SOFE 3490: Software Project Management

Course Project: **Music Hub**

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**Project: Music distribution**

**Project Rationale:**

The traditional method of music releases is rife with challenges for artists and content producers while providing the most benefits to the studio and label owners. In the traditional method, an artist has to sign-up with a label using a contract heavily in favor of the label itself. The contract may contain certain terms such as the artist is not allowed to release their work on alternative channels, or ask to be properly compensated.

Such a system is not only unrewarding for the artists but harmful for the music industry as a whole. It promotes unfair distribution of resources, allows labels to have monopoly on music with ridiculous terms, and reduce choice for consumers. Hence, we have chosen to create a music distribution hub where an artist would be able to directly sign-up and provide their works for a fair compensation with far more users able to enjoy the content.

**Project Objectives:**

The following project objectives have been identified:

* The music hub must be allow investors to add and manage artists through an efficient database
* Artists should have reasonable autonomy in creating custom genres and content types
* Artists and users must have the ability to manage their accounts. For the artists this means managing their genres, content available, and tracking of the earnings. For users this means managing their account information, creating custom playlists, and tracking their usage.
* The music hub platform should allow multiple subscriptions which include a free subscription with advertisements.
* The project must be multi-platform i.e. available on PCs, as a web-app, and on mobile clients.
* There should be multiple streaming quality options manageable by the user of the hub.
* The platform should be robust with a client-server-database architecture
* The music hub project must be completed within the allocated budget and cost estimates.
* The music hub must allow for seamless transition between tracks as well as minimize loading times to within two seconds at start.

**Project Success Measures:**

The project success measures comprise the following:

* The project was completed within schedule and with all milestones properly documented to allow for proper management.
* The project was cost effective i.e. the chosen alternative was implemented within the budget requirements as set by the stakeholders of the project.
* The project contained a functional database which allowed investors, artists, and users of the platform to be managed according to the project objectives.
* Platform independence was achieved by creation of a minimum of three platform specific applications to allow for flexibility.
* The project was able to showcase adherence to the performance specifications

**Project Infrastructure:**

The following project infrastructure needs to be developed:

* Database servers for the artists, music, metadata, and users.
* Application servers to access the music hub platform
* Front end clients used by the investors, administrators, artists, and users of the hub.
* Load balancing equipment to allow for performance concerns