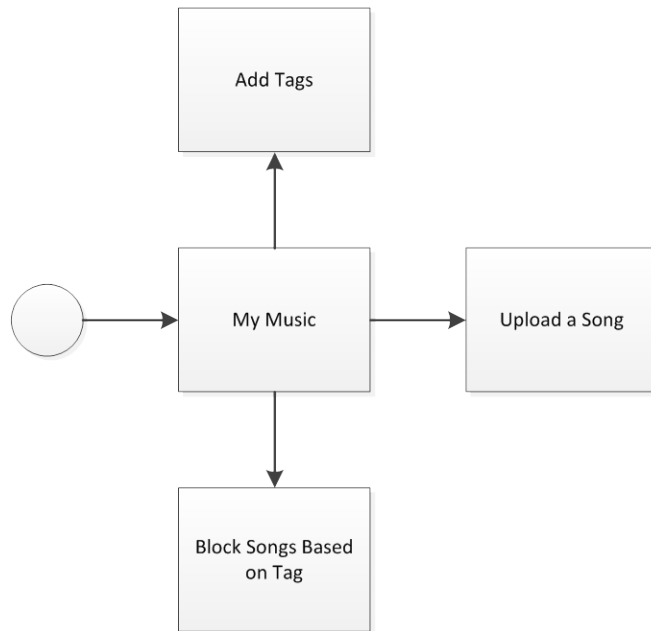
### 6.1 USER LOGIN



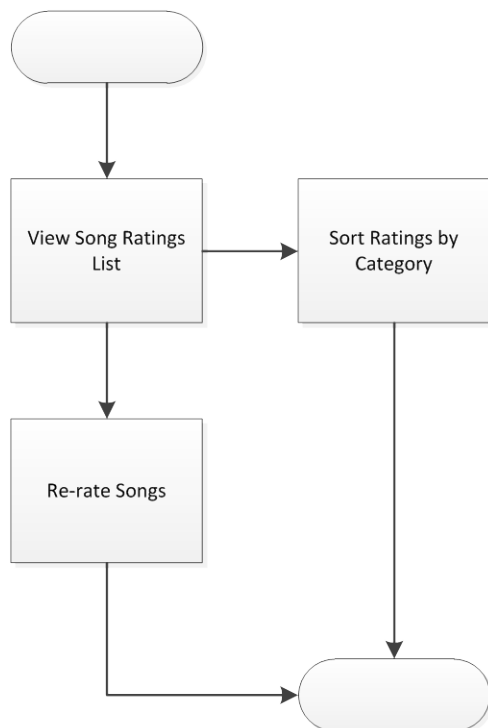
## 6.2 MAIN INTERFACE



### 6.2.1 MY MUSIC CONTINUED

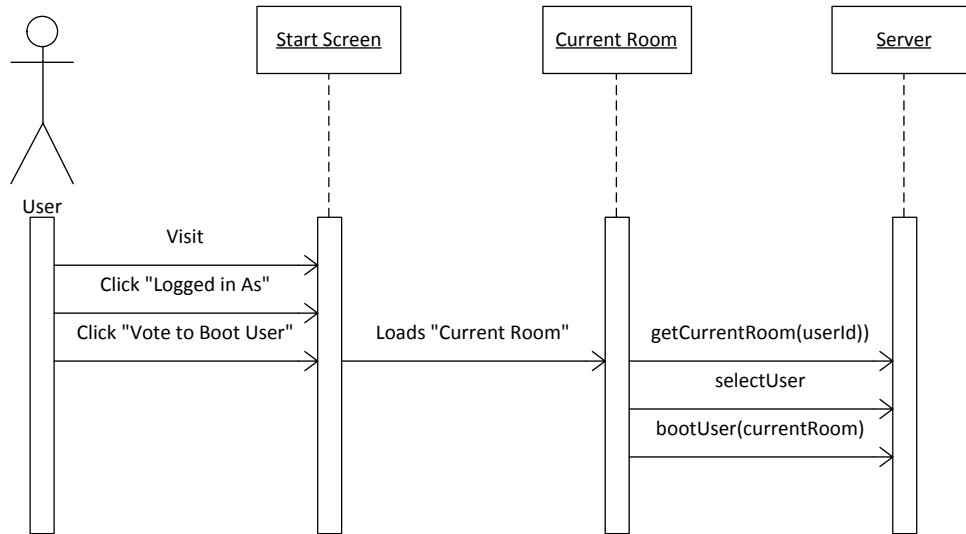


### 6.3 SONG RATING LIST

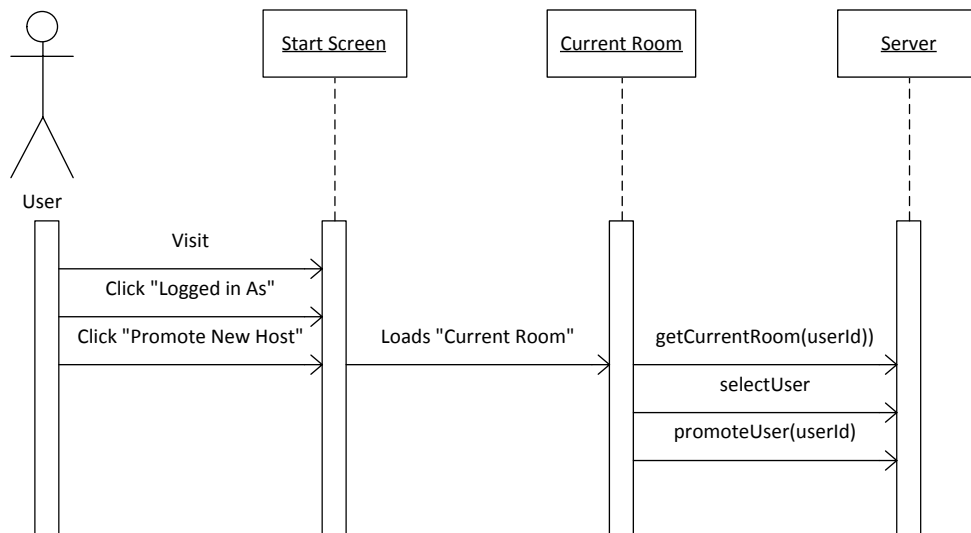


## 7.0 SEQUENCE DIAGRAM

### 7.1 BOOT A USER

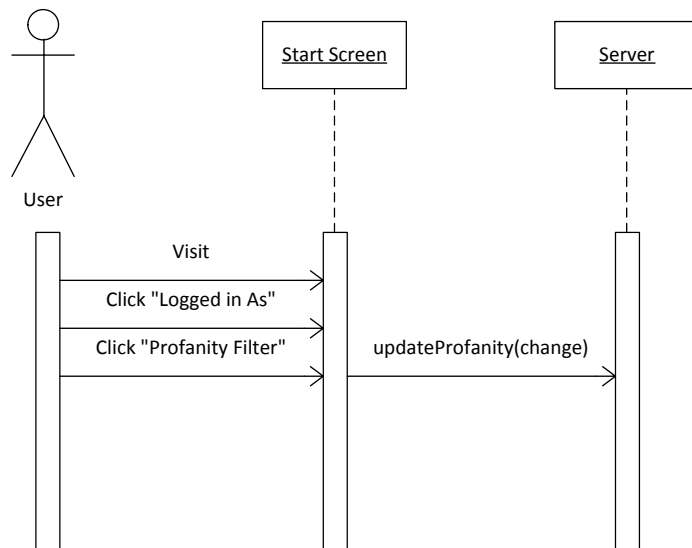


