SoundPalette Project Proposal

Brock University

Course: COSC 4P02 - Software Engineering II

Professor: Naser Ezzati-Jivan

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Problem:

Many artists and musicians face significant challenges when it comes to finding collaborators, gaining visibility, and building sustainable careers. Traditional social media platforms cater to a broad audience which makes it tough for artists to connect, share ideas, and collaborate. The lack of focused networking specifically for artists leaves many feeling disconnected from opportunities to grow their craft. Not only are these artists isolated but they also struggle to showcase their work in ways that attract meaningful engagement, whether it's sharing their process, building a fanbase, or monetizing their creations. These barriers are created by the fragmented nature of the current tools available that force artists to juggle multiple platforms to meet their needs.

For example, a lyricist might write very meaningful lyrics but struggle to find collaborators to turn them into a full song. They might need a singer, musicians to create the melodies, or a producer to shape the final sound, however, they can't find the right people to work with. This is because traditional social media often does not connect you with the right artists who match your style and instead relies on chance encounters which limits options.

Objective:

The primary objective of SoundPalette is to create a social media android application platform specifically tailored to the art and music industries. SoundPalette will allow its users to connect, collaborate, and share their work, whether they are lyricists, guitarists, producers, sketch artists, painters, etc. The goal is to let users showcase their talents by allowing them to post audio snippets, or image files as works-in-progress or finalized pieces. They also have the ability to specify certain genres they work with to make collaborating easier.

In addition to this, SoundPalette will offer users the ability to create premium subscribers that will give their followers access to the users' exclusive content such as unreleased works, and live events allowing users to monetize their content and create a loyal fanbase.

The ultimate goal of SoundPalette is to create an interactive ecosystem where creativity thrives, there are no barriers to collaboration, and users can discover inspiration, partnerships, and opportunities to bring their artistic visions to life.

Importance:

SoundPalette is an essential tool for the modern creative community that offers a unique platform that is dedicated towards helping artists and musicians connect, collaborate, and grow. Unlike generic social media platforms, SoundPalette prioritizes the needs of artists by providing them with the resources to showcase their work meaningfully and engage with other artists who share their passion. The platforms' ability to connect users based on their specific roles and

preferred genres ensures worthwhile collaborations that might otherwise be missed. SoundPalette also supports creators in monetizing their work through premium subscriptions and real-time events, which allows them to turn their passions into sustainable careers.

Software Engineering Process:

For this project, our group has decided to go with the Agile-Scrum methodology in order to break down the development process into manageable sprints, allowing us to deliver the software in incremental steps. We will outline and assign user stories to each sprint as well as have regular meetings to monitor progress. At the end of each sprint, we will conduct a sprint retrospective meeting to evaluate our success and identify areas for improvement.

This approach will ensure flexibility and allow us to adapt to changes as they come up. The sprint cycles will also promote effective teamwork by enabling developers to work on different components concurrently which will minimize conflicts.

Team Structure:

Team Member	Role
Parth Chauhan	Product Owner
Victoria Danh	Scrum Master
Prab Khokhar	Developer
Kaija Sproxton	Documentation Specialist
William White	Development Lead (Backend Developer)
James Windjack	Developer (Frontend Developer)

Note – In addition to all the special roles, every member functions as a developer as well

GitHub Repository:

The following GitHub repositories contain Nall pertaining code, assets and documents related to the project:

API Server Repository: https://github.com/WilliamSEWhite/SoundPaletteApiServer

UI Repository: https://github.com/WilliamSEWhite/SoundPaletteUI

Timeline:

The following is our tentative task schedule:

Dates	Task
Jan 6th – Jan 12th	☐ ~~Create Group~~ ☐ ~~Create Project Proposal – Due Jan 12th~~
Jan 13th – Jan 19th	☐ Create User Stories ☐ Create Product Backlog ☐ Create Sprint Backlog ☐ Create Release Planning Doc – Due Jan 19th
Jan 20th – Jan 25th	☐ Sprint Planning
Jan 26th – Feb 8th	☐ Sprint 1 ☐ Sprint 1 Retrospective Meeting
Feb 9th – Feb 23nd	☐ Sprint 2 ☐ Sprint 2 Retrospective Meeting ☐ Create Progress Report 1 – Due Feb 23rd
Feb 24th – March 8th	☐ Sprint 3 ☐ Sprint 3 Retrospective Meeting
March 9th – March 22nd	☐ Sprint 4 ☐ Sprint 4 Retrospective Meeting ☐ Create Progress Report 2 – Due March 22nd
March 23rd – April 7th	☐ Sprint 5 –Final ☐ Sprint 5 Retrospective Meeting
April 8th – April 13th	☐ Prepare for Presentation ☐ Create Final Report
April 14th – April 25th	☐ Do Presentation ☐ Submit Final Report

Previous/Scheduled Meetings:

Our tentative meeting schedule is at least once every week on Monday/Wednesday after 4:00pm

Team Meetings:

Date/Time	Place	Purpose
Tuesday, Jan 7th 11:30am –12:15pm	Market Hall	☐ ~~Introduction~~ ☐ ~~Role Assignments~~ ☐ ~~Determine Meeting Schedule~~ ☐ ~~Platform Discussion~~ ☐ ~~Project Discussion~~
Friday, Jan 10th 4:00pm – 6:00pm	Library Rm-503B	☐ ~~Finish Project Discussion~~ ☐ ~~Discuss Project Objective~~ ☐ ~~Discuss Project Purpose~~ ☐ ~~Discuss Project Scope~~ ☐ ~~Create Rough Draft for Proposal~~
Monday, Jan 13th 4:00pm – 6:00pm	Library Rm-246	☐ Review User Stories ☐ Assign Story Points ☐ Generate Priority for Tasks for User Stories ☐ Create Product Backlog