**A. Team Members**

Patrick Freestone

Dimitar Dimitrov

Greg Vannoni

**B. Roles**

*Team Leader*: Patrick Freestone

*Development Manager*: Dimitar Dimitrov  
*Planning Manager*: Greg Vannoni  
*Quality/Process Manager*: Patrick Freestone  
*Support Manager*: Greg Vannoni

**C. Team Goals**

The team goals that we have decided to use for this project are modified from the text (Humphrey, 31). The following is the list of our team goals:

* Team goal 1: Produce a quality product.
* Team goal 2: Run a productive and well-managed project.
* Team goal 3: Finish on time.
* Team goal 4: Keep the client (instructor) involved with and informed about the project.
* Team goal 5: Write maintainable code.

The measures that will be used to determine if these goals are met are provided in the following table:

|  |  |
| --- | --- |
| ***Team Goal 1*** | ***Produce a quality product*** |
| Measure 1.1 | Percent of defects found before the first compile: 80% |
| Measure 1.2 | Number of defects found in system test: 0 |
| Measure 1.3 | Requirements functions included at project completion: 100% |
| Measure 1.4 | **Identify requirements/functions to be added/modified in**  **the future in order to keep the product up-to-date and its functions**  **viable. At least 3 functions should be added/modified – security,**  **speed (of execution) and GUI (Graphical User Interface)** |
| ***Team Goal 2*** | ***Run a productive and well-managed project.*** |
| Measure 2.1 | Error in estimated product size: <20% |
| Measure 2.2 | Error in estimated development hours: <20% |
| Measure 2.3 | Percent of data recorded and entered in project notebook: 100% |
| ***Team Goal 3*** | ***Finish on time.*** |
| Measure 3.1 | Days early or late in completing the development cycle: <4 |
| ***Team Goal 4*** | ***Keep client (instructor) informed about and involved with the project.*** |
| Measure 4.1 | Produce reports to the client on a weekly basis, process  feedback and address concerns/issues: 100% |
| Measure 4.2 | Provide client with requested documentation: 100% |
| ***Team Goal 5*** | ***Write maintainable code.*** |
| Measure 5.1 | Code style adheres to Eclipse formatter defined by team: 100% |
| Measure 5.2 | Classes with javadocs: 100% |
| Measure 5.3 | Methods with javadocs 100% |

**D. Industry**

The Internet Music Database (IMuDb) is concerned with the music industry, specifically with on-line music sales.

**E. Sponsor**

A start-up company, Information-Driven Sales, LLC, has hired this team to build an Internet Music Database (IMuDb). The drivers behind this project can be found in [Section 1.G](http://docs.google.com/Doc?docid=0ATmy0J7iDjo2ZGZ0ZmJkbnRfNzZkYjcyYmtocw&hl=en" \l "G_History_7940162020388326" \t "_self) (History). An overview of the IMuDb can be found in [Section I.H](http://docs.google.com/Doc?docid=0ATmy0J7iDjo2ZGZ0ZmJkbnRfNzZkYjcyYmtocw&hl=en" \l "E_Sponsor_5188215832703547" \t "_self) (Project Overview).

**F. Environment**

IMuDB will be a server-side application accessed via a web browser. The website will support Firefox 3.x and IE 8 browsers.   
  
The development environment for the web application will be as follows:

* Language: Java SE 6
* Persistence: MySQL 5
* Application Server: Tomcat 5
* Web Framework: JSP/Servlets
* IDE: Eclipse Galileo
* Source Control: Google Code SVN (Subclipse, TortoiseSVN)
* OS: Windows XP & Mac OS X

**G. History**

The idea for IMuDB arose from the existing Internet Movie Databse (IMDb) website. IMDb was created initially as an online list of movies to satisfy the information needs of several computer-savvy movie enthusiasts. Over time, the information evolved into a database-driven website with university affiliations. Finally, the website was purchased by Amazon.com in an effort to use it to drive movie sales to their site.  
  
As a result of this business model, Information-Driven Sales, LLC, has created the idea of IMuDb, which will attract consumers with its loads of musical information. The site will then direct users interested in purchasing music to iTunes, Amazon.com, or other similar music sales companies and charge a commission for the purchases those consumers make. Another potential revenue-generating model is to form a contract with a single company and charge a "exclusivity fee" to direct all sales leads to their site.

**H. Project Overview**

The Internet Music Database (IMuDb) will be an online source of musical information. The site will view musical information from the perspective of musicians much in the same way that IMDb views movie information from the perspective of actors. Chronological information on all the works of a particular artist will be available for review. In addition to searching and linking by musician, the site will also allow users to navigate based upon band, album, genre, and concert/tour.  
  
The site will provide functionality to allow users to rate musicians, bands, albums, and concerts to help other users find the "best of the best". Features such as message boards will be provided to allow avid users to have music-related discussions. In addition, the site will be a source for musical news, such as upcoming album releases and tours.   
  
The revenue-generation performed by the site will come in several forms. First, the use of on-page advertisements will create a revenue stream. Additionally, the site will provide links to other music sellers that recommend purchasing items related to what the user is investigating. As discussed previously, the revenue generated from this action will be commission-based, be derived from an "exclusivity fee", or both.