### 7.2 PROMOTE NEW HOST

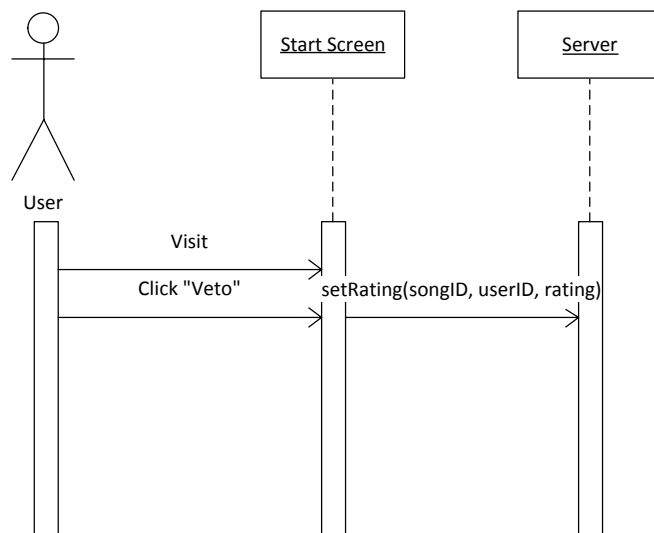




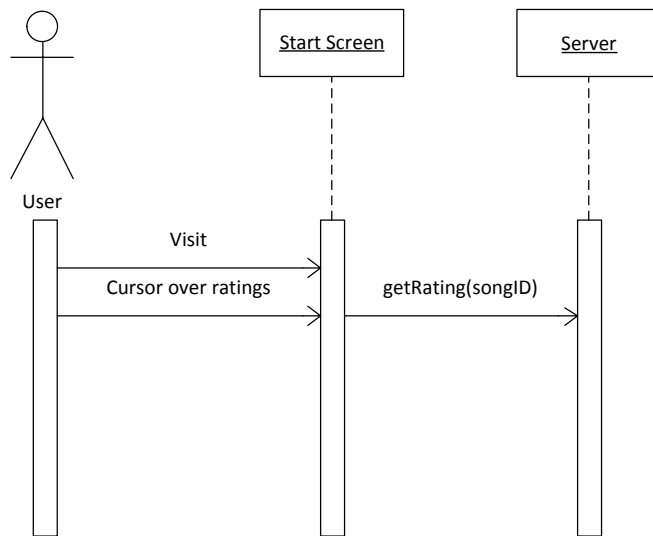
### 7.3 TURN PROFANITY FILTER ON



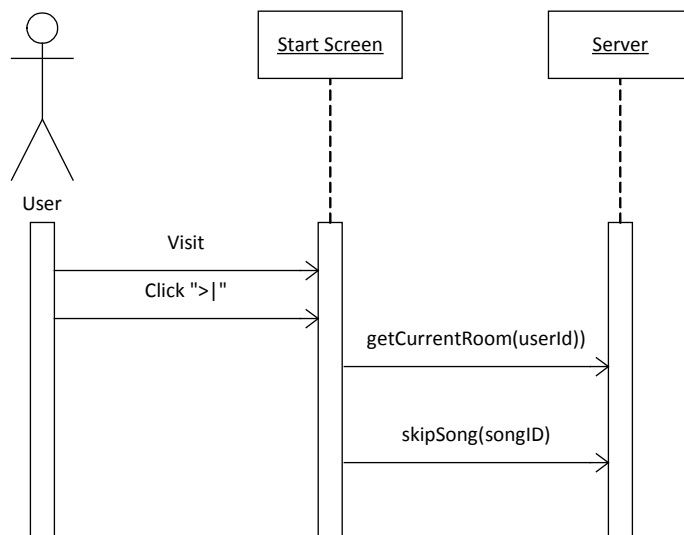
### 7.4 VETO A SONG



