

# Note:

- Having plan to extend to ios and Windows phones
- Also had an idea of implemening it as a open software
- No need of database

• Gonna publish in Play Store too

#### **Functional Requirements:**

- Connecting phones via WiFi, and playing sounds from one device and sharing the same audio to the connected phones also with out occupying the memory space.
- WiFi Authentication is needed

# **Non Functional Requirements:**

- One Touch operation
- Android user friendly
- Only the main player alone will have the playing control
- Main player should be able to control the sound of all other phones.
- Help menu
- No data connection required

### **System Support:**

- Will be working from Android 4.1 [Jelly Bean]
- Minimun RAM needed 256MB

# **Implementation requirements:**

- Knowledge in Software Engineering
- Android Studio Software
- Knowledge in Java And XML
- Laptop

**Expected Delivery**: In October

**Privacy** : No users data will be stored

**Portability** : Android

**Software Process Model**: Water Fall model

From, 2015242028 and 2015239003

Your Suggestions and thoughts are welcome Sir,.