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**Watch2Gether
Vision**

Version 1.0

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Vision	Date: 17/03/2018
Initial documentation	

Revision History

Date	Version	Description	Author
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1.1 Purpose

The purpose of the Watch2Gether project is to provide its users a friendly environment where they could listen to a wide variety of music, in a synchronized manner, while being situated in totally different spaces.

1.2 Scope

The application will provide limited functionality, for the time being. It will function autonomously, without connection to other media streaming services (eg. Youtube, Dailymotion, Soundcloud), in order to avoid certain copyright infringement acts. At first, this may seem problematic but, as the application gains popularity, the media library should become large enough to satisfy most users' necessities.

1.3 Definitions, Acronyms, and Abbreviations

Several terms and abbreviations will be used throughout the documents, some of the most important being:

- W2G = Watch2Gether
- Room = a virtual space where the users interact with the applicant

1.4 References

This project is inspired from the well-known Watch2Gether website: <https://www.watch2gether.com/>

1.5 Overview

This document is structured into multiple sections:

1. Positioning – examines the faced problem and the proposed solution.
2. Stakeholders – provides a high-level view over the people involved with the project.
3. Requirements – provides the hardware specifications needed in order for the user to have a smooth experience.

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2. Positioning

2.1 Problem Statement

The problem of	Having a collectively created multi-media playlist that can be streamed over the Internet
affects	Everyday Internet user
the impact of which is	Users having to share predefined playlists Using certain services that do not concentrate on synchronized playlist streams and producing lower quality experiences
a successful solution would be	The possibility to create a user-defined environment that can stream media files with concurrent controls

2.2 Product Position Statement

For	Everyone
Who	Wants to listen to music as a group
The Watch2Gether	Is an advanced multi-user online media player
That	Enables concurrent control of a music playlist
Unlike	Other music streaming applications, it focuses on multi-user sessions
Our product	Lets users create custom playlists with the available music and share control over it with other users

3. Stakeholder and User Descriptions

3.1 Stakeholder Summary

Name	Description	Responsibilities
Developer	The person who developed the application, but also maintains it.	Ensures that the system will be maintainable
Tester	The person who performs regular checks on the existing system and updates.	Ensures the good functionality of the system
Business analyst	The person who checks the evolution of the project on the market.	Checks project's evolution
Manager	The person who handles all the external relations.	Ensures there is interest in the product

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3.2 User Summary

User	Description	Responsibilities	Stakeholder
Administrator	The person who manages the users database, as well as the media database	Manages the list of users Manages the available content	Any of the stakeholders mentioned above / None
Regular User	The person who uses the available content	Manage its own account Create rooms Invite other people	None

3.3 User Environment

The user will be accessing the application inside a web browser. Even though the application is intended for multi-user sessions, a room consisting of one single user is a perfectly valid scenario.

The application could also have mobile integration, since they satisfy all the requirements for having the intended user experience.

4. Product Requirements

It is recommended that the end user has at least a web browser with HTML5 compatibility. The minimum hardware requirements include:

- Operating System : Windows (7 or later), Mac OS X (10.10 or later), Linux (Ubuntu 14.04 or later, Debian 8 or later)
- Processor : Intel Pentium 4 or later, 2 GHz
- RAM : 4 GB

Mobile requirements include:

- Android (2.2 or later), iOS (4.0 or later)
- Processor : 1.5 GHz single-core
- RAM : 1 GB