Project Management Report

Team 5: Music Player

Our project is Music player app which is developed in android studio. In this application when we had started project plan we had thought to develop a music player which can give song recommendations.

This app should also include the basic feature of music player which was our initial requirement. We had planned to this in an agile model of development for doing this application. Let me first give overview our initial plan in short description.

Initial plan: We had planned for basic music player app, classification of songs based on moods and genres. Song recommendations based on user choice i.e contextualization. We had also planned to provide an fb login as well as normal registration login for the users.

Increments and Implementation during each phase:

Increment 1:

In the first increment we started created the basic needs of our application with respect to software design and architecture of our app.

During this phase we had successfully drawn wireframes, design, and UML diagrams. We had done the document by working in team. Each of us worked on designing the complete architecture and all diagrams.

Increment 2:

In the second increment we had planned for the developing app in terms of basic music player which plays songs from your phone.

During this phase we had able to meet this requirement as we developed the music player with simple feature. Vilas had contributed in developing the code for this phase.

Increment 3:

In the third increment we had further continued to classify the songs based on moods and genres taken the inspiration from Saavn which converts songs into different moods like instrumental, classic, etc.

During this phase we were successfully able to develop the requirement of classifying the songs. Vilas had contributed with respect to code for classification of the songs with respect to each

classification. Dinesh and Ranjitha themselves contributed with respect to complete design the User interface in better way than it was in the previous increment.

Increment 4:

In the fourth increment we focused on our main motto that is contextualization. Songs suggestion for user. Registration using sqlite and fb login for the app.

During this we had started working on the categories based on the day time and suggesting the user about songs for morning, afternoon, evening and night. We had successfully able to complete this task and we were able to classify and suggest the songs based on day time. We had also completed coding for the registration and fb login.

We were finally able to achieve what our initial plan was. We were happy with what we had developed so far. But still we had some little time after 4th increment, so we had continued to think what else can be done to this app. We had got the idea in the last phase after 4th increment that to classify the songs based on the year. i.e OLD songs and latest songs. We were successfully able to the code for this final thought -and implemented it. Vilas had contributed with coding for this year based classification.

Overall and Future scope:

Over all about this app, we had satisfied as we met the requirements which we had planned earlier. We had started well and in between we had few issues in implementing the app, but still we had continued further and did our best to accomplish this project. We had learnt a lot during this process of development. In future we will use this agile model of development in projects. Agile model is a good software model to use in developing applications.

If this was a real time project, we would further like to add the songs suggestion to the user based on their age which they will during their registration. Another feature like sending the songs to the friends through social media. Cloud storage of the songs and accessing them and playing when in need.

Overall team contribution:

