

Release Plan

Product Name: Spotifam

Team Name: Spotifamers

Release Name: Spotifam

Release Date: December 1st, 2019

Revision Number: 0.0.1

Revision Date: October 8th, 2019

High Level Goals and User Stories for Release

Sprint 1 (Web App Setup)

High Level Goals:

- **Web App Homepage**

As a user, I want to access the web app homepage via internet from any desktop computer so that I can use the Web App

- **Web Player (spotify)**

As a user, I can log into Spotify through the homepage and be redirected to the Web Player

User Stories:

- **Domain setup (Homepage) (1)**

- **Basic Web App Hookup to Domain (Homepage) (5)**

As a user, I should be able to access the Web App via domain. Hook up a github repo with a web app framework

- **Homepage Setup (Homepage) (3)**

As a user, I should be able to see some basic visuals that let them see the title, and purpose of the web app, so I can be sure that I am where I want to be

- **User Sign In (Homepage) (4)**

As a user, I need to sign in @ the homepage into my spotify (via fb, whatever), so that I can start using the app with my own Spotify account

- **Song Text Visual (Web Player) (2)**

As a user, I should be able to see what song/artist/album is playing, so that I know what song/artist/album is playing.

- **Song Album Art Visual (Web Player) (2)**

As a user, I should see the album cover art displayed on the Web Player so that I have a visual sense of what type of music is playing

- **Controls (Web Player) (3)**

User should be able to pause, skip, and repeat/backtrack songs (pretty much all the controls that spotify has, without the shuffle/repeat playlist functions so that they can control the music

Sprint 2 (Queue Sharing Hookup)

High Level Goals:

- **Mobile Access to Queue**
As a user, I can sign into an endpoint and enter a room code for the Web Player session in that room. I can then search and add songs to a queue
- **Queue Interface on Web Player**
As a user, I should be able to see the queue on the Web player interface and edit the queue

User Stories:

- **Mobile Endpoint (Mobile) (3)**
As I user, I should be able to access an endpoint via mobile phone so that I can access the mobile queue interface
- **Mobile Interface (Mobile) (8)**
As a user, I should be able to search and add songs to the queue via Spotify Search API so that I can add what I want into the queue
- **Queue Visual (Queue Interface) (3)**
User should be able to see the current song queue
- **Queue Editing (Queue Interface) (5)**
User using the Web App on Desktop should be able to edit (change order, delete) the current queue

Sprint 3(add Visualizer/Cool Specs)

High Level Goals:

- **Visualizer**
As a user, I should be able to select an option that makes a music visualizer appear
- **Visualizer Settings**
The user should be able to set some parameters of the visualizer so that they can customize it
- **Voting System**
The user should be able to vote on songs at the top of the queue, adding another level of intractability for the users. Maybe include a scoring system to keep track of the user with the most votes

User Stories:

- **A Quality Visualizer (Web Player) (9)**

As a user, I would like to see abstract visuals that sync up to the music as my song plays. Not just sync up to the BPM but also to the decibel levels of the track.

- **An Account System (Mobile) (4)**

As a user, I would like to register a temporary name to the web client and be able to see how many points I have accrued as well as see how well I am doing compared to others

Product Backlog

- **Tag System**

- Utilizing the spotify API the user would be able to sort songs based on tags(Feel good, Epic...etc) and rate those songs accordingly by their tags. Making it easier to find certain songs and generate playlists

- **Bitmoji Integration**

- Using bitmojis or 3D avatars, the user would be able to customize their avatar and see it dancing or performing certain animations on the web client.

Project Presentation

https://docs.google.com/presentation/d/1r_5CsFANz_gqP9gZSETjj2Lti6OFLV8MdUXge1m96SQ/edit?usp=sharing