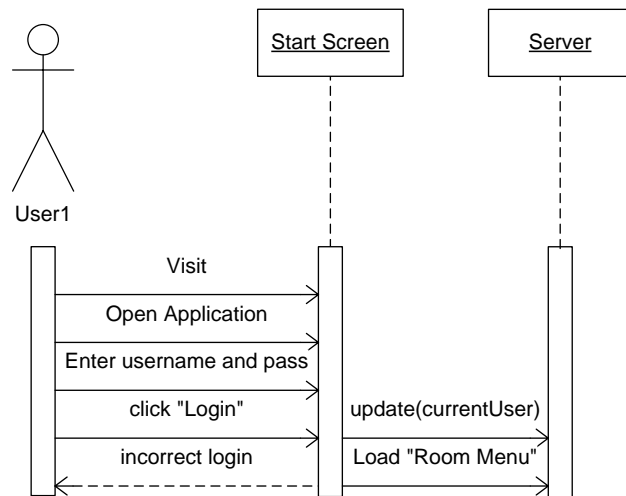
## 7.5 VIEW SONG RATINGS LIST



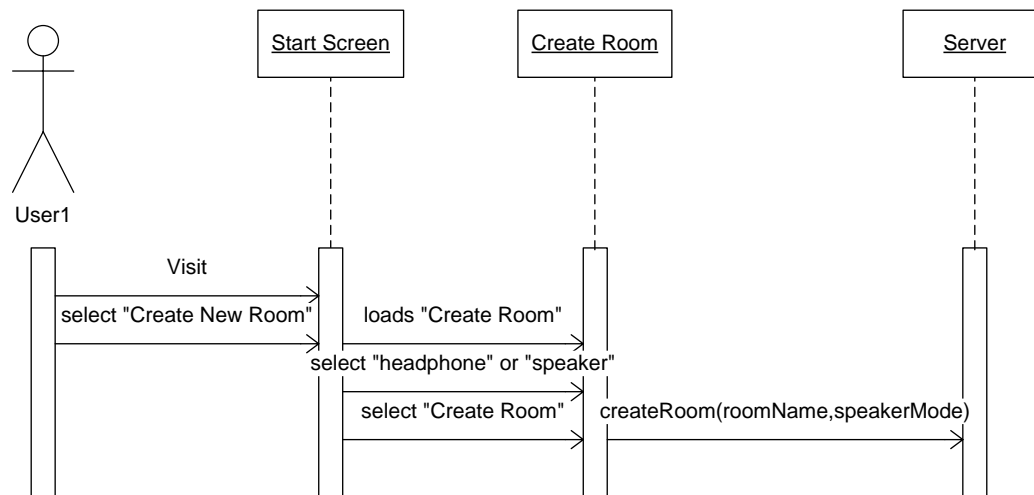
## 7.6 VOTE TO SKIP A SONG



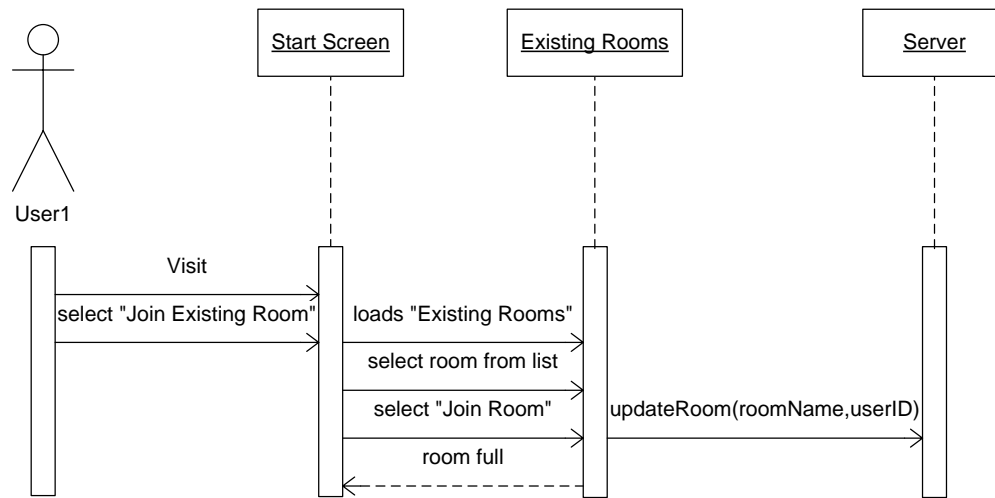
