

## Software Engineering (Group Project)

<b>Group Name:</b>	SHT
<b>Group Members:</b>	<ul style="list-style-type: none"> <li>• Habsa Sharif</li> <li>• Taro Chamberlain</li> <li>• Sebastian Moreno</li> </ul>
<b>Project Description</b>	<p>We will be creating a dynamic web application for the purpose of streaming music online. Clients will be able to search our database for specific artists, and songs, and have the capacity to leave comments on songs. Each client will require an account to access the application and must provide an email to link to the account. They will be prompted to create a username and a password, which will serve as their credentials. We will keep a database of all existing users of the platform.</p> <p>Users can interact with other users in comment sections of songs, creating a sort of discussion forum dynamic.</p>

<b>Code of Conduct</b>	
<b>1. Equal Participation</b>	Each member of the group must contribute fairly to the project, submit all work within agreed upon deadlines, and be present for all group deliberation in scheduled team meetings.
<b>2. Communication &amp; Respect</b>	Each member of the group has the right to respect and must in turn exercise respect of their fellow team members. Communicate with each other in a calm and orderly manner and settle all disputes in a respectful fashion.
<b>3. Accountability &amp; Honesty</b>	Be transparent with your fellow team members about any struggles you are facing with the workload or deadline. Do not withhold any information that will jeopardize the success of the project.
<b>4. Academic Integrity</b>	All submitted work must be of your own creation. Use AI only as a supplementary tool, and not to build full solutions.
<b>5. Confidentiality</b>	Do not share the project beyond the scope of the team. Do not hand out a copy of the project to any other groups, or post work online.
<b>Consequences</b>	
If a team member fails to comply with the code of conduct, we will:	
<ol style="list-style-type: none"> <li>1. Raise the issue in the group via a discussion</li> <li>2. Issue a formal warning</li> <li>3. Escalate the issue with the module convenor</li> </ol>	



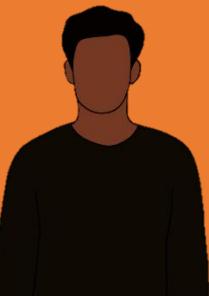
## Meeting Minutes

<b>Date and Time</b>	<b>06/02/26: 3PM</b>
<b>Project Name</b>	Music Application by SHT
<b>Meeting Goal</b>	<ul style="list-style-type: none"> <li>• Agree code of conduct</li> <li>• Agree group name</li> <li>• Choose project</li> </ul>
<b>Facilitator</b>	Taro
<b>Note taker</b>	Habsa
<b>Attendees</b>	Taro, Habsa, Seb (full attendance)
<b>Roundtable Updates (each group member to contribute)</b>	<ul style="list-style-type: none"> <li>- Taro created repository, uploaded scaffolding files + environment</li> <li>- Habsa created a combined PDF</li> <li>- Sebastian created a kanban board</li> </ul>
<b>Discussion points</b>	<ul style="list-style-type: none"> <li>- Best time to contact team members out of uni hours</li> <li>- Whether our project description consisted of feasible to achieve targets</li> </ul>
<b>Actions (list tasks and</b>	<ul style="list-style-type: none"> <li>- Complete outstanding tasks assigned for sprint 1 respectively</li> </ul>

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assign a group member)

### User Profiles:



#### Description

- Name: Yahye
- Age: 22
- Gender: Male
- Occupation: University Undergraduate
- Technical Proficiency: Average
- Primary Device: Mobile phone

#### Goals:

- To stream music easily, without too many technical difficulties
- Engage in discussions about songs with other users
- Discover new music through search functionality and recommendations

#### Frustrations:

- Poorly moderated comment sections
- Difficult to navigate user interfaces
- Spam or irrelevant comments on songs
- Unreliable music playback

#### Wishes:

- To have a safe platform to interact with other users.
- Song pages with visible and structured comment threads
- Responsible music playback

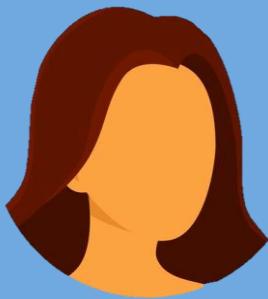
#### Behaviors:

- Frequently on his phone, listening to old music and finding new music.
- Often connects with strangers over shared interests

#### Scenario:

Yahye is a university student who listens to music every day, on his commute to university, while studying, while relaxing, while socializing with friends. He enjoys participating in discussions about his favorite songs online and discovering new artists through community interaction. He dislikes it when comment sections are poorly moderated or when interactions turn hostile or disrespectful.

## Software Engineering (Group Project)



### 💻 Description

- Name: Jackie
- Age: 25
- Gender: Female
- Occupation: University Postgraduate
- Technical Proficiency: Low-Average
- Primary Device: Laptop and mobile phone

#### Goals:

- Quickly find music without needing to search in detail
- Use the platform with minimal effort or learning curve
- Listen to songs that are popular or widely liked

#### Frustrations:

- Having to search manually for artists or songs
- Overly complex interfaces with too many options
- Long loading times or playback interruptions

#### Wishes:

- Clear "Most Streamed", "Top Charts", or Trending sections
- Simple one-tap playback from lists
- Visual indicators of popularity (play counts, rankings)

#### Behaviours:

- Commonly selects music based on popularity rather than artist loyalty
- Clicks on songs with high stream counts or chart placement
- Uses music primarily as background while studying or relaxing

#### Scenario:

Jackie listens to music casually throughout the day, mainly while studying or relaxing. When opening a music platform, she is drawn to songs labelled as popular, trending, or top of the charts, as she prefers not to spend time searching. She values speed, simplicity, and familiarity, and is unlikely to engage deeply with social features unless they are optional and unobtrusive.

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Ethical Issue	Risk	How to overcome
<b>1. User privacy</b>	Collection of emails and activity data could lead to misuse or unauthorised access	We should try and only collect what we need. Since emails are vital for our login, we should not ask for any other information  We should also have a notice that explains what we will use the user's information for, in doing so it will make our clients more trusting and appealed to use our web application
<b>2. Password security</b>	Common/weak passwords can put user accounts in danger	We can have a password strength authenticator to help the user have a strong password where the chance of people guessing the password are close to 0
<b>3. Data breaches</b>	Personal data could be leaked through cyber attacks	To mitigate this risk, encryption can be implemented alongside regular security updates and restricted database access. Access to the database would be limited to authorised system administrators only, ensuring that users and unauthorised parties are unable to directly access sensitive data.
<b>4. Informed consent</b>	Users may agree to terms without understanding how data is used	We can have a notice pop up window before they can even access the web application where information will be displayed on what our app is about and have a terms of agreement giving the user option to trust and give us consent on handling their information that is necessary if not they will not be able to create an account and will be exited of the app
<b>5. Comment abuse and harassment</b>	Users may post harmful or abusive comments	Implement moderation tools, reporting systems, and clear community guidelines will help us filter any abuse that may occur in our application, enhancing users experience and satisfaction
<b>6. Intellectual property rights</b>	Streaming music without permission is unethical and illegal	We must secure proper licensing that allows our website to stream music online

### GitHub Link

<https://github.com/Taro77777/SoftEngCoursework>

### Kanban Board Link

<https://github.com/users/Taro77777/projects/3/views/1>