- 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. We were also significantly motivated by the desire to pass CSCI 3308.
- 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
  - Nobody wants to code
  - It doesn't work
  - An asteroid collides with earth
  - The world is destroyed by thermonuclear war
  - Project involves unreasonably advanced techniques and concepts far beyond our scope of knowledge
  - Mode of functionality in app involves collisions in user activity
- Risk Mitigation Plan
  - Teach people to code
  - ¯_(ツ)_/¯
  - Fix it
  - No reason to finish the project
  - Nobody is left to use the product
  - Autodidact
  - Update votes in collision proof hash table
- Version Control
  - https://github.com/cu-csci3308-team3/collabqueue
- Development Method
  - Keyboard

- 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