AO

Course	CSC 311 – Mobile Applications Development

Team Name	S.K.Y Records

Team Members	Lodishen Narayanasawmy
	Nana Boateng
	Neil Magambo

Executive Summary

Your executive summary should resemble an elevator pitch: your motivation is to quickly persuade a decision maker to get involved in your project.

- **What is the purpose of your project; what problem(s) does it address?**
- **Why is your project important; why is it relevant? (NOTE: not in terms of the class to get a good grade)**
- **Who could your project help; who is your audience or customer?**

The industry solutions currently do not deliver music at a lossless quality and at an affordable price. SKY Records promises to revolutionize your music listening experience by providing a free to use, open-source software, AO to stream hours of music just like how the artist intended for you to listen. This project would help music listeners around the globe who prefer online music streaming services rather than physical medium, to give them a never heard of experience.

Background and Problem History

- Explain the problem domain and relevant background information about your project
- Provide a brief history of the problem; when did it start? What attempts have been made to solve it?
- NOTE: Think in terms of your PROJECT, not in terms of this class

Napster was the first online music streaming service. However, it was illegal and quickly shut down to be replaced by overpriced platforms. Multiple companies such as Spotify, Tidal and Apple Music have their own services now but none of them cater to the needs of a generation that listen to music on the go and would not want to pay a big amount for such extensive use.

Solution

- How does your team plan to solve the problem?
- What makes your approach different from other solutions?

We would like to create a free mobile software that will serve as a platform to stream lossless quality music and capabilities of downloading for offline listening as well. We are different because our software is free and better quality.

Project Deliverables

- What will be the "product" of your team's project? What documents will you create?

A mobile software

The source code
Resources used

Presentation files

Success Criteria

- How will your team define success? What aspects of your project can you quantify to objectively measure success?
- NOTE: Think in terms of your PROJECT, not in terms of this class

Build a software that works
Make it look good
Add offline listening capabilities
Add other perks to make the software interesting

Hit all milestones on time and provide quality work each time

List of Required Project Resources and Materials

- What resources (books, websites, data sets, problem domain information sources, software, etc.) will be / have been required to complete your project?

Kotlin book
Android book
Professor Damian Lampl
StackOverflow
Youtube
ChatGPT
IntelliJ IDE and Kotlin programming language
Office hours…