

Sheet Music 4 The World

Team Profile

Individual qualifications and strengths (such as: programming, design, presentation, documentation, management and organization) Note: It is expected that every team member shall be involved in all project activities; this only indicates individual strengths, not their sole responsibilities

"Knowledge of music, connections to music majors"

- Martin Flores

"Did a minor amount of backend in a previous internship for a website application. Don't know anything about music but can focus on the implementation of ideas for the site."

- Alvaro Rios

"Experience playing violin, Knowledge of a beginner musicians music sheet troubles"

- Benjamin

Team Leader

The team leader of this group is Martin Flores, given it he proposed the idea. We are currently keeping a consistent record of meeting on Fridays to work on the project We will include more meeting times as we near the deadline.

Project Description

The Problem

Musicians have a lot of sheet music that they tend to acquire over time from years of playing. This leads to the eventual loss of property or a increased amount of time in order to search for their desired music sheets.

Existing Solutions

Some services already provide a digital music storage but they tend to only be a basic pdf viewer with little to no added functionality. There are no added do-dads that make a musician's life easier, such as organization by criteria.

Target Customers

People who play music, from beginners to more advanced musicians. Mostly Every musician needs sheet music to at least practice music on a regular basis.

Unique Value Proposition

With our application, anyone can host their sheet music on our platform and connect with users who are interested in finding a legal way to obtain sheet music to perform and practice on their own. From solo musicians to publishers backing groups of artists, this platform works for everyone, connecting the customer directly to the composer.

The Solution

The solution to this is to over a web based service that could not only hold of the musician's data, but also provide a market place for easy access to new music resources.

Monetization Strategy

Money can be acquired by setting a limit on the amount of music we can store, to charging people to sell their music on our store.

Costs

The cost of hosting our site would go around anywhere from \$25 - \$500 per month, depending on traffic. Some APIs that we will have to take time learn is pdf-reader, stripe, and rspec for viewing pdfs, monetizing our site, and testing respectively. Costs for development are Free 0.99.

Plan of Work and Product Ownership

Here's what each of our team members plan on contributing:

"Some cool JavaScript frontend thingy, rough formatting of HTML pages, more templates for the pages, react(?), and rspec, for TDD."

- Martin Flores

"Will focus on back-end logic for the site."

- Alvaro Rios

"Will focus on tying down weak ends and improving upon the user experience."

- Benjamin

Some current ideas that we will planning to implement are:

- Previews of sheet music
- Options for different licenses a consumer will want
- Different account types
- Organizational Features for hosts(Sellers)
- Statistics for Sellers