# Song Wars Project Charter

**Team 17 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 competing bracket songs for each corresponding 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 for the next bracket.
5. Separate the recommended songs into two categories that will be pitted against each other: Popular and Hidden Gems.
6. Build users' investment in game by recording scores for winning weekly brackets.

**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.
- Users should be able to authenticate using Spotify.
- A web application with a straightforward and easy to navigate UI created using React, Redux, React Router, Babel, Webpack, Jest.
- A server-less API for interfacing with our database, storing and retrieving recommendation scores and songs as well as performing identity authentication.
- Several AWS Lambda functions to communicate with Spotify's web API.
- Registered Spotify developer account.