

Introduction

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Set the context in very general terms Who's the client? - The client is the organisation or individual who is funding the project What is the nature of their business - May not business in the real sense of the terms what is their motivation for the intended project

Music production software has taken many forms since the birth of computing (REVISE). They allow clients to write, produce and create all different genres of music, only needing a computer and the software. Modern adaptations strive to make it as easy as possible, with little-to-none prior knowledge of music needed to get going and a wealth of in-built synthesisers and drum machines, often replicating real world tools to a high standard. However, the professional software is very costly and requires a relatively powerful computer to operate effectively on. They also are very solo artist orientated. That meaning, unless in the same room as the producer, it would be near impossible collaborate on the project. One would imagine, that the spawn of the internet would have meant a rise to many web-based applications to create music, as it did with many other industry software. However, only recently with the wider acceptance of JavaScript, with the computing power to effectively create and manipulate sound in-built, has web-based music creation applications have risen.

The advantages of having web-based music creation software over bespoke native applications is the same as the advantages of the Internet in general. Anyone with access to the internet, and therefore can create music. Whether it is communication of computational power, the internet allows collaboration on a world wide scale. The amount of web-based production software, synthesisers, drum machines has steadily been increasing. Most however, do not harness the true power of the internet, communication. I see that there is a real opportunity to create some music production software that allows for real-time collaboration. This meaning that not only is the access to the software is only restricted by the user having access to the internet, it also allows for two people, from anywhere in the world, to collaborate on the same music project at the same time.

POTENTIALLY CHANGE TO BACKGROUND/MOTIVATION

Business case

Business case

Business need

Business objectives