

Project Charter

Synchronizo

Team #29

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1 Problem Statement

The music streaming industry has been surging to new heights, growing 76% in the U.S. in 2016. Synchronizo aims to bring people together to enjoy listening to music in real-time. You can be anywhere in the world and still, listen to music with your friends who are miles away. This will be different from current music streaming services where you can share songs passively but not listen to them with people as if they were in the same room as you.

2 Project Objectives

- Enable real-time listening of music across the Internet.
- Create a nice looking interface that is easy and intuitive to use.
- Add a social networking aspect allowing for real time chat, having "friends" on the website, etc.
- Create a public facing API that will potentially allow the service to be expanded with a mobile application.

3 Stakeholders

Team Leader Ammar Askar

Product Owner Ammar Askar

Scrum Master Abhijeet Chakrabarti

Development Team Brian Quinn, Eric Lee

Users Anyone in the world with access to the Internet

4 Deliverables

4.1 Major Highlights:

1. A web app which allows users to listen to music with their friends in real-time.
2. A RESTful API allowing uploading of music, real time co-ordination and providing the back-end data for the website
3. An integrated chat-system where users can chat with each other
4. A social media platform to share music, post updates, and so on.

4.2 Platform / Frameworks

Front-End Bootstrap, jQuery, socket.io

Back-End node.js, socket.io