Vilas Mamidyala (25) -40%

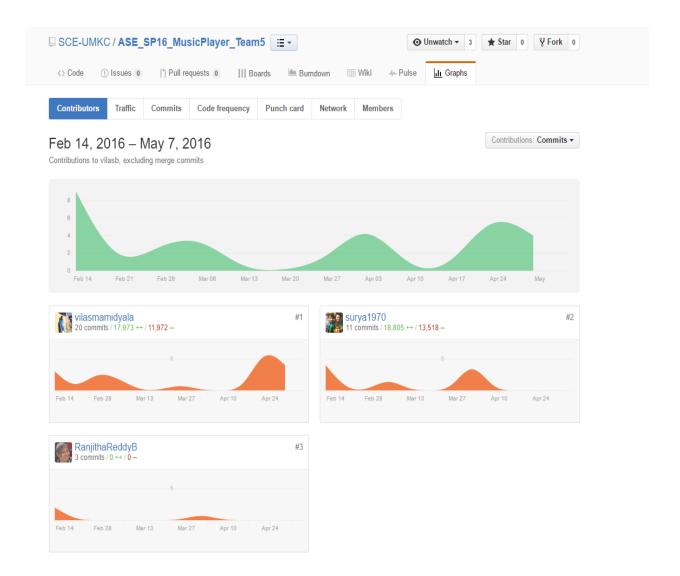
Dinesh Reddy Bandam (4) -30%

Ranjitha reddy Bhumi Reddy (5) -30%

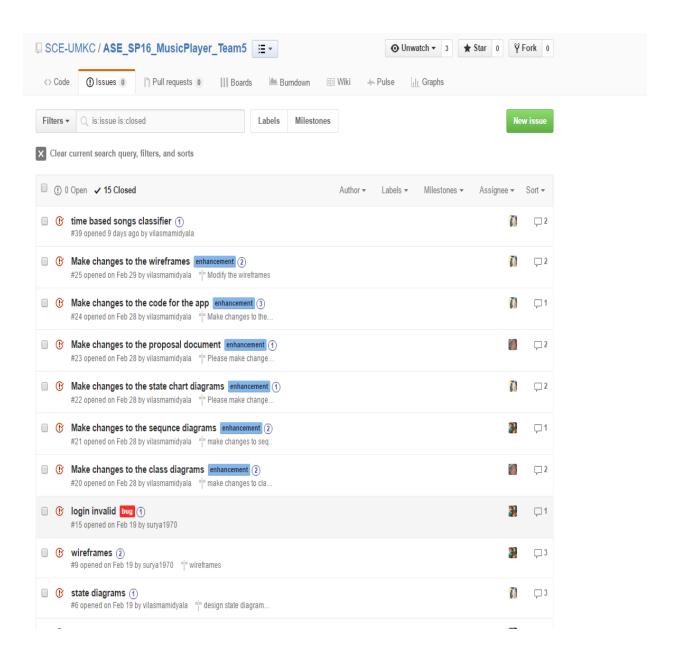
Contribution:

Project Artifacts	Team: Vilas, Dinesh, Ranjitha
Projects Plan	ALL
UML Diagrams, Wireframes & Architecture diagram	ALL
Handling Database(SQlite)	Vilas
Layouts design	Dinesh and Ranjitha
Project Reports	Dinesh and Ranjitha
Implementation (Coding & Unit testing)	Vilas
System Testing	Ranjitha
App Maintenance	ALL

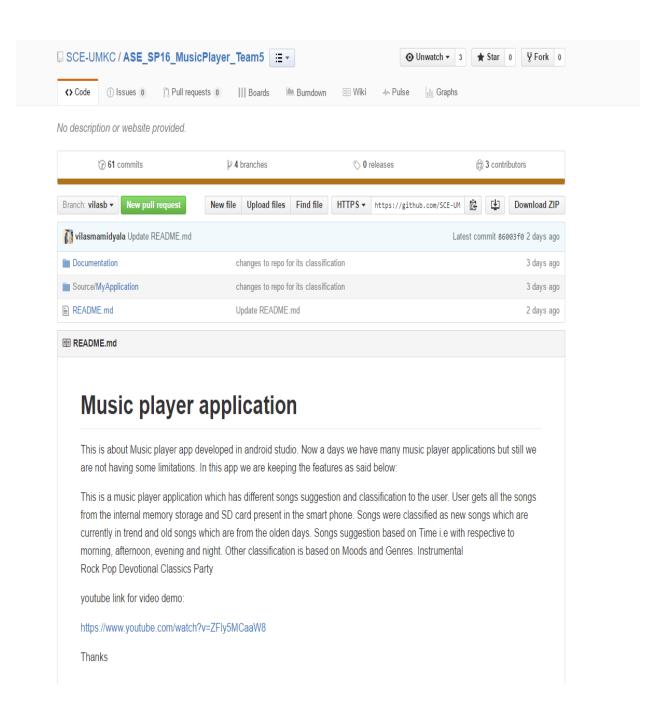
Github Images:



Issues:



Homepage:



Github link:

https://github.com/SCE-UMKC/ASE SP16 MusicPlayer Team5