

# Software Dev: Milestone 1

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## 1 Team Name

**Chilling Nostalgic Hostages**

## 2 Team Members

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## 3 Description

There are many music services such as Spotify, SoundCloud, and Google Play Music, and many users have access to all of them. Yet they all do not share the same libraries. A unified music application can utilize all of the songs from these streaming services and the users can discover music through the the massive combined pool of all services. They can add songs to playlists, and if certain songs are not available with a particular service, then it will call other services to check if it is there.

The users will make their accounts where they can connect to their Spotify, SoundCloud, and Google Play

Music. In addition to this they could make an account using their Google Account which for many individuals is already linked to their Spotify, SoundCloud and Google Play. The playlists that they make will be stored on servers.

## **4 Vision Statement**

The overall goal for this project is to have one unified app where you can listen to all of your favorite tunes in one unified app.

## **5 Motivation**

The reason for developing this website is to make it more cohesive for users to access all of their music in one place. People who use multiple music services don't currently have a way to listen to music they might own on one service in tandem with music they have on another service. Often times, different music services have different types of music. For example, Spotify doesn't have a lot of international music and SoundCloud rap / electronic music is exclusive to SoundCloud.

## **6 Risks**

The risks of this product probably is lack of web development experience, the APIs that provided by Spotify, Google Play Music, and SoundCloud are not allowed us to access the music are only for Primers. We are all new to the version control, so we probably mess up the branches.

## **7 Risk Mitigation Plan**

We will learn some tutorials of web development, and we can practice while we are doing the project. We will figure it out if we can access the API's of Spotify, Google Play Music, and SoundCloud. For the repository branches, we have an agreement on if we change anything for the repository, we will talk about it on Slack first.

## 8 Version Control

GitHub will be used for version control. Each member will have their own branch and will contribute to components of the project. In an extreme case, we can put the project along with all branches in a flash drive.

### GitHub Links:

<https://github.com/sofielange98/Milestones>

<https://github.com/sofielange98/MeetingLogs>

<https://github.com/sofielange98/ProjectCode>

The screenshot displays the GitHub repository settings for 'sofielange98 / ProjectCode'. The 'Collaborators' tab is selected, showing a list of users and their roles. The left sidebar contains navigation links for Options, Collaborators, Branches, Webhooks, Integrations & services, and Deploy keys. The top navigation bar includes links for Code, Issues, Pull requests, Projects, Wiki, Insights, and Settings. The right sidebar shows repository statistics: Watch (1), Star (0), and Fork (0).

Collaborators	Push access to the repository
Sricharan Reddy Varra KawMaster	×
Zingy PwnIn	×
Nikhil Sulegaon Awaiting nikhilsu's response	Copy invite link Cancel invite
Awaiting willwells8055's response	Copy invite link Cancel invite
Awaiting jama7732's response	Copy invite link Cancel invite
Awaiting harrisblake85's response	Copy invite link Cancel invite
Awaiting alanparadise's response	Copy invite link Cancel invite

sofielange98 / Milestones

Watch 1

Star 0

Fork 0

Code

Issues 0

Pull requests 0

Projects 0

Wiki

Insights

Settings

Options

Collaborators

Branches

Webhooks

Integrations & services

Deploy keys

Moderation

Interaction limits

Collaborators

Push access to the repository

Sricharan Reddy Varra

KawMaster

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Zingy

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Nikhil Sulegaon

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sofielange98 / MeetingLogs

Watch 1

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Issues 0

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## 9 Development Method

1. *Agile*

We are planning on 4 2 week sprints. We do the three APIs each two weeks. we can split to three teams, One team is Spotify team, one team is SoundCloud team. one team is Google Play Music team.

2. *Scrum*

We are planning on doing at least one Scrum meeting at the start of each team meeting to assess where we are as a team. As we get further into the semester we may do more than one scrum meeting a week and with the individual team members rather than the whole group.

## 10 Collaboration Tool

Slack will be the primary collaboration tool. The Channels include:

1. *General*

General information goes here such as meeting times and general updates on the project.

2. *githubchanges*

Github changes will be posted here. Members will say what they are currently working on, and whether we should update our local repositories when they are finished with their tasks.

3. *resources*

The resources channel is going to be a dump of resources needed. The members that post there will post the resource itself, and a brief sentence or two summarizing what we can do with it.

4. *random*

Anything else that doesn't fit into the categories that will be nice to know as the project develops.

In addition to this we will create team Overleaf documents for each milestone.

## 11 Proposed Architecture

1. *React*

Will be used for making user interfaces, so will be used on the front end.

2. *NodeJS*

Will be the main architecture, the API's will be used with NodeJS. This will present on the back and front end.

3. *CSS3*

Can be mostly used for aesthetic reasons on the front end.

4. *HTML5*  
Will be used for structuring the website, providing the skeleton for the other architectures present in the project.
5. *JavaScript*  
JavaScript is going to be used for the NodeJS portion, and will be heavily present in both the front and back end.
6. *APIs*  
API's from SoundCloud, Spotify, and Google Play will be used in the back end with JavaScript and NodeJS.