**Software Requirement Specification**

**for inTune**

**inTune**

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3. **Introduction**

This document is a Software Requirement Specification (SRS) for the web based social media application inTune. This document is prepared following IEEE conventions for software requirement specification.

The purpose of this project is to provide a platform to assist musicians in connecting, meeting, and sharing original work with other like-minded musicians. It does this by streamlining the process of meeting other musicians through a few simple steps. The inTune web based app will make it easier for musicians to reach their musical goals.

**1.1. Purpose**

The purpose of this document is to specify a complete description of the web based application inTune. This document will provide an overall description as well as describe the functionality, external interfaces, functional and performance requirements, and constraints of the application being developed. Therefore, intended reader groups are possible users and investors.

**1.2. Scope**

This project is intended to make use of today’s popular social media platform combined with most musician’s inherent need to make new music with new people. There are tons of ways to meet people on the internet, but they are mostly restricted to dating services. This project is an attempt to make an app similar to a dating service, that relies on people’s hobbies instead of their love interests.

**1.3. Overview**

1. **Overall Description**

**2.1. Product Perspective**

This project overall is intended to connect the music industry from the fans to the artists and the artists to the venues or even bigger opportunities. The aim is to create a new platform for up and coming artists to make it big by growing their fame on our application and therefore obtaining more traction and a following that can springboard them to success in the music industry. This functionality on top of the social media aspect combines the best of the social media phenomenon and the music industry into one.

**2.2. Product Functions**

The application will provide many of features including:

1. Creation of Musician accounts in which users can post video clips and other status posts.
2. Creation of Fan accounts in which non-musicians can create an account to follow all of their favorite artists, share all of their favorite posts, post status reports, and have the ability to discover musicians or other fans that share the same qualities.
3. Creation of “Manager” accounts that can be anyone from music labels, venues, or music festivals. These accounts sole purpose is to promote artists and to be able to publicize music events going on in the area the fans are located at.
4. Our main promoting function is the kind of tinder aspect in which users can click on our explore page in which depending if the user is a fan or musician , it will pop up new artists or other musicians that the user might like. For a musician it would show other musicians in the local area that could potentially be for starting a group, or just jamming out.

**2.3. User Characteristics**

Musician Features

1. Ability to post up to 20 second video clips for status updates
2. Normal functionality of posting, liking, and re-sharing other fan/musician posts
3. Ability to personal message other users
4. Special function of looking for other musicians in your local neighborhood based on a filter you provide for those looking to start a band or just jam out.

Fan Features

1. Functionality of being able to post(non videos), like, and repost other fans/musician posts.
2. Ability to personally message other fan/musicians
3. An explore page in which they can find other fans with the same interests or musicians of their liking

**2.4. Constraints**

TBD ??

**2.5. Assumptions and Dependencies**

The only assumptions made in this project are based on the apis and frameworks we intend to use:

-React.js because it is very well useable in collaborative work

-Node.js for our web server

-MongoDB for our database

**3. Specific Requirements**

**3.1. External interface**

***3.1.1. User Interfaces***

The client interface will be a web interfaced designed for use with keyboard and mouse. It will follow the Material design guidelines.

***3.1.2. Hardware Interfaces***

The client’s hardware interface will consists of a keyboard and mouse in which all users will use. Communication between client and server will be achieved through wireless internet.

***3.1.3. Software Interfaces***

Database- MongoDB

Server OS - Windows 10

Server Application Language - Node.js

***3.1.4. Communication Interfaces***

Data transfer between the client and server will be over wifi connection on the device.All data will be in JSON format.

**3.2. Functional Requirements**

Communication will happen from the server to the client within a browser from either a wifi connection or cellular data. Since it is a web application, and some data submitted by the user could be considered private, we will be seeking to encrypt with https. Data will be JSON format.

**3.3. Performance Requirements**

Tbd

**3.4. Design Constraints**

Tbd

**3.5. Other Requirements**

Tbd