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30432

Song Composer
Vision

Version 1.0

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| Song Composer | Version: 1.0 |
| Vision | Date: 14/MAR/2019 |
| Project Vision.pdf | |

Revision History

| Date | Version | Description | Author |
|-------------|---------|---------------------------|----------------------|
| 14/MAR/2019 | 1.0 | Initial Project Statement | Vlad-Alexandru Russu |
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Vision

1. Introduction

Each person who has just started learning a musical instrument has had the desire to improve their skills and start exploring the songwriting aspect of becoming a musician. Unfortunately, learning to play an instrument requires quite a lot of time and effort, so not everyone is able to study multiple instruments at the same time so that they can compose, arrange, mix and master a song. The current document will describe a solution we propose for this problem, what will be implemented, it will clarify all ambiguous terms and argument why the system is a good alternative.

1.1 Purpose

The purpose of this document is to collect, analyze and define high-level needs and features of the Song Composer. It focuses on the capabilities needed by the stakeholders and the target users, and why these needs exist. Our aim is to facilitate easy access to different instruments' sounds and samples for users in order for them to be able to write and mix songs without the need of learning to play every musical instrument. The details of how the Song Composer fulfills these needs are detailed in the use-case and supplementary specifications.

1.2 Scope

The following features will be covered by the Song Composer System¹:

- User Authentication (Create Account + Login)
- Compose a New Song (Record an instrument/multiple instruments or Create a song using samples)
- View the My Composed Songs Library (All the songs that the user created and saved)
- Modify an Existing Song (Add/Remove instruments, Change voicings of a particular instrument, etc.)
- Export a song into an audio file
- Share songs/instrument samples with other users
- + [View song details](#)

The following services are out of the scope of this project and will be provided by other systems:

- Interface used for recording an instrument
- Service used to convert a song into an audio file

1.3 Definitions, Acronyms, and Abbreviations

Throughout this and all related papers, the following terms will be defined and understood by the reader as follows:

| Term | Definition |
|---------|---|
| BPM | Beats Per Minute |
| Key | (Song Key) The root note in which the song is written |
| Tempo | The speed at which the song is played |
| Project | Refers to a particular song or composition. |

¹ You need to have at least five features in your scope:

1. Login + Register
2. List View of elements (must contain joined tables)
3. Details view of one element
4. Create new element (with a form behind)
5. Update and Delete Element

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1.4 References

For further clarifications see the following resources:

- Project_UseCaseModel_CreateNewSong
- Project_UseCaseModel_SeeMySongLibrary
- Project_SupplementarySpecification
- Project_Analysis_and_Design_Document

1.5 Overview

The upcoming sections of the document will describe the product positioning in the market, relative to song composing systems. We will then continue by describing the involved stakeholders, the end users, the end user environment and the product hardware and software requirements.

2. Positioning

2.1 Problem Statement

| | |
|--------------------------------|---|
| The problem of | Composing songs |
| affects | Musicians which don't know how to play every instrument |
| the impact of which is | Not being able to create complex songs |
| a successful solution would be | To create an online song composing system with |

2.2 Product Position Statement

| | |
|-------------------|--|
| For | Musicians/Instrumentalists |
| Who | Need a system in which they can compose complex songs |
| The Song Composer | Is an Online Song Composing System |
| That | Allows users to create, arrange, mix and master songs |
| Unlike | The old methods which involve booking a studio, hire a producer and a sound engineer and finding other musicians that know how to play other instruments |
| Our product | <ul style="list-style-type: none"> • Provides sound samples for multiple instruments • Allows recording of actual physical instruments • Enables song sharing and sample sharing • Organizes all compositions into libraries • Allows modifying existing projects |

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3. Stakeholder and User Descriptions

3.1 Stakeholder Summary

| Name | Description | Responsibilities |
|----------------------|---|--|
| System Administrator | The person in charge with maintaining the system after implementation. | Ensures system integrates with other systems used in conjunction with the song composing system. Ensures system is maintainable. Provides valid data to the system database. |
| Implementation Team | The team developing the project. | Provide a clean implementation with minimum effort. |
| Resource Manager | The person in charge with giving copyright credits for the recordings and instrument samples. | Ensures credit is given where it's due. Prevents unauthorized use of copyrighted material. |
| Label Manager | The person responsible with publishing songs to a record label. | Ensures song releases are on time and on brand. |

3.2 User Summary

| Name | Description | Responsibilities | Stakeholder |
|----------|---------------------------------------|--|----------------------|
| Musician | The user that creates/modifies songs. | Creates song compositions. Deletes own songs. Modifies own songs. Sees own song library. Shares songs/samples. | He is a direct user. |

3.3 User Environment

Musician

The musician is considered to create, modify, share songs from his personal computer at home, in a non-stressful and calm environment.

4. Product Requirements

The product requires first of all a stable internet connection, a computer with at least 8 GB of RAM, a Dual Core processor, one monitor, mouse and keyboard.

The product must integrate with the interface used to record an instrument and with the system used to convert a song into an audio file.