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Sprint 2 Planning Document (Group 9 / Blotto Beats)

1. User Stories to be implemented in this sprint

- As a user, I would like to be able to access an advanced settings menu from the client where I can change advanced settings such as the server IP, how many songs are stored in the backlog, and change my account.
- As a user, I would like to be able to press the back button to go to a song I've heard previously.
- As a user, I would like to have an account registration window pop-up on the first run of the client and stay logged in for every time I log into the same computer.
- As a developer, I would like the client to use images for the button icons rather than a collection of points.
- As a developer, I would like the the client to only send their upvote / downvote to the server upon song change (song ends, next button is clicked, etc).
- As a user, I would like to be able to pull down a list of all the top rated songs from the server and play them.
- As a user, I want to be able to have an account and have my uploaded songs associated with the account.
- As a user, I would like my password to not be stored in plaintext, and I would like it to be salted, because security is important
- As a user, I want to be able to download a list of popular songs from the server
- As a user, I want to be able to download a list of my own songs from the server
- As a user, I would like to be able to procedurally generate music tracks based on parameters

2. Description of tasks (minimum of 1 task per team member)

Melodic Lines - Rules to generate melodic lines (ex. in an acoustic guitar song we currently would only have rules to generate the guitar line and not the vocal/"melody" line) should be added into the generator class so that basic songs can be generated in their entirety (Austin 10-15hrs)
Genre(s) - The compositional rules of at least one genre of music should be added into the generator class so that the user can use genre as a parameter in the client (Mike 15-20hrs)
Playback - The classes of the client (generator, songOut, etc) should be able to work

together to provide full functioning playback of a song, including functionality for playing, pausing, skipping songs, etc. (Brandon and Mitch 8hrs)

Generator Improvement - The current rules of the generator should be slightly redefined to improve current output, as well as to make it more viable for future improvements (Austin 5-10hrs)

User Accounts Database - Store usernames and passwords in the mySQL database, songs uploaded by the user should be linked to their username. If a song is uploaded without a username, the song will be created by "anonymous".(Joe 5-10hrs)

User Accounts Server - There should also be a check by the server to see if the password is correct, as well as a first time registration for the username. (Ryan 5-10hrs)

Password security - Passwords should be encrypted and salted, so they aren't sitting in the database in plaintext. (Ryan 10hrs)

Advanced Settings - Create the advanced settings menu in the client that will contain settings like the server IP, how many songs are stored in the backlog, and account registration/login. (Mitch 8 hrs)

Song Backlog - Add a song backlog so that a user can listen to previously heard songs on the client. This includes adding functionality to the back button. (Brandon 4hrs)

Client Account Creation - Create the account registration window and local storage of user account. The local storage of the password must be encrypted. (Mitch 8 hrs)

Client Song List - Create a new dropdown menu to display a list of songs given to the client from the server. (Brandon 8hrs)

Server List of Top Songs - Returns a list of the top voted songs in the database. (Joe 3hrs)

Server List of User's Songs - Returns a list of all the user's songs in the database. (Joe 3hrs)