MB MusicStream

# Proposed team

1. Bogoljub Grujeski 130072 bg30072@seeu.edu.mk
2. Marija Dejanoska 130055 [md30055@seeu.edu.mk](mailto:md30055@seeu.edu.mk)
3. Romana Stojceska 130056 rs30056@seeu.edu.mk

# Overview

Our Music Stream Project aims to develop a music streaming application that will enable users to stream music from a vast library for free. The platform will provide a library of songs, albums and high-quality audio streaming. The project will focus on creating a simple user interface and effective backend infrastructure.

# Customer

The potential customers for this project include music lovers of all ages who enjoy listening music and accessing a wide range of songs from various genres. Additionally, the platform can cater to businesses such as cafes, restaurants, and gyms that want to provide background music for their customers.

# Product

The project will deliver a user-friendly music streaming application compatible with various devices, including smartphones, tablets, and desktop computers. It will be available on multiple platforms, ensuring a smooth experience for users across different devices and operating systems.

# Users

The application for streaming music is intended for people who like to listen to music while doing certain activities, at home, or while on the go. Their musical tastes will be varied, and they could be anything from indifferent listeners to enthusiastic music fans.

# Management

The Agile software development methodology will be employed for this project. Agile allows for flexibility, continuous feedback, and incremental development, ensuring that the team can adapt to changing requirements and deliver a high-quality product efficiently. Daily stand-up meetings, sprint planning, and regular retrospectives will be key components of the project management process.

# Communication

Team members will communicate primarily through a combination of instant messaging platforms and emails for detailed project-related discussions.

# Breakdown

The system can be broken down into front-end development, back-end development, database design, user authentication.

# Effort estimation

The project is estimated to require approximately 25 hours of work.

# Technological stack

Which technologies you envisage using in your project: programming languages, libraries, tools, etc.

The project will utilize technologies such as JavaScript for front-end, PHP for back-end, MySQL and MariaDB for database management.

# Reporting

We'll provide updates through regular demos and team meetings.

# Additional information

/