Teamwork Plan - WeTube!

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Stakeholders

This application is intended for use during small gatherings at which there is music. Primary app users, who host and attend gatherings, together with Spotify, whose Web API we will use to provide the necessary song/artist information, make up the set of stakeholders.

Resources

We will use MongoDB to store user information in a database, and plan to host on Heroku to start. We also expect to use some kind of client-side templating (e.g. Handlebars, EJS). Finally, we will use the Spotify Web API to search for and play music.

Tasks

- Task Lists
  - i. Jimmy
    1. Create Data Model -- integrate user's music profile, security
    2. Integrate users' profiles to generate a playlist
    3. Update UI
    4. Create test cases
  - ii. Alice
    1. Create Data Model -- login/logout
    2. Create gatherings and group the users
    3. Create front end/Update UI
    4. Create test cases

  - iii. Dhroova
    1. Create Data Model -- integrate Spotify API
    2. Create search autocomplete
    3. Update UI
    4. Create test cases
  - iv. Miri
    1. Create Data Model -- add/delete songs
    2. Create front end/design/update UI
    3. Manage Boos concept

4. Create test cases
2. Calendar Overview
   a. Each (1)s will be done by 11/19
   b. Each (2)s will be done by 11/30
   c. Each (3)s will be done by 12/2
   d. Each (4)s will be done by 12/6

Risks

The first major potential risk is poor song selection: it's possible that the songs that WeTube selects for a gathering are not popular among the attendees. This risk is mitigated by the boo system, which provides instant corrective feedback.

The second major risk is API failure: the Spotify API may be unable to find/play the song that WeTube chooses. In general, song-specific errors can be avoided by simply skipping that song. If there is a problem connecting to Spotify, however, then this is beyond our control.

Minimum Viable Product

Our minimum viable product will have the following features:

1) User authentication
2) User profile editing - adding songs, artists
3) Gathering creation
4) Booing

We have postponed the following:

1) Rich UI Styling
2) Nuanced song selection algorithms - using data like favorite artists and boo history, WeTube can get a better understanding of user preferences and combine them in more sophisticated ways
3) Executive control - hosts can set parameters at the time of gathering creation that enable/disable booing, set the boo threshold, allow/prohibit certain songs/genres, etc.

The minimum viable product includes all concepts.