

Prerequisite

Problem Statement:

The goal is to create a user-friendly and feature-rich music streaming app using the Flutter framework. The app should provide a seamless experience for users to discover, listen to, and manage their favorite music.

Software Requirements:

1. Flutter SDK
2. Dart Programming Language
3. Integrated Development Environment (IDE)
4. Version Control System
5. Flutter Packages [provider, dio, audioplayers]
6. Firebase Account
7. APIs for Music Data
8. Database

Hardware Requirements:

1. Computer:
 - a. Processor: Intel i5/i7/i9 or equivalent AMD Processor.
 - b. Memory: 8 GB RAM minimum, 16 GB or more recommended.
 - c. Disk Space: Minimum of 10 GB free disk space, SSD preferred for faster performance.
 - d. Operating System: Windows (7 SP1 or later), macOS (latest version recommended), or Linux.
2. Mobile Devices:
 - a. For testing purposes, access to physical iOS and Android devices is ideal. This ensures that the app performs well in real-world conditions.
 - b. iOS: iPhone or iPad running the latest iOS version.
 - c. Android: Android phone or tablet with recent Android version.
3. Network Connection:
 - a. A stable internet connection is essential for downloading dependencies, accessing APIs, and testing network-related functionalities