SYNCHRONIZO

Sprint 2 Planning Document

Abhijeet CHAKRABARTI
Ammar ASKAR
Brian QUINN
Eric LEE

TEAM #29

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1 | Sprint Overview

This sprint will most likely be the sprint that contains the heaviest workload. The main focus of this sprint is to lay the foundation for the implementation of the social networking aspect of our service. This will include giving users profiles which will eventually be implemented to communicate with other user profiles. This will also include setting up communication for users in listening rooms and finalizing the synchronous music listening features in the listening rooms. After this sprint the groundwork for social networking amongst users will be laid and music rooms should have very near complete functionality.

Scrum Master Abhijeet Chakrabarti

Meeting Plan Meeting on Fridays and Saturdays in Hillenbrand

Risks And Challenges The biggest risk/challenge associated with this sprint will be the implementation of user profiles. This is due to the variable amount of features that we will try to implement for each user which may prove to be a very difficult task.

2 | Current Sprint Details

As a user, I want to be able to listen to music simultaneously with other people.

#	Description	Time	Team	Owner
1	Make server tell client to play music for all users	3 hrs	Front-End and Back-End	Eric

Acceptance Criteria

- *Given* users are all in a listening room, *when* music is playing, *then* all users should be listening to the same song simultaneously.

As a user, I want to be able to party chat with other users in the same listening party.

#	Description	Time	Team	Owner
1	Create a message buffer in music room model	5 hrs	Back-End	Brian
2	Design an interface for group chat in music room page	4 hrs	Front-End	Abhijeet
3	Let users input messages to buffer through chat UI	4 hrs	Front-end and Back-End	Brian
4	Display contents of message buffer in chat UI	2 hrs	Front-End and Back-End	Brian

Acceptance Criteria

- *Given* a user has typed a message, *when* a user submits a message, *then* the message should be added to a chat buffer in the music room and displayed to other users.

- *Given* Messages are in the chat buffer, *when*, the music room is still in session *then* a history of all messages should be displayed to all users in the room.

As a user, I want to have a profile (picture, bio, favorite music, etc.)

#	Description	Time	Team	Owner
1	Design a generic profile page template	3 hrs	Front-End	Abhijeet
2	Add functionality to features of profile page	8 hrs	Back-End	Ammar
3	Implement a button to take a user to profile page	4 hrs	Back-End	Ammar

Acceptance Criteria

- *Given* a user is logged in, *when* they click the link to display their profile, *then* they should be redirected to their profile page.

- *Given* a user is on their profile page, *when* the user presses edit on any editable field, *then* the user will be able to change the content of that field.

———————————————— User Story #17 ————————————————

As a user, I want to be able to create multiple listening parties.

#	Description	Time	Team	Owner
1	Give server ability to hold multiple music room objects	1 hrs	Back-End	Brian
2	Add additional music rooms to server as they are created	3 hrs	Back-End	Brian

Acceptance Criteria

- *Given* a user wants to create an additional listening party, *when* a user creates the party, *then* a new music room object will be created and added to the list of rooms in the server.

———————————————— User Story #20 ————————————————

As a user, I want to be able to control the playback of the music for everyone.

#	Description	Time	Team	Owner
1	Make client push to server when a user interacts with playback	2 hrs	Front-End	Eric
2	Make server propagate playback instructions to all users in room	5 hrs	Back-End	Eric

Acceptance Criteria

- *Given* a track is playing, *when* a user presses play, pause, next, etc. , *then* all users will experience the same function that one user selects.

3 | Remaining Backlog

1. As a user, I want to be able to listen to music simultaneously with other people.

2. ~~As a user, I want to to be able to upload my own music.~~

3. ~~As a user, I want to be able to create an account.~~

4. ~~As a user, I want to be able to log in to my account.~~

5. As a user, I want to be able to have people follow my account.

6. As a user, I want to be able to follow other users.

7. As a user, I want to be able to un-follow other users.

8. As a user, I want to be able to party chat with other users in the same listening party.

9. As a user, I want to be able to direct message other users.

10. As a user, I want to be able to invite other users to join my listening party.

11. As a user, I want to be able to permanently leave certain listening parties.

12. As a user, I want my followers to be able to see the recent music I have listened to.

13. As a user, I want the ability to block other users.

14. As a user, I want the ability to report other users for misconduct.

15. As a user, I want to have a profile (picture, bio, favorite music, etc.)

16. As a user, I want to be able to set privacy settings for my account.

17. As a user, I want to be able to create multiple listening parties.

18. ~~As a user, I want to be able to see information about the album for playing tracks.~~

19. ~~As a user, I want to be able to see information about the artist for playing tracks.~~

20. As a user, I want to be able to control the playback of the music for everyone.

21. As a user, I want to be able to view listener metrics and statistics.

22. As an admin, I want to be able to control user accounts.

23. As an admin, I want to be able to monitor usage of the service.

24. As an advertiser, I want to be able to see data on people's taste in music so I can target ads to them.