A) Documents: - Preliminary Design Report - Requirements Document - Design Document B) Set-up of SVN repository C) Research - Libraries Streaming capabilities testing holds. Developing of AI algorithms for song selection 3. Validation/verification: Basic Functionality (B) As needed: Module-based behavior testing Add additional 2. Building Phase 3: Module Development (B) classes/methods; Expansion of modules; fill-in outlines alter variables, to get basic functionality in MusicManager module 4. Implementation method signatures. - Outlines of UI: JPanels and Frames Set up basic database and local - Combine module outlines through non-graphical UI songs for testing 3. Validation/verification: 5. Maintenance - Test applications on Android and Scenario (A) - Fixes to any technological iOS simulators As needed: Advanced module-based behavior problems related to software 2. Building Phase 3: Module Development (C) Alter UI outlines and testing and basic scenario testing for which we have assumed communication methods - Combination of modules; establish communication responsibility. (refer to As scenario testing between modules. Fill-in UI outlines previous documents) advances... Coding for basic scenarios Code for exceptions 3. Validation/verification: 4. Implementation Scenario (B) As needed: - Set up more advanced database Advanced module-based behavior Alter code for basic 2. Building Phase 3: Module Development (D) for scenario testing 5. Maintenance testing and advanced scenario and scenarios. Code for advanced scenarios - Continued testing on Android and - Planned version upgrade exception testing Advanced exception handling varying iOS devices at different (language options) sites - Quality upgrades (corrections to bugs, improvements to design, additional features) 2. Building Phase 4: Details 3. Validation/verification: Final After all testing - Response to relevant client is completed. - UI adjustments/embellishments Set up .exe and test extensively feedback - Other general interface details on various systems and OS's. 4. Implementation - Prepare beta version for testing on special selected test 2. Building Phase 5: Final clients - Textual information; About sections, User's Manuals - Run all tests throughout this process - Client implements and submits feedback.