

Music Streaming System with Mobile Music Player Application

Project Vision Document

Version 1.0

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1 Introduction

This Project Vision document goes over various factors for the Music Streaming System (MMS) with Mobile Music Player Application (MMPA) project such as the scope, stakeholders, and system features.

1.1 Purpose

This Project Vision document for the (MMS) with (MMPA) is used to detail the expectations for the project and outline the functionality of the systems within the product. Going through each section will detail a variety of observations made by the team for example, the needs of stakeholders and users from the system, functions created from those needs, and how it addresses the problems identified.

1.2 Scope

The scope is used to predict what is necessary to successfully complete the project; it is a culmination of functionalities, goals, and outputs of the project or product based on the analysis from the problem opportunities determined by the project team.

1.2.1 In Scope

■ Based on the problem opportunities determined by team T24 GBCoders who will also develop the product, the scope of the project looks at two parts which are the Music Streaming System (MSS) and the tied-in Mobile Music Player Application (MMPA). The (MSS) will allow for users to create accounts, manage their accounts, stream music or podcasts and upload audio files for both categories. The tied-in (MMPA) is to be a standard music player application with standard functionalities such as local playback of audio files, an equalizer, and playlists. The (MMPA) will also be the front or client side for the (MSS) as users are expected to access the functionalities of the (MSS) from the (MMPA).

1.2.2 Out of Scope

■ Goals and functionalities determined to not be part of the project include monetization since the goal for the initial product is for users to only share their music or podcasts on the (MSS). The problem with monetization is that the team has considered the possibilities of legal issues due to DMCA violations where users could upload the intellectual property of their respective owners; another part of the solution that was determined for any conflicts is there will be a disclaimer where any uploads that violate this will be removed, and that the legal issues must be determined by the uploader and the copyright holder.

1.3 Definitions, Acronyms, and Abbreviations

Music Streaming System (MSS)

Mobile Music Player Application (MMPA)

1.4 References

TBD

Reference File Name	Version	Description

2 Positioning

2.1 Business Opportunity

As a team of developers, we envision a fully featured MP3 player mobile application to play local files (.mp3,flac,aac,wav), create/sort playlists, play podcasts and can connect to music streaming systems that will be continuously updated to meet competitive and customer challenges.

2.2 Problem Statement

The Problem of	Competitor's music systems lack discoverability/entry for new/upcoming independent artists and lack of support for them
affects	Independent artists, talent scouts, and people who listen to music
the impact of which is	It stifles music innovation from independent artists, stifles the ability of talent scouts to search for talent, and people who listen to music are trapped in a bubble and not given better alternatives and or features
a successful solution would be	More music innovation from independent artists, talent scouts can search for talent with less difficulty, and people who listen to music are not trapped in a bubble and given alternatives

Table 1 Problem Statement

2.3 Product Position Statement

For	music listeners
Who	need more features to their music system to enhance enjoyment
The <product name>	contains enhanced features, supports independent artists and their entry to upload their content without a hassle
That	Spotify which lacks enhanced features and does not allow financial interests to affect the ability for independent artists to upload their content
Unlike	Spotify which lacks enhanced features and does not allow financial interests to affect the ability for independent artists to upload their content
Our product	Is free, has enhanced features and will support independent artists

Table 2 Product Position Statement

2.4 SWOT Analysis

Strengths	Weaknesses
Free for user	Streaming requires internet service
Easier access for independent artists to upload content	No monetary profit for anyone
Lack of legal disputes as our disclaimer mentions that we will not profit from the music and it is their respective property if they choose to upload content, this application just plays it	
Opportunities	Threats
New markets around the world are ripe for expansion with a free music app	Some large competitors
Superior features and support for independent artists allow us to attract a niche but potentially loyal audience	
Opens the opportunity to pursue into the growing podcasting market	

3 Stakeholder and User Descriptions

3.1 Stakeholder Summary

Stakeholder Name	Represents	Role
Developer	Build the application	Responsible for designing and creating the systems for the application.
Project Researcher	Ideas for the project	Responsible for researching ideas for the project by looking at competitors' systems and what we could do better. They also analyze data to see what users would like to see in a music player application.
Project Manager	Overlooks the entire project	Responsible for making sure that the project is on the right track and deadlines are getting met . Making sure that team members have the tools to accomplish the task given.

Table 3 Stakeholder Summary

3.2 User Summary

User Name	Description	Responsibilities	Stakeholder
Listener / App User	They are the target audience of the application. The primary end user.	Provides what they would like to see from the application through feedback.	Self
Database Manager	They are responsible for managing the database	They will check if there are any faults in the database and if the information are correct	Self
Beta Tester	Make sure that the application is free from bugs and error	Looks for bugs and errors in the application and reports it to the developers.	Self
Independent Artist	One of the providers of music for the application	They upload their music to the application.	Self

Table 4 User Summary

4 Stakeholder Requirements

ID	Requirement	Stakeholder
1	Application that plays music from streaming to music downloaded from the current device. The ability to play Hi-Res music. Ability to make playlists and use queue. Suggested music.	End User
2	Application that allows for easy upload of music. Also better visibility that promotes their music for other people to see.	Independent Artist

Table 5 Stakeholder Requirements

5 System Features

ID	Feature	Stakeholder Requirement ID
01	Downloading Music (Allow users to download music on their local device, so that they can play it later without any internet.)	End User
02	Create Playlist (add music to a certain library created by the user.)	End User
03	Login/Logout. (Allow access to their files and liked music.)	End User
04	Start/stop (This feature allows the user to start or stop the music.)	End User
05	Shuffle (Random music playing capability.)	End User

06	Liking Music (Ability to like music and put it in a like place where the user can see all his or her liked music.)	End User
07	Sharing Playlist (This feature allow user to share their music playlist with their friends and with other peoples too)	End User

Table 6 System Features

6 Assumptions

- The scope describes the brief capabilities of the project and it will remain the same throughout the entire project cycle.
- This will be a mobile player app.
- Goal is to deliver all the desired project outcomes listed in the project summary.
- Project Team members will have the resources that they will be needing to complete their individual tasks on time.
- There will be no significant change in the department of the stakeholder and what they represent.
- The proposed DMCA disclaimer and takedown are able to handle any conflicts and will not evolve into a larger issue
- The external server is able to handle the load required by the product

7 Constraints

Bandwidth amount, internet, number of users, system requirements.