

Release Plan CS 115 “Amazing Music” Project

Team: Amazing Music

Updated: 7/10/18, 7/15/18, 7/23/18

Project Owner: ChongWei Zhao

Initial Scrum Master: William Whelan

Members: Inyoung Cho, Bali Southam, DongYeun Lee

High Level Goals for the Project:

Make a program to play music

Program allows user to edit and share music

Tools and Languages Required:

Framework: Socket

Server: Java

UI: MS Visual Studio (C++ || C#)

User-end programming lang: Java

User Stories for the Project: (Story points in parentheses)

Story points were rated on the Fibonacci scale.

A rating of 0 or 1

- Equivalent to a relatively simple task.
- Can be immediately implemented.

A rating of 8

- A task of medium difficulty
- Some time devoted to learning terms and concepts may be necessary.

A rating of 21

- Represents the most difficult and time-consuming tasks.
- Deeper study and/or concrete design step is highly recommended.
- May have trouble in implementing even if study is completed.

Sprint 1:

1. As a user, I can import music from my local disk. (2)

2. As a user, I can know if a file is a valid audio or not. (5)
3. As a user, I can play music in this software. (13)
4. As a user, I want to be able to share music with other people. (21)

Sprint 2:

1. As a user, I want to navigate an attractive and easy-to-use interface where I can click to play, edit, and share audio files. (8)
2. As a user, want to be able to play my audio track in the app. (8)
3. As a user, I want to adjust the volume, speed, and pitch of my audio files. (13)
4. As a user, I want to be able to share music with other people. (21)

Sprint 3:

1. As a user, I want to be able to download other's music from the server. (13)
2. As a user, I want to be able to search other's music artworks. (8)
3. As a user, I want the application to be reliable and bug-free. (13)

Backlog:

1. As a user, I want to be able to cut and combine audio tracks.
2. As a user, I want to be able to characterize each music, if I would like to.
3. As a user, I want to be able to make my own page, account and profile (SNS Network).
4. As a user, I want to be able to comment other's music.

Challenges/Risks:

1. Unfamiliar with simulator technology
2. Small time period
3. Different time schedules among team members
4. Unfamiliar with Socket and server programming
5. Unfamiliar with audio programming libraries
6. Not everyone is familiar with Java