



## **Software Project Management Lab 2 (3490U)**

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## Introduction

Our group chose the Music Hub Project. The goal of this platform is ultimately to eliminate piracy and give millions of creative artists the outlet they deserve and billions of listeners access to free content in a safe and convenient way. We feel passionate about giving individuals the opportunity to control their own music, and by giving these creators the option to be independent we are effectively cutting out the middle-man and demolishing any chances of label owners taking advantage of these artists and under-paying them. This platform will allow fans to support their favourite artists by simply listening to them, raising their number of listeners and therefore their royalties.

## Objectives

- The Platform should categorize and organize songs by Genre. Songs are able to have more than one genre, and Clients should be able to filter songs to match specific genres
- Clients should be able to create customized playlists, playlists can be either be shared by multiple clients or can be personal. Personal playlists can be set as private (unviewable by other clients) or public ( Clients are able to view the songs in the playlist)
- The Platform should track the top Artists/Songs/Genres by listeners/month
- The Platform Provide artists with a User-friendly UI to have full control of their uploads and Provide a detailed performance analysis of all uploads to the artist
- Clients can support their favourite artists by subscribing monthly to their profile
- The Clients create accounts and can upgrade their account to premium to eliminate advertisements
- Artists and recording studios are paid royalties based on the number of views and subscriptions accumulated per month

## Measures of success

1. We plan to measure the success of our music platform through the analysis of all the data that will be tracked. Our system will contain a functional database that will keep track of artists' records and closely monitor the data received to determine how well artists are performing, projected growth, the profit made, how well new artists are being exposed, overall user engagement and a few other metrics. The data gathered from the

various artist will allow us to see how well our platform is performing and how useful it is for independent artists.

2. The implementation of a feedback system on our platform that will allow users to directly communicate their thoughts and ideas to the development team, thus allowing them to know what changes need to be made
3. Our recommendation system is another measure of success in that it uses data based on songs that the user has already listened to without skipping to determine songs to recommend to the user. If users continue to listen to recommended songs we will know that the system is working well.
4. The amount of users that sign up for a premium membership is another metric that will help determine how successful our platform is.
5. Another measure of success is stakeholder satisfaction as well as interest from new investors & advertiser in our platform.

## **Required Infrastructure**

In order to successfully accomplish the objectives above, we need the following infrastructures;

1. User authentication and management system
2. Servers with High Availability for Virtual environments OR Cloud Access to create virtual environments. Cloud Service is preferred due to its agility, scalability and time to market for services being greatly reduced as compared to physical servers in a Server Room.
3. Database environment (MYSQL, Postgres, SQL Server)
4. Web Server to take requests from clients
5. The platform will need to acquire music licenses from the artists, music labels and publishers