# SongHaven

Team:D (Colon Capital D)

# Introductions

Who we are and what we do

# Agenda

- Team Structure
- Repository / Communication
- Project Overview
- Basic Front End
- GUI Design
- Basic Back End
- Gantt Chart
- Technical Specifications
- Risk Management

#### Team Structure

- We have decided to separate our team based on our skills and experience.
  - Eric >> Project Coordinator | Programmer
  - Jordan >> Senior Programmer | Architect
  - Corey >> Junior Programmer | Tester
  - Christy >> Librarian | Organizer | Analyst

# Repository/Communication

- Git
  - https://github.com/jghibiki/SongHaven.git
  - Commit messages
  - Group workshop to learn Git
- Git training from <a href="http://try.github.io">http://try.github.io</a>

## Project Overview

#### Host machine (Server):

- Accepts song requests from users
- Is populated with files from users
- Randomly queues songs when no requests

#### Client Website

- Allows users to interface with the host to:
  - Search and request available music
  - Upload music
  - View the current playback queue

#### Front End

#### Web interface (Runs on client)

- Home page
  - Shows the current queue
  - Shows the currently playing song
- Search Page
  - Allows user to search for songs
  - Displays search results for songs
  - Allows user to request available songs
- Upload Page
  - Allows users to upload songs
- Library Page
  - Allows user to browse the music library

# GUI Design (Rough)



Song Name: "Untitled2"

**Artist/Group: "The Uncreatives"** 

Release Date: 04/18/1998

Length: 00:03:61 Playtime: 00:01:45 Number of Plays: 47 Welcome, SpaceCatCarl - Logout -

Search Library Upload Content Add to Queue

...

...

• • •

Request Skip

:- <Jimbo9> queued "Untitled2"

:- <Thundar441> queued "Untitled2: revisited"

:- <Sir\_Furphsalot> queued "Rick Astley: Never Gonna Give You Up"

:- <SpaceCatCarl> queued "Untitled1"

3-

:- Type message here...

Playing: "Untitled2"

1 - "Untitled2: Revisited"

2 - "Rick Astley: Never Gonna Give You Up"

3 - "Untitled1"

4 -

5 -

6 -

7 -

8 -

#### Backend

### Single Server

- REST-ful services
- Handles api calls made by the web front end
- Manages file upload storage
- Performs library management & cataloging by song metadata
- Populate database with song metadata and user requests

<b>Gantt Chart</b>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Objective															
Pick Groups															
Decide on a project															
Assign Responsibilities															
Determine Risk Management															
Set Specifications															
Design (Database and Entity and service models)															
Create Entities															
Music Player															
Web Interface															
Authentication															
Music upload															
User Functions															
Administration Functions															
User Management Functions															
Testing Functional/Integration															
Final Documents															
Presentation															

# Web Interface (Client Side)

- We will use Python Flask for our project
  - Python flask allows us to host both html pages and web services
  - Using this, we will use a web site to control our host machine.
  - We will cache frequently hit pages, to improve performance

### Service Backend

- For our backend, we will also be using Python Flask to expose REST web services to control the host machine.
  - We will also use this to access and control our database, which will use an object relational mapper (ORM).
  - o For this, we will be using Peewee.

# Audio Player Backend

- Our backend will control an audio player attached to our host machine.
  - We will most likely be using MPlayer for this.
  - MPlayer includes a listener that can be easily manipulated by writing to a file.

#### **Database**

- As our database, we have chosen MySQL.
  - We chose this, because of general familiarity
  - Integration with the school (they already have it installed)
  - General ease of use.

# Risk Management

- Lack of experience
  - Open communication, documentation, and tutorials
- Personnel issues
  - Open communication
- Hidden complexity
  - Stay on schedule, bottom up programming, become familiar with framework tools

# Risk Management

#### Scheduling issues

- Communication outside of meetings
- Keep Google + calendar updated
- Split up tasks

#### Unexpected project fault

- Keep logs of processes and database transactions
- Keep a version history

### Conclusion

Questions?

Comments?

Concerns?

Compliments?

Cornbread?

Cream Soda?

Creampuffs?

Cthulhu?

Camels?

Cabbage?

Caribou?

Cactus?