**audioDroid™ Charter**

**Vision**

* audioDroid**™** envisions itself to be a free and open source mainstream app

**Mission**

* To develop an app that will be a staple app for mobile audio connectivity.

**Scope**

* This app is limited to streaming audio through a wireless local area network.

**Deliverables**

* Setup Desktop Server
* Setup Mobile Client
* Client – Server Connectivity
* Audio Streaming Capability

**Objectives**

* Within two weeks after the start of the projects. We expect to deliver the first deliverable which the Desktop Server
* Within a week after the delivery of the first deliverable, we expect to deliver the second deliverable which is the Mobile Client.
* Within two weeks after the delivery of the second deliverable, we expect to deliver the third deliverable which is the Client-Server Connectivity module.
* Within two weeks after the delivery of the third deliverable, we expect to finish the final deliverable and integrate it to the project for submission

**Principles**

* On time delivery is a must.
* Quality of the product (software) is assured.

**Developers: Group 1**

**Danielito Padayhag Jr.**

**Kevin Khalil Reyes**

**Kevin Eric Siangco**

**GitHub – https://github.com/user/perroquiet/mobile-play.git**