The Release Plan for the “Amazing Music” Project

Team: Amazing Music

Project Owner: ChongWei Zhao

Initial Scrum Master: DongYeun Lee

Members: Inyoung Cho, Bali Southam, William Whelan

**High Level Goals for the Project:**

(1) Achieve the program as a music player

(2) Achieve the program as a music editor

1. Change the tone of the music

2. Change the speed of the music

3. Cut and combine different tracks together

(3) Achieve the program as a platform which allow people to share their music

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

Sprint 1:

1. As a user, I can see the complete program interface (UI) as the program runs

2. As a user, I can import and store audio files

3. As a user, I hope the program can help me determine whether a file is legal or not

4. As a user, I can play audio through the software

5. As a developer, I need to complete the construction of a common server and data server

6. As a developer, I need to create a valid client program that can communicate properly with the server

7. As a developer, I need to create a server that can handle instructions from a client and correctly distribute incoming instructions

8.As a developer, design the server to read and write local files correctly, and perform basic file operations on local files

9. As a developer, I need to determine a plan which includes how I should construct the request and how the server should handle all incoming requests.

Sprint 2:

1. As a user, I need to be able to change the tone of the audio track

2. As a user, I need to be able to modify the speed of the audio track

3. As a user, I need to be able to clip segments of imported audio tracks

4. As a user, I need to be able to combine multiple audio tracks

5. As a developer, I need to integrate the UI with the content of Sprint 2 above

6. As a developer, I need to create a fully-functional server that clients can communicate with

7. As a developer, I need to design the server to share audio list with selected or all clients

8. As a developer, I need to allow the server to interact with the client's network file flow

9. As a developer, I need to allow the server to query the MySQL database and perform real-time self-maintenance

10. As a developer, I need to understand the real-time running status of the server

11. As a developer, I need to simulate a JVM in C so that client machines can send the server proper requests which can be understood by the server.

Sprint 3:

1. As a developer, I need to ensure that all content developed has been correctly and fully integrated

2. As a developer, I need to debug the entire software system

3. As a user, I need to be able to access and use the software flawlessly