

RELEASE PLAN: AQUSTIC

| | |
|---------------|----------|
| TEAM NAME | Team Q |
| RELEASE NAME | aqustic |
| RELEASE DATE | 06.13.18 |
| REVISION # | 1.0 |
| REVISION DATE | 04.11.18 |

HIGHER LEVEL GOALS

| # | GOAL DESCRIPTION |
|---|--|
| 1 | Learn the appropriate technology and services to create our app |
| 2 | Develop a queue and allow users to add songs through Spotify |
| 3 | Users can use a web app to affect the queue and hosts can use the web app to moderate the party. |
| 4 | Allow users to efficiently save information and create accounts |

USER STORIES FOR RELEASE

Sprint One

| # | USER STORY | SP |
|---|--|----|
| 1 | As a developer, I want to learn Node.js and Express so that I can program our server to complete tasks | 8 |
| 2 | As a developer, I want to learn endpoints so that I can send and receive information between users, the server, and other APIs. | 5 |
| 3 | As a developer, I want to learn HTML, JS, and CSS so that I can make an aesthetically pleasing, while still easy to use website. | 13 |
| 4 | As a developer, I want to learn the Spotify API so that I can use Spotify's library for our service. | 5 |

Sprint Two

| | | |
|---|--|----|
| 1 | As a developer, I want to create a queue system so that there is always music playing. | 3 |
| 2 | As a developer, I want to be able to get a host's spotify authentication so that I can access songs on spotify. | 3 |
| 3 | As a party goer, I want the addition of music to be integrated with spotify so that I do not have to spend large amounts of time finding a song. | 13 |
| 4 | As a user, I want to be able to search for songs so that I can find music I like. | 5 |
| 5 | As a user, I want to be able to add songs from my search so that my music gets played. | 2 |

Sprint Three

| | | |
|---|---|----|
| 1 | As a party host, I want my guests to be able to select the music using a web application so that they don't complain. | 8 |
| 2 | As a party goer, I want to be able to select the music at a party so that I can listen to music that I enjoy. | 8 |
| 3 | As a listener, I want to be able to approve and disapprove of music, so that the music is good. | 3 |
| 4 | As a party host, I want to moderate (restrict, regulate) the people connecting to my party so that random people do not join. | 13 |

Sprint Four

| | | |
|---|---|---|
| 1 | As a host, I want my guests to have anonymity so that they feel free while using the app and not pressured socially to like or dislike certain songs. | 2 |
| 2 | As a developer, I want users to be able to create temporary accounts so that people are willing to contribute to the music selection. | 8 |

| | | |
|---|--|---|
| 3 | As a developer, I want to be able to create separate accounts so that multiple people can use my app. | 8 |
| 4 | As a party host, I want to be able to save the played music to a spotify playlist so that I can use that information at another party. | 3 |
| 5 | As a developer, I want to maximise work done <u>off</u> the server so that I can reduce strain on our website. | 5 |

PRODUCT BACKLOG

Higher Level Goal: Integrate other music services

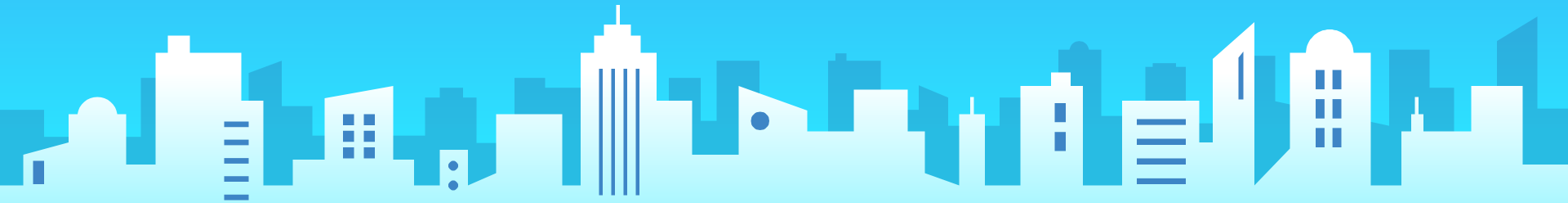
| | | |
|---|---|----|
| 1 | As a user, I want to be able to use SoundCloud to pick songs to widen the range of music I can select. | 21 |
| 2 | As a developer, I want users to be able to connect with Apple Music to increase the amount of people that can use the app | 21 |
| 3 | As a user, I want to be able to queue songs from different music services to increase the total number of songs I can queue | 13 |

Higher Level Goal: Create an app for our website

| | | |
|---|---|----|
| 1 | As a user, I want to be able to quickly open and use the program on my Apple device | 34 |
| 2 | As a user, I want to be able to quickly open and use the program on my Android device | 34 |

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PROJECT RELEASE PLAN



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TEAM NAME

Team Q

TEAM MEMBERS

Kristopher Rollert [product owner]

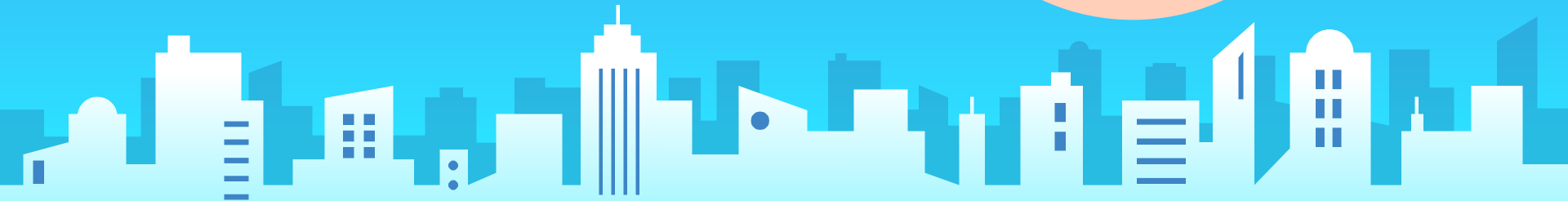
Kai Schniederger [scrum master]

Michelle Slaughter

Lorenzo Yabut



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PROBLEM

At parties, people always argue over what to play, and who has control over the speaker. We want to make it quick and easy to add songs to a queue, ordered on likes and dislikes.

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HIGHER LEVEL GOALS (HLG) :

0. Learn the appropriate technology and services to create our app
1. Develop a queue and allow users to add songs through Spotify
2. Users can use a web app to affect the queue and hosts can use the web app to moderate the party.
3. Allow users to efficiently save post-party information and create accounts

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SPRINT ONE

HLG : Learn the appropriate technology and services to create our app

1. As a developer, I want to learn node.js and express.js so that I can allow our server to complete tasks
2. As a developer, I want to learn endpoints so that I can send and receive information between users, the server, and other APIs.
3. As a developer, I want to learn HTML, JS, and CSS so that I can make an aesthetically pleasing, while still easy to use, website.
4. As a developer, I want to learn the Spotify API so that I can use Spotify's library for our service.

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SPRINT TWO

HLG : Develop a queue and allow users to add songs through Spotify

1. As a developer, I want to create a queue system so that there is always music playing.
2. As a developer, I want to be able to get a host's spotify authentication so that I can access songs on spotify.
3. As a party goer, I want the addition of music to be integrated with Spotify so that I do not have to spend large amount of time finding a song.
4. As a user, I want to be able to search for songs so that I can find music I like.
5. As a user, I want to be able to add songs from my search so that my music gets played.

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SPRINT THREE

HLG : Users can use a web app to affect the queue and hosts can use the web app to moderate the party.

1. As a party host, I want my guests to be able to select the music using a web application so that they don't complain.
2. As a party goer, I want to be able to select the music at a party so that I can listen to music that I enjoy.
3. As a listener, I want to be able to approve and disapprove of music, so that the music is good.
4. As a party host, I want to moderate (restrict, regulate) the people connecting to my party so that random people do not join.

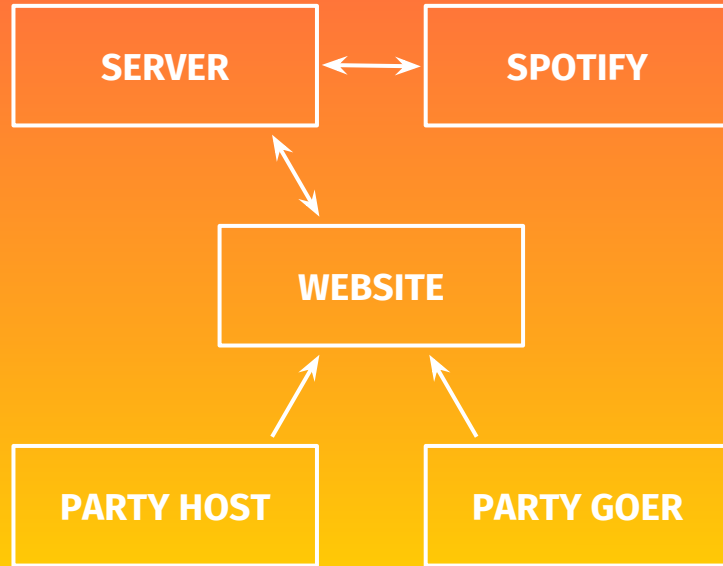
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SPRINT FOUR

HLG : Allow users to efficiently save information and create accounts

1. As a host, I want my guests to have anonymity so that they feel free while using the app and not pressured socially to like or dislike certain songs.
2. As a developer, I want users to be able to create temporary accounts so that more people to contribute to the music selection.
3. As a developer, I want to be able to create separate accounts so that multiple people can use my app.
4. As a party host, I want to be able to save the played music to a spotify playlist so that I can use that information at another party.
5. As a developer, I want to maximise work done off the server so that I can reduce strain on our website.

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WEBSITE

Takes input from users and sends and receives information from the server

SERVER

Saves to database, interprets/returns information from the website, and sends data queries to Spotify

SPOTIFY

Returns data from server queries

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CHALLENGES

- Learning JavaScript and server side programming
- Setting up a responsive web application server

RISKS

- Integrating Spotify and our queueing system
- Playing songs through spotify



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LANGUAGES

- Javascript (ES6)
 - ES6
 - Node.js
 - Express
 - Angularjs
- HTML / CSS
- MongoDB

TECHNOLOGIES

- Github
- Spotify API
- Google Cloud API



Thanks for Listening!

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