

Song Wars Project Charter

Team Members:

Thomas Fanella, Austin Miller, Ben Maxfield, Christian Lock, Terry Lam

Problem Statement:

Currently there is no entertaining method for discovering new music through Spotify. With Song Wars, we aim to gamify the process of finding new music by involving our users' competitive nature to find and share the next up and coming songs.

Project Objectives:

1. Develop a web application that gamifies the process of discovering new music by pitting popular and underground songs against each other in a bracket format.
2. Allow users to vote on the 2 competing songs each day.
3. Determine daily song winners based on the number of votes the song received by the end of the day.
4. Give users a search interface to discover songs they would like to recommend
5. Separate the recommended songs into two categories that will be pitted against each other: Popular and Underground.
6. Build users' investment in game by recording scores for winning weekly brackets.
7. *Time permitting:* Support for multiple brackets.
 - Genres
 - Weekly themes

Stakeholders:

Users: Music lovers that want to discover new music without searching endlessly through the internet.

Artists: By winning a bracket, an artist has the opportunity to promote their music to our user base.

Developers: Thomas Fanella, Christian Lock, Terry Lam, Ben Maxfield, Austin Miller

Project coordinator: Eehita Parameswaran

Deliverables:

- A method for users to discover more music they'll want to listen to.
- A web application with a straightforward and easy to navigate UI.
- A server-less API for interfacing with our database, storing and retrieving recommendation scores and songs.
- Registered Spotify developer account.