## 7.7 LOGIN TO THE APPLICATION



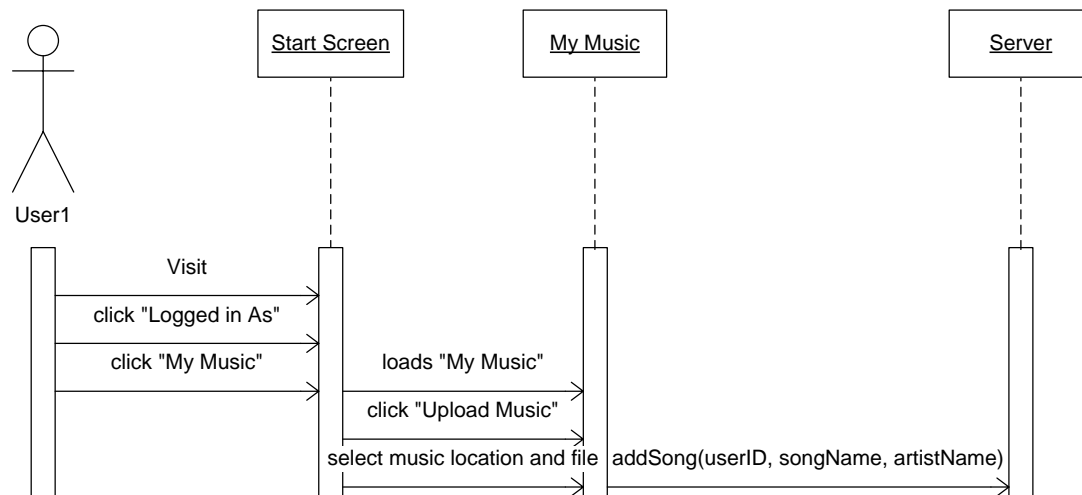
## 7.8 CREATE A NEW ROOM



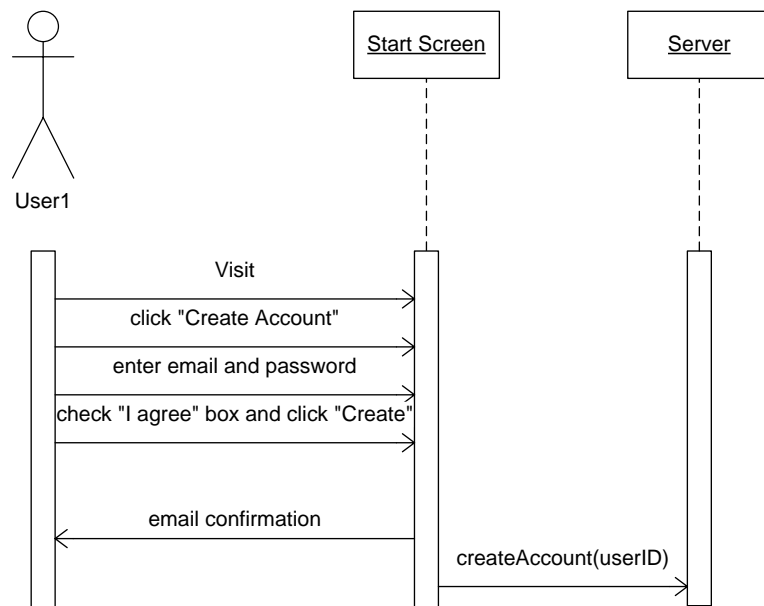
## 7.9 JOIN AN EXISTING ROOM



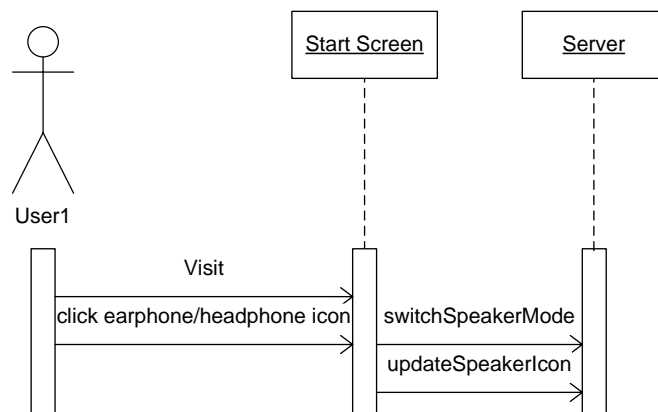
