Team Name: Random Access Music

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Description:

Random Access Music is a clean and sleek music discovery and reviewing platform that allows users to discover new music and artists based off of other user ratings. Our goal is to have a user maintained website, where users can discover new songs based off of what other people are listening to. Our platform will include features such as verified critics, for users who are experienced with critiquing music. Additional features will include general user reviews, for any user who creates an account with the site and music will be rated on a five star system. Also, having a section for featured songs, albums, and artists of the week, and user-rated billboards.

Reviews can be submitted by any user if there are no existing reviews for the album/song. This can be done possibly by using the Spotify API to make it easy on users looking for particular songs, as well as making it easier on the back end of development. Reviews will be averaged and given an user average star rating. Verified reviews will be displayed separately to community reviews, with a similar system, but it will show a brief description of their rating below it.

Key Features:
- Verified critics
- General user reviews
- Billboards (generated from user data)
- Rating scale (out of 5)
- Accounts (username, password)
- Website
- Users can import new songs to the website
- Featured albums, songs, artists
- Search function (optimