

## **Jukebox (formerly SharedMusic)**

### **Requirements and Schedule Postmortem**

#### **Features and Cuts**

We completed all of our original features and added two new features; music tiles and chat. One of the features we wanted to add was Facebook integration which we were not able to add because it would require too much time to implement. It was discussed that if we were to continue to work on this project after this class then it would be one of the top priorities.

We did not cut any of our initial features. However, we had a last minute overhaul of our UI, so many reported bugs are left unfixed. We chose to fix the ones that would affect our demo and left ones that happen only after certain inputs to be fixed at a later date. For example, we had some issues when loading the page. If the page loads before the angular loads, there would sometimes be a split second when the website looks very odd. This only lasts a second and does not affect functionality, so we decided not to fix it. Another bug was not being able to stream some songs due to an issue with the SoundCloud API. Currently our solution is to automatically boot songs that cannot be streamed, but these songs are still in the search results and tiles. We have not thought of an easy or clean way of fixing this and it would take too much of our time. One bug we have that we do not know the cause is when quickly booting songs, sometimes the songs continue to play. This issue we think has to do with timing making it difficult to replicate and as a result we have not focused on it too much. Our guess is that these issues would take a day or two to find a solution to and another couple days to fix and make sure they work cleanly.

#### **Task assignments**

Our original plan for assigning tasks and group roles was for everyone to choose something that they found the most interesting and to work on that. It did not work out as intended. This way of organizing the group did not divide up the work evenly. We had divided up into group by the language we would use but there was a learning curve for some members so they were not able start as early as others. The work started out slow because no one really knew one another and working on individual modules was different then most other projects we have worked on.

We had intended on working on the server and front end components in parallel but that did not really work out. Initially there were five members working on the NodeJS team (server side), but Adam was able to fairly quickly complete most of the server side implementation. As a result most members moved to the AngularJS team (UI and client side). Gunnar was assigned to MongoDB (database) but we decided early on that we would not need a database and if we wanted to it would be after the class ended. After our beta release, everyone got assigned tasks on a week to week basis, based on what features we wanted complete by the next release. Also, we had not planned for needing to assign people to work on documentation, but in the end people who were not assigned tasks for that week would step in and complete most of the documentation.

Majors roles:

- Adam ended up taking a role of a leader developer as a whole and worked on the bulk of the backend.
- Eric worked on front end and became interim project manager near the end of the quarter.
- Gunnar worked on testing and completed a lot of the required documents for each release.
- Keith was our project manager and worked on the front end. Keith was out the last three weeks of class due to illness.
- Kevin was the lead developer for the front end side of the project.
- Reggie worked on testing, management, and some front end work.
- Svetlana worked on initial UI design and helped with documentation.
- Tanner worked on the updated UI and the front end.

We spent a lot of time in the beginning discussing the merits of Facebook integration, talking about whether we need to use the SoundCloud or the Spotify API, and which libraries we wanted to use. It was very useful to establish all of this early on, so that there was no confusion between group members as we went further with the project. It took a few team meetings to get everybody on the same page and communicating well. While it was very good that we got all of the details hashed out early, we ideally should have gotten to that point faster.

There were many areas that we spent too little time. In the initial planning stage we did not spend enough time making a clear schedule and assignment of tasks so no one really knew what they were doing. It was not until we started assigning tasks to everyone that we got a lot of work done. We met once or twice a week to talk about progress, but it might have been beneficial to work more as a group.