

Project Release Plan
5 Lost DJs

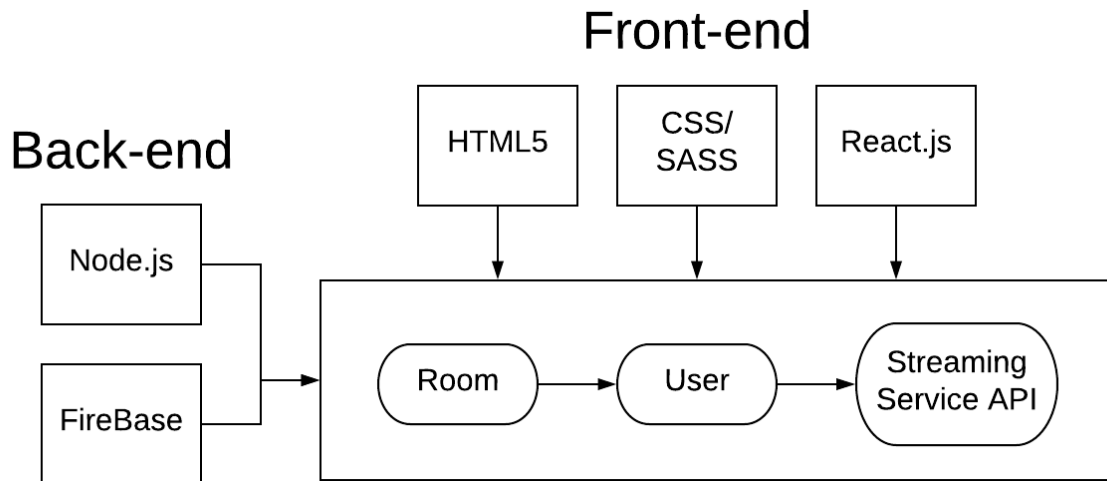
Q.vinyl

“Website where people can listen and play music together just like an old-school jukebox.”

Sprint 1: Queuing music in a list	Priority	Story Points
As a user, I want to be able to play music so that I can share my music with friends.		5
As a user, I want to know what's currently playing and so I can see the artist and song name.		5
As a user, I want to be able to add to the queue of upcoming songs to play so I can share my music with my friends		8
Sprint 2: Room creation and core functionalities	Priority	Story Points
As a user, I want to be able to upvote/downvote queued songs so we can decide to skip a song or not.		3
As a user, I want to be able to create a room so I can invite my friends to join.		5
As a user, I want to be able to use my Google account to login so I don't have to create a new account.		5
Sprint 3: User login and UI polish	Priority	Story Points
As a user I want to be able to create an account or sign in so I can have my personal account to identify me.		5
As a user I want to be able to easily navigate around the web app's design and functionalities.		8

Architecture

Using Firebase and Node.js for the back-end, storing list of queued song in database
React.js, HTML5/CSS, and ReactStrap (Bootstrap library) for the Front-End design



Technologies

HTML5/CSS, Bootstrap, Streaming Service API (YouTube API), FireBase, Node.js, React.js

Challenge/Risks

1. Creating a database for queuing up music and letting autoplay
2. Learning firebase or choosing a database suitable for this project
3. Figuring out the architecture of the project of maintaining rooms and users and deleting them from databases.