

- Team Name
 - Team 3
- Members
 - Alex Book
 - Will Franzen
 - Naji Shamas
 - Ryan Gomez
 - Ryan Novak
 - Tyler Myers
- Vision Statement
 - Our project allows participants in a social gathering to vote on the music being played in real time
- Motivation
 - The motivation to build this project is to simplify the process of choosing what music to play next at a large social gathering. Traditionally one person has the responsibility and burden of being in charge of music. This leads to many people interrupting the designated music player with song requests. We propose a system where the next song is chosen democratically.
- Description
 - Application used to allow people to collaborate on a music queue by voting songs to the top of the queue, with second priority being chronological order. This would allow a community of people (i.e. club meeting, group doing homework, party) to include everyone in deciding on the music that will be played. This will eliminate the troubles that arise by one person being in control of the music that is being played, although the majority of people may not agree with his/her music taste. The application will be proximity-based, and will prompt users to allow access to their location in order to see the groups around them that have a public queue. You can also start a private queue that others must request access to before being able to vote/add songs.
- Risks
 - Nobody knows how to code in the planned languages
 - Project involves advanced techniques and concepts that we are not familiar with
 - Mode of functionality in app involves collisions in user activity
 - Issues effectively pulling music from youtube as the music source
- Risk Mitigation Plan
 - Teach people to code in the planned languages by researching syntax and function usage
 - Study examples of the techniques and concepts we will need to implement
 - Update votes in collision proof hash table
 - Research methods for pulling music files from other websites and transferring a playable file to another platform
- Version Control
 - <https://github.com/cu-csci3308-team3/collabqueue>

- Our three repositories are titled: milestones, meeting-logs, and collabqueue
- Development Method
 - Waterfall: The waterfall method will allow us to complete steps in building our app while completing the milestones. The waterfall method follows a simple linear path from the idea to design to coding to testing and analysis finishing with the deployment phase.
- Collaboration Tool
 - GroupMe
- Proposed Architecture
 - Backend: Written in NodeJS, responsible for keeping track of votes and playing music
 - Frontend: Written in JavaScript with VueJS, displays the voting and management user interface
 - Integration: The two ends of the app will communicate via JSON over HTTP