Planning (Understanding the Goal) – Web Music Player

1. Define the Purpose of the Project

✔ Project Goal:

The goal is to develop a Web Music Player that allows users to play, pause, skip, and control music playback through an interactive interface.

The player will support custom playlists, volume control, and a responsive UI.

It will use local audio files or an external music API to fetch and play songs dynamically.

2. Identify the Problem the Project Aims to Solve

✔ Problems & Solutions:

Problem: Users often need a lightweight, fast, and ad-free way to play music online.

Solution: This project provides a simple yet feature-rich music player that can be used on any device.

Problem: Most music players require a subscription or internet access to play music.

Solution: The player can support local audio files and provide offline playback.

3. Discuss with Team Members and Assign Responsibilities

✔ Roles & Responsibilities:

Frontend Developer: Designs the UI using HTML & CSS (ensuring a responsive and modern design).

JavaScript Developer: Implements audio controls, playlist management, and event handling.

Tester: Ensures the music player works across different browsers, screen sizes, and devices.

4. Faculty Members Should Ensure Students Create a Project Roadmap

✔ Milestone 1: Research how to use the HTML5 <audio> API for music playback.

✔ Milestone 2: Design the website layout (create wireframes and UI elements).

✔ Milestone 3: Implement JavaScript-based audio controls (play, pause, next, previous, seek bar, volume control).

✔ Milestone 4: Add playlist functionality (allow users to select and manage songs).

✔ Milestone 5: Optimize for performance, smooth animations, and cross-browser compatibility.

✔ Milestone 6: Deploy the website on GitHub Pages / Netlify / Vercel.