

Revision History

Date	Developer(s)	Change
September 27, 2017	Aidan/Sullivan/Karlo	Initial setup of document, starting Team Meeting, Communication, Roles & Technology sections.
September 29, 2017	Aidan/Sullivan/Karlo	Filled the remaining sections from last lab.

SE 3XA3: Development Plan Shuffle+

Team 16, ASK Studios
Aidan Schonewille, schonea
Sullivan Stobo, stobos
Karlo Delalic, delalik

September 27, 2017

Introduction

Shuffle+ will generate a personalized playlist based on the user's input and preferences. It will act as an alternative to the major music streaming services.

1 Team Meeting Plan

The team will meet Tuesdays at 2:30 at Thode Library, as needed. The scribe role will rotate between the team members, and they will also be responsible for holding the meeting. At the meetings, the upcoming deadlines will be discussed, as well as any tasks currently being worked on that have not finished before the previous meeting.

2 Team Communication Plan

The team will learn and utilize Git issues for codebase issues and will give a further reminder through instant messaging. The team will primarily communicate through Discord, where all members are in a group chat. The team members have downloaded this application on all of our phones, and will be used for topics such as planning the next meeting, making sure deliverables have been properly submitted and tagged on time and miscellaneous project questions.

3 Team Member Roles

Member	Expertise
Aidan Schonewille	Documentation
Sullivan Stobo	Frontend
Karlo Delalic	Project Leader

4 Git Workflow Plan

We will use the centralized git workflow plan, as there are only three of us. There should be many conflicts to resolve. Tags will be used to indicate a working version of a feature. We will set milestones for major features and complete them as they are implemented.

5 Proof of Concept Demonstration Plan

We suspect the algorithm for finding suitable videos/songs will be one of the more difficult parts of the project. Major time will be given to this. Due to the random nature of our project, testing will be difficult. There are many genres to test and a huge number of videos. Libraries are not a concern. The music playing feature may be difficult to implement on mobile.

For our proof of concept demonstration we plan to have at least an implementation of YouTube's related videos for playing new songs. We plan on having a basic webpage created as well.

6 Technology

The project will be written in HTML5 and JavaScript, using CSS for visual design. The code will be written in the team member's preferred text editor, such as Notepad++. The project will be tested in various major web browsers on our personal work systems, such as Mozilla Firefox and Google Chrome. We plan to use React JS for the UI.

7 Coding Style

We will make use of Google's guidelines for JavaScript coding style.

8 Project Schedule

View our Gantt chart [here](#).

9 Project Review

Will be done in future.