1. Introduction

Project Title: Al DJ: Music Mashup Generator

Problem Statement:

Creating mashups is a complex process that requires advanced audio editing skills, professional software, and significant manual effort. Most casual music lovers, however, lack access to such tools and expertise. As a result, remixing and mashup creation remain limited to DJs and audio engineers, leaving a large audience unable to participate in creative music mixing.

Proposed Solution:

We propose building a web-based platform where users can pick any two songs, and the system automatically generates a mashup along with custom album art. Using AI, the app will align beats and tempos for seamless mixing. Additionally, GAN-based models will generate unique artwork for each mashup, giving users a complete, creative experience.

Approach:

The platform will be developed using **Next.js** (**frontend**), **Flask with Librosa** (**backend audio processing**), and **Firebase** (**database**). Machine Learning will handle beat/tempo matching and album art generation. The portal will be simple, interactive, and engaging, with social media sharing features to boost adoption.

2. Project Objectives

Goals:

- Develop a centralized platform for users to create music mashups effortlessly.
- Use AI and signal processing for automatic beat/tempo alignment.
- Generate custom album art with GANs.
- Enable social media sharing for user engagement and virality.

Expected Benefits:

- Makes mashup creation accessible to non-technical users.
- Encourages creativity and music experimentation.
- Provides a fun and engaging way for people to share music.
- Opens possibilities for DJs/content creators to create remixes faster.

3. Feasibility Analysis

3.1 Technical Feasibility

• Technology Stack:

Frontend: Next.js

Backend: Flask (Python) with Librosa for audio analysis

Machine Learning:

- Beat/tempo matching (signal processing)
- GANs for custom album art
- Database: Firebase (to store mashups)
- Hosting: Vercel (frontend) + Flask API server (backend)

• Development Skills:

The team has basic knowledge of frontend and backend development. Audio processing and GAN implementation will be learned during development using existing libraries and open-source resources.

Infrastructure:

Cloud hosting (Firebase, Vercel, Heroku/Render) for scalability and accessibility.

3.2 Operational Feasibility

- Users: Music enthusiasts, casual users, DJs, and content creators.
- Interaction:
 - Users pick 2 songs → System generates mashup + album art → Option to save/share.
 - The database stores user creations for playback and re-use.
- User Adoption: The platform will be fun, intuitive, and social, requiring no technical knowledge.

3.3 Legal & Ethical Feasibility

- Copyright Concerns: The platform will initially allow mashups only for personal/non-commercial use to avoid legal issues.
- Data Privacy: Only essential user details will be stored (username, mashup preferences).
- Ethics: Clearly disclaim commercial redistribution of copyrighted songs.

4. Risk Assessment

Potential Risks:

- Technical Challenges: Implementing audio synchronization and GANs for album art.
- Legal Risks: Copyright issues with using popular songs.
- Adoption Risk: Users may see it as a novelty rather than a serious tool.
- Performance: Audio processing may cause delays in real-time mashup generation.

Mitigation Strategies:

- Use established libraries (Librosa, TensorFlow/PyTorch for GANs).
- Begin with royalty-free/open-source songs to avoid copyright disputes.
- Optimize backend for efficient audio processing.
- Add gamified features (leaderboards, trending mashups) for higher engagement.

5. Implementation Timeline

- Week 1-2: Research audio processing methods, design UI/UX.
- Week 3-4: Build frontend with Next.js and integrate Web Audio API.
- Week 5-6: Develop Flask backend with Librosa for audio analysis.
- Week 7: Implement GANs for album art generation.
- Week 8: Database integration (Firebase) and user mashup storage.
- Week 9: Social media sharing + testing.
- Week 10: Deployment, documentation, and final presentation.

GANTT CHART:

