Pupil Radio

Building IT Systems Assignment 2

Online Radio By RMIT BITS Students

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Rudhrakumar Gurunathan

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Daniel Popovic

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BITS Project

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# Project Background:

# Topic

Everyone loves to listen to music and we thought an online radio would be a great idea to broadcasts popular songs especially without any commercial advertisements. This online radio website will have pre-loaded popular songs played randomly and also provide an option for the user to request their favorite songs from the available list. As the project team has some prior experience in developing websites, we thought of enhancing our web technology skills by doing this project.

# People

One of our team members Kevin Dao has been dropped off from this course. His roles involved creating the look of website by designing the banners, logos, photographs and layout of website. We have to reallocate the tasks for the other members.

## Nallur Gurunathan Rudhrakumar

|  |  |
| --- | --- |
| Role & Skill | As part of Diploma course, developed Website using PHP, HTML with MySQL. Will be playing multiple roles.  Project Manager – Looking after the project schedule & progress  Business Analyst - Identifying the Online Radio features  Designer/Developer - Designing the Website and Database  Support Analyst - Hosting the Website |
| Student No | s3544497 |
| Trello ID | @rudhrakumar |
| Email | [s3544497@student.rmit.edu.au](mailto:s3544497@student.rmit.edu.au) |

## Daniel Popovic

|  |  |
| --- | --- |
| Role & Skill | Responsible for the website look and feel, decide the right base of the website. Have Learned HTML and PHP during his past studies.  Will be designing and coding the website as well. |
| Student No | s3423072 |
| Trello ID | @danielpopovic91 |
| Email | [s3423072@student.rmit.edu.au](mailto:s3423072@student.rmit.edu.au) |

## Joshua Busano

|  |  |
| --- | --- |
| Role & Skill | Has some experience working with HTML, PHP and Java due to past studies. Involves in designing of website and testing functionalities work together with Kevin in making logo and banner designs for the website |
| Student No | s3489341 |
| Trello ID | @JoshuaBusano |
| Email | [s3489341@student.rmit.edu.au](mailto:s3489341@student.rmit.edu.au) |

## Dylan Fernando

|  |  |
| --- | --- |
| Role & Skill | Researcher - Music/Radio Streaming. Has experience with Web Developing, also has created his own website for his company [www.dhpublishing.com.au](http://www.dhpublishing.com.au) |
| Student No | S3430485 |
| Trello ID | @dylanfernando |
| Email | [s3430485@student.rmit.edu.au](mailto:s3430485@student.rmit.edu.au) |

# Aims and Goals

* Build a website
* To build an online Radio station that broadcasts nonstop advertisement free songs

## Goals:

* Learn to build a website using Dreamweaver CS 5.5
* Host the website on a server

## Scope:

* Royalty free songs collected by members are stored in the server.
* Songs will be played randomly which will be controlled by a php script in the program
* Users will be able to request a song to play by sending request from the website.
* Request page will provide information to the user the all available songs stored in the database to select one option.
* The request activity will be processed by inducing the requested song to the playlist created.

# Project Progress: (Covered by Daniel)

## Description

The group was created in the Friday tutorial class of week 3. Our initial idea for the topic was to create a website that would detect if a user was accessing it from PC or gaming consoles such as Xbox One and PS4. It would then allow the user download mods for their installed games. After researching this topic we decided, as a group, that it would be too difficult to create and test since we didn’t find much information on the topic and we would all need access to the required gaming consoles. We also scheduled weekly group meetings during this week.

In week 4 we had decided to create a live streaming radio website that allowed users to make song requests .It was decided that we would be using copyright free music.  The draft for assignment one was started and we also had another member join our group.

In week 5 we researched tools and technologies and copyright laws and familiarised ourselves with them. We also started creating the website template, and the database to store song information was created. We also decided to add a function to the website that allowed users to listen to specific genres of music rather than having one randomised radio stream. Assignment one was completed and submitted during this week.

During week 6 we had all members create a github account and install sourcetree. It was decided that we would store our project files on github and link sourcetree to it to make file management and distribution easier. The website template was partially completed but was missing a background and logo since they were not completed yet. One of our members was removed from the group because he dropped the course.

In week 7 the logo and background were completed and a more simplified website template was created. Coding for the website was also started and we have a media player on the homepage, however, we have only managed to make it play songs from a general playlist and not a randomised one. The music is also not being live streamed yet, it plays from the start of the playlist when the page is loaded.

## Scope

We have experienced some scope creep as the function to allow user to listen to specific genres of music was not part of the original plan.

## Outcomes to date

* A completed website template that shows the user interface.
* A working media player.

## Progress

The completion of the website template was delayed because the logo and background were not completed on time and as a result the completion of the template was delayed by a week. Depending on how long it takes to get the coding for the website to work we may have to increase the time allocated to coding. This would mean we would have less time on the testing stage. If we can get the coding to work in a reasonable amount of time we should still be able to complete the project on time.

## Testing

Project team has to come up with set of test cases to test the various functionalities of the Pupil Radio Website. Each test case to carry the exit criteria to help identify the success of a functionality. Two members from the project team will execute the test cases and record the bugs identified whilst others will fix the bugs. When all the test cases are executed and bugs are fixed, it will mark the website tested and working as expected.

User testing will be conducted at the end of project by inviting other group team members to test the website functionalities.

## Tools and Technologies

* The website will be built using PHP, HTML5 and CSS3.
* PHP programming will be used for developing user interaction with the website.
* Dreamweaver CS5/CS5.5 will be used to design the web pages.
* Uniserver Version 8.9.2 will be used during the development process of the website.
* Website will be tested out on various browsers like Google Chrome, IE 10, Firefox.
* Google drive will be used to keep all the completed work of this project.
* Github and SourceTree will be used during the build process to keep the codes updated and error free.
* WebHosting to run the website in an externally hosted server.
* Trello to record workout done by all members.

# Challenges and Learning: (Covered By Joshua)

# Project Processes: (Covered By Rudhra)

**What have you learned about group projects?**

Being a project manager is a difficult but interesting role. This role in the group project helps to develop problem solving skills. Group project also helps to learn new technologies and tool from other members.

**What has worked well in your group?**

All the team members are striving to achieve the allocated task. We have found some backlogs during this iteration and we came up with updated task list in the following week to solve the work backlogs.

**What hasn't worked well?**

Team meeting as scheduled has not worked well. We planned three face to face meeting in a week including the tutorial hours. But we did not provide any fallback approach if any of our members didn’t make the team meetings.

**What are the group's processes for communication?**

We have a clear schedule about the team meetings and communication methods. It’s every team member responsibility to attend the meeting and also answering any request from the other team member within a day. Weekly tasks will be assigned on Trello board for all team members and it is responsibility of members to follow and complete the task with in the time specified. The tasks are assigned in the tutorial class.

**How effective have these been?**

It is not very effecting due to members absence quite often.

**Have there been any changes in these since the start of the semester?**

We have modified the one of the scheduled meeting to online chat instead of face to face meeting.

**From your experience in this project, what is the most important aspect of organizing a project of this nature?**

It is important to understand the projects basics then make a plan how to implement it. Draw a clear sketch of tools and technologies required, skill required including the time scheduling. Discuss with the team members how to achieve the target before the start of project. Activity meetings and good communication in the group is an important aspect.

**Is there anything that you would do differently if you were to start again?**

Getting to know the abilities of team members and setting goals accordingly will result a better outcome of the project.

**What advice would you give to a group about to embark on a similar project?**

I would suggest every member’s contribution to a project is very important as well as communication between the group members.

# Workload and Roles: (Covered by everyone)

### Rudhrakumar Nallur Gurunathan

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Week** | **Description** | **Hours** |
| 27-Mar-15 | 4 | Team formed and project decided | 2 |
| 29-Mar-15 | 4 | work on Assignment 1 | 3 |
| 30-Mar-15 | 4 | Team meeting and assignment discussion and modification | 1 |
| 31-Mar-15 | 4 | Involved in team meeting with Josh at RMIT, finalize and submit A1 document, communicate with members who didn't show up today and book consultation meeting with James. | 1 |
|  | 5 | Install Dreamweaver-CS 5.5 on my laptop to work on this assignment and work on website template | 3 |
|  | 5 | Research on how to use Github Create new account with Github and created a public repository | 3 |
|  | 5 | Download SourceTree on my laptop and linked Github account | 1 |
| 10-Apr-15 | 5 | Tutorial hours | 2 |
| 13-Apr-15 | 6 | Commit the Project files through SourceTree Checked the other member Daniel is also able to update and edit code using SourceTree | 2.5 |
|  | 6 | Download UniserverZ and linked it to the project created database in it to store music playlist | 1.5 |
| 13-Apr-15 | 6 | Team Meeting Discussed the weeks plan with Daniel | 1.5 |
| 14-Apr-15 | 6 | Expecting members for the scheduled meeting at RMIT Campus on 14/4/15 discussion online with Dylan and Daniel | 0.5 |
| 16-Apr-15 | 6 | Managing Trello and look over the digitalocean.com website and sign up | 0.5 |
| 17-Apr-15 | 6 | Work on peer Assessment , discuss with tutor about the team status and issues, hosting server setup issues, and following week plan | 2 |
| 20-Apr-15 | 7 | Peer Assessment done on "The Rocket" , Team meeting on 20/4 with other members , Updated Trello, | 1 |
| 23-Apr-15 | 7 | Modify the web page look by changing various css code from website template. | 3 |
| 23-Apr-15 | 7 | Change background image, added media player to home page | 2 |
| 24-Apr-15 | 7 | Discussed about assignment 2 and allocated to each one to some part of it. Discussed about the road block (can’t get songs) with tutor and get some solution from Gin. Allocated task for next week. Tested the website built so far | 2 |
| 26-Apr-15 | 8 | Assignment 2 document preparation | 2 |
| 26-Apr-15 | 8 | Team meeting with Daniel, Work on Assignment 2 and decided to research on Icecast web server to stream music | 1 |
| 29-Apr-15 | 8 | research on Icecast web server to stream music | 2 |
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|  |  |  |  |
|  |  | Total Hours For Rudhrakumar Nallur Gurunathan | 37.5 |

### Joshua Busano

### Dylan Fernando

### Daniel Popovic

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Week** | **Task** | **Hours** |
| 20-Mar-15 | 3 | Joined Group/Decided on project/Scheduled meeting times (Tutorial) | 2 |
| 21-Mar-15 | 3 | Research on game mods | 3 |
| 23-Mar-15 | 4 | Discussed about changing the topic with Rudhrakumar (Meeting) | 1 |
| 27-Mar-15 | 4 | Decided to change the topic with whole group (Tutorial) | 2 |
| 29-Mar-15 | 4 | Worked on assignment 1 draft | 1 |
| 30-Mar-15 | 5 | Team meeting and assignment discussion and modification (Meeting) | 1 |
| 4-Apr-15 | 5 | Research on what technologies/tools we will need and learned to use them | 5 |
| 10-Apr-15 | 5 | Created github account and linked it to sourcetree (Tutorial) | 2 |
| 13-Apr-15 | 6 | Discussed week plan (Meeting) | 1.5 |
| 14-Apr-15 | 6 | Created the website template/css | 5 |
| 14-Apr-15 | 6 | Discussed project with Rudhrakumar | 0.5 |
| 17-Apr-15 | 6 | Decided who is assessing which group/signed up for digital ocean/server issues | 2 |
| 19-Apr-15 | 6 | Completed peer assessment on “Sassy Pants” group | 2.5 |
| 20-Apr-15 | 7 | Discussed weeks plan (Meeting) | 1 |
| 21-Apr-15 | 7 | Research on live streaming methods and coding | 2.5 |
| 24-Apr-15 | 7 | Discussed my findings on possible solution for streaming/Assignment 2 started | 2 |
| 26-Apr-15 | 7 | Working on assignment 2 | 3 |
| **Total Hours for Daniel Popovic** | | | **37** |

# Marketing Pitch: (covered by dylan)