Team 10

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MusiQueue
Project Charter

Problem Statement

A group of people want to play music, but each person has their own music they want to play. Typically for a bluetooth connection to a speaker, in order to play your own music you must first kick the person who is currently on the speaker off of it and then connect yourself to the speaker. Our application will allow users to connect to a hub, playing on one person's device (a.k.a. The hub) and enter music into a queue in the hub. The music will then play from the speaker after the song that was currently playing in real time, removing each song as it is played. Users are allowed submit and vote on songs in their hub so everyone's music taste is represented.

Objectives

- Build a website for users to create hubs on
- Have the website interact with our database
- Allow users to search for hubs by name and location
- Allow users to join active hubs on our website
- Allow for users to interact with the hub in real time
- Have music be played only from the hub owner's device

Stakeholders

- Us five group members
- Future users of MusiQueue
- Advertisers for the website

Deliverables

- A website using HTML, CSS, AngularJS, and Node where users can make and store playlists on a hub.
- A way for users on other devices to add songs to the queue.
- A way for users to upvote and downvote songs in the queue from their own device.
- A server that can allow multiple devices to connect to the same queue.