## 7.10 UPLOAD A SONG



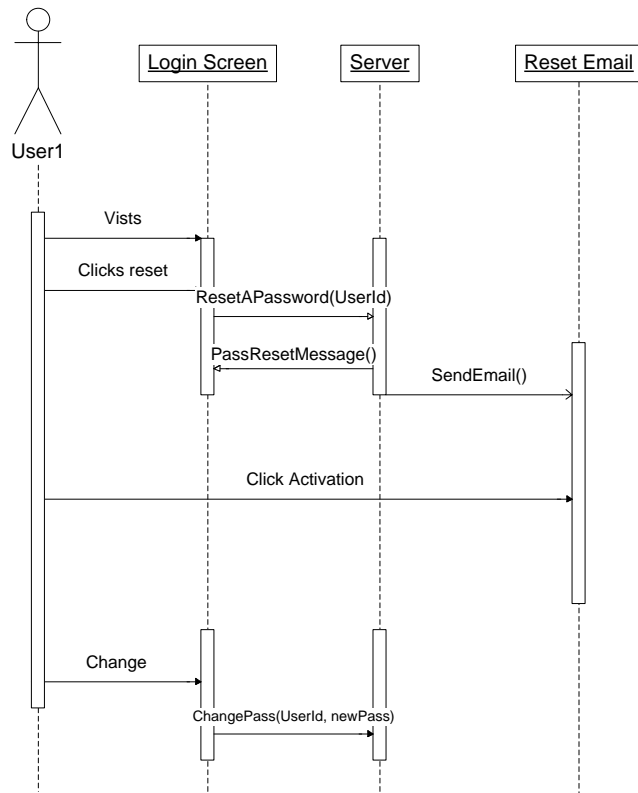
## 7.11 CREATE AN ACCOUNT



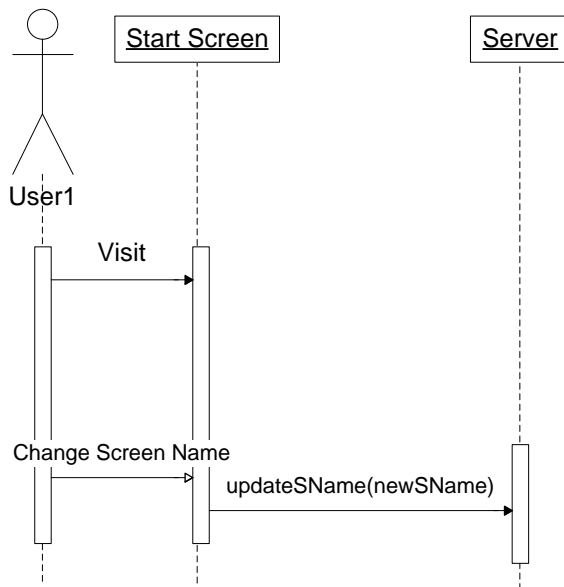
## 7.12 SWITCH BETWEEN EARPHONE AND SPEAKER MODE



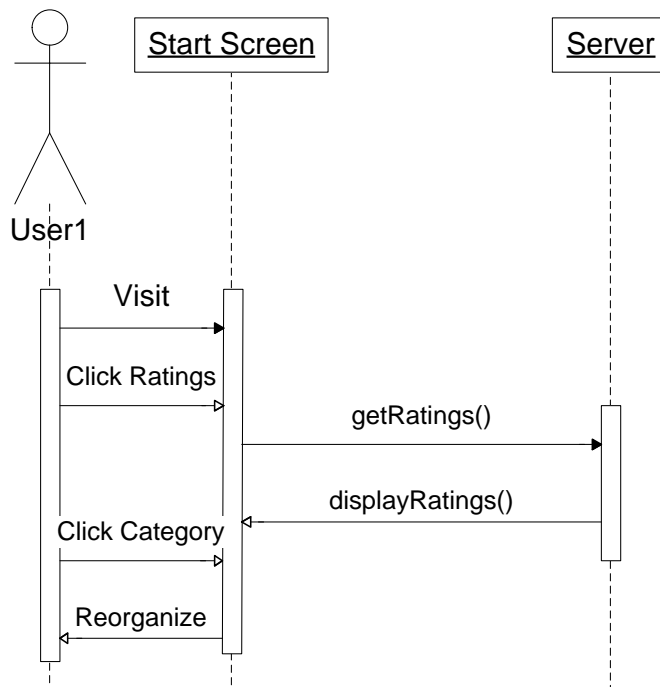
## 7.13 CHANGE A SCREEN NAME



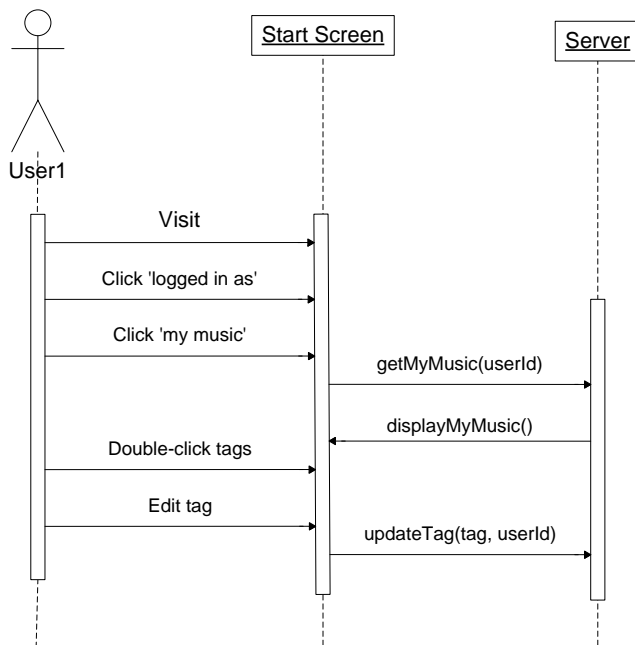
#### 7.14 RESET A PASSWORD



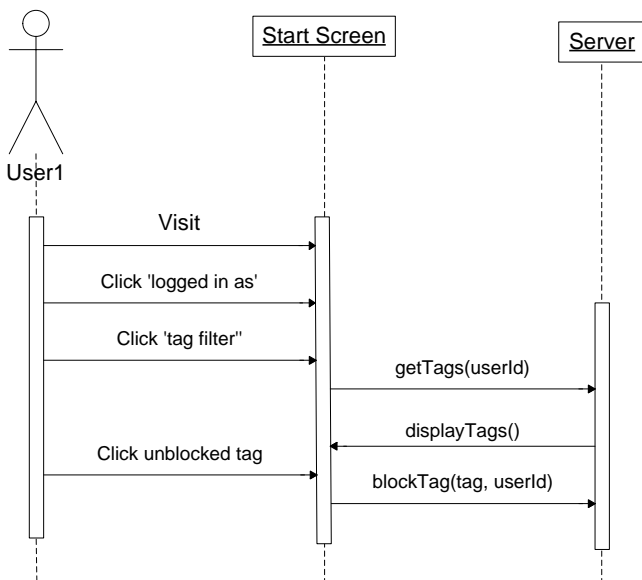
#### 7.15 SORT RATINGS BY CATEGORIES



## 7.16 ADD TAGS

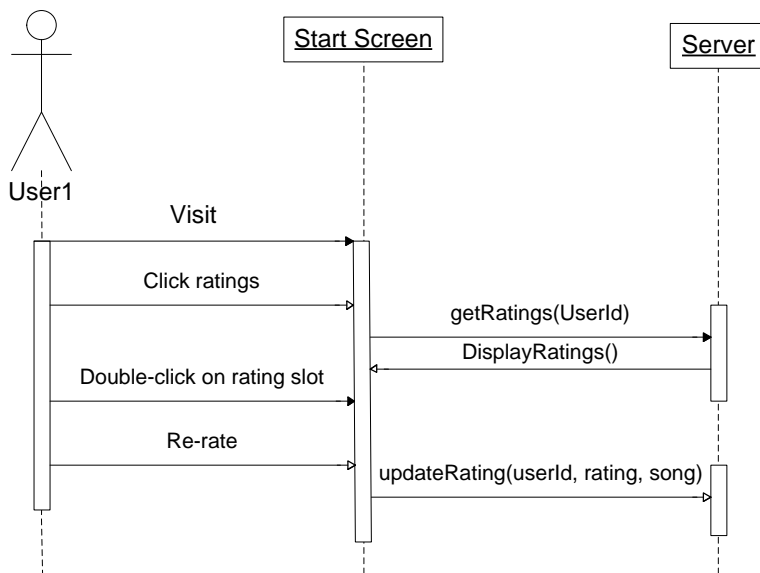


## 7.17 BLOCK SONGS BASED ON TAGS

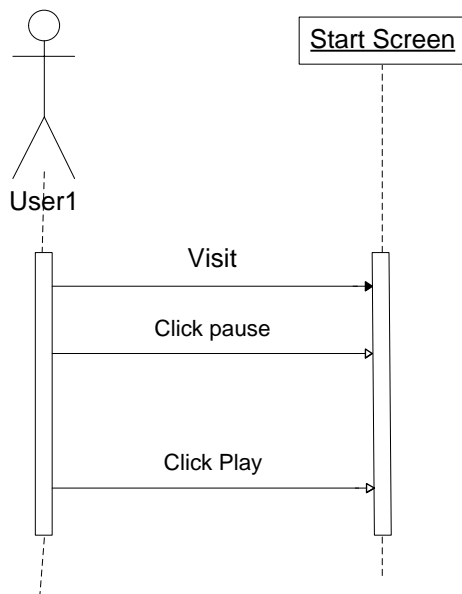




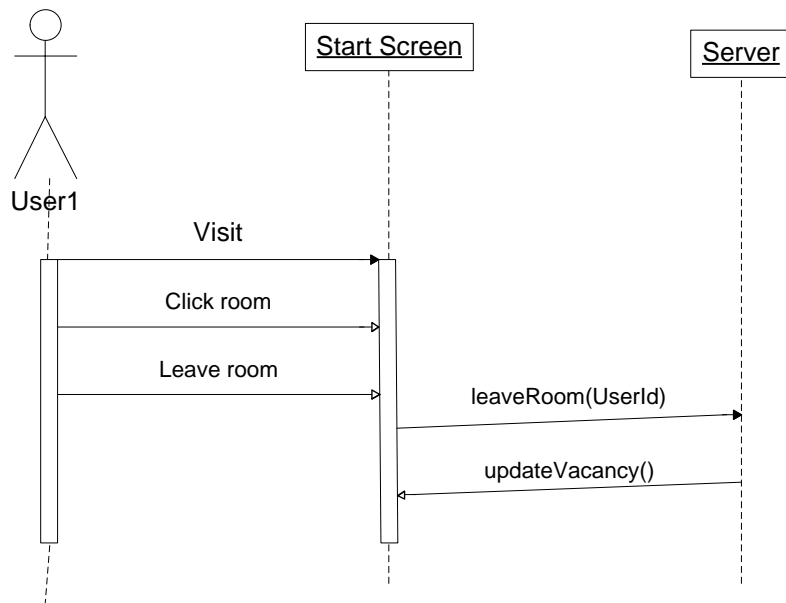
## 7.18 RE-RATE SONGS



## 7.19 MOMENTARILY PAUSE A SONG



## 7.20 SWITCH ROOMS



## 8.0 CLASS DIAGRAMS

