

Teamwork Plan - CoCompose

6.170 Final Project

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Stakeholders

CoCompose is intended for music aficionados to collaborate on creating their music. Therefore, the stakeholders are those who enjoy composing music and who would like to share and work together with others who have similar tastes. Our application targets those who would like to compose on a keyboard/piano since our user interface will be based off of a virtual keyboard. Furthermore, it is intended to be accessible for beginners as well as experienced composers by not requiring users to already know sheet music fundamentals.

Tasks

Each task that involves coding also includes testing. Testing will be divided such that code is reviewed by both the author and at least one other person in the team.

Task	Assigned To	Expected Effort	Complete By
Initial Design Doc	All	2 days	11/13/15
Motivation	Lisandro	1 hr	11/13/15
Concepts	Jessica	30 min	11/13/15
Data Model	Jessica	1 hr	11/13/15
Security Concerns	Kim	30 min	11/13/15
User Interface	Kim	3 hrs	11/13/15
Design Challenges	Stuart	1 hr	11/13/15
Teamwork Plan	All	1 day	11/13/15
Stakeholders	Stuart/Jessica	15 min	11/13/15
Tasks	Stuart/Jessica	45 min	11/13/15
Risks	Kim	30 min	11/13/15
MVP	Lisandro	45 min	11/13/15

Revised Design	All	2 days	11/19/15
MVP Implementation	All	7 days	11/23/15
User Model	Jessica	1 day	11/23/15
User Controller	Jessica	1 day	11/23/15
User Routing	Jessica	1 day	11/23/15
Sheet Model	Kim	1 day	11/23/15
Sheet Controller	Kim	1 day	11/23/15
Sheet Routing	Kim	1 day	11/23/15
Note Model	Lisandro	1 day	11/23/15
Note Controller	Lisandro	1 day	11/23/15
Note Routing	Lisandro	1 day	11/23/15
Authentication	Stuart	2 days	11/23/15
Keyboard/Note Display	Jessica	1 day	11/23/15
Playing Music	Stuart	2 days	11/23/15
Code for Demo	All	7 days	12/3/15
Sharing	Jessica	2 days	12/3/15
Collaborative Editing	Kim	2-3 days	12/3/15
Convert to Sheet Music	Lisandro	1 day	12/3/15
Storage (home page)	Stuart	1 day	12/3/15
Final Code	All	3 days	12/6/15
Refine the app	All	3 days	12/6/15
Reflections	All	2 days	11/24/15, 12/7/15

Risks

Risk 1: One collaborator deletes all the work done by the rest of the group.

- Solution: Creator of each sheet decides who to share the sheet with and give access to, shares at own risk. Creator can also remove other users from the list of collaborators who have access to the sheet

Risk 2: Two people altering the same note at the same time.

- Solution: Lock a note while it is being edited so multiple users cannot edit it at the same time.

MVP

- Identification of minimum viable product for first release:
 - A user is able to register, log in, and be presented with one music document. The user is able to add notes to the music document and is able to listen to his or her composition. Additionally, all changes to the music project are persistently stored, so that when a user logs back in, their work is saved.
- Subset of concepts to be included:
 - Play: Allowing playback of the user's composition.
 - Note: Allow the user to add a note of desired tone, length, and location.
 - Sheet: Allowing a user to add notes to the composition in an intuitive way. This will include the interface as described in the design document.
- Issues postponed:
 - Collaborative editing/sharing: We believe this concept will take the most time to implement, and it requires the other concepts to be implemented, so we believe that it would be best to focus on the other concepts for the MVP.
 - Security: This is not a top concern since there is not much malicious activity that could be executed, nor will it have much exposure.
 - Sheet music export: This is a simple addition that we hope to implement quickly, but it is not critical for the core features of our app.
- Provides real value to users:
 - Users are able to create music with an intuitive editor and listen to what they have created, and be able to access it on any computer.
- Provides opportunity for feedback:
 - Yes. The MVP will tell us whether our concept is viable and if it solves some of the purposes outlined in the design document. The main feedback item will be whether our input method editor will be more intuitive to use than traditional sheet music.
- On path to full product:
 - Yes. Once these concepts are completed, it should give us a clear path to implementing the remaining concepts, the biggest of which will be the collaborative editing/sharing.