Team 18 Project Charter
AnarQ

Team Members:
Amul Chaulagain, Logan Kulinski, Nick Pappas, Patrick Crowne, Siddharth Madapati

Problem Statement:
As is often the case, deciding what music to play next while amongst a group can be a long, arduous process, prone to arguments and leading to wasted time and unhappy people. AnarQ aims to simplify this process by allowing users to upvote or downvote songs in a queue, ensuring fairness and leading to a general consensus on what to play next. Other programs with the idea of voting-based music queues exist, but ours will provide better features and greater customizability to both the host (DJ) and clients (Jammers), allowing further user-friendly interactions and customization.

Project Objectives:
- Implement a vote-based music queue to create a dynamic, community-driven playlist, ordering the songs based on popularity among the group
- Allow for users to connect very quickly to the application using either a web-based client or downloadable application and the ability to set up a queue and connect within minutes
- The host will have the ability to filter music based on certain attributes (genre, explicit content, artist, BPM, etc.) to determine what kind of music is queued.
- The host will have the ability to restrict usage for a very large amount of users (amount of people, song requests per person, length of queue, etc.) per their discretion.
- Clients have the ability to save the queue or specific songs from the queue to their own personal music libraries
- Clients will have the ability to add songs to the queue using the host's music service

Stakeholders:
Users: People who want to have a say in what music will be played

Hosts: People, Enterprises and establishments that want to replace the archaic system of playing set playlists or radio stations with user-driven music

Developers: Amul Chaulagain, Logan Kulinski, Nick Pappas, Patrick Crowne, and Siddharth Madapati

Project Manager: Megan Walsh

Project Owners: Amul Chaulagain, Logan Kulinski, Nick Pappas, Patrick Crowne, and Siddharth Madapati

Project Deliverables:
- A back-end Java framework for servicing the requests of the users (using Spring Boot or Jakarta EE)
- A front-end JavaScript framework for displaying relevant operations to the users (using AngularJS or the like)
- Integration with Spotify and/or Apple Music using an embedded music player
- A database, such as MariaDB, to store host information, preferences, and pre-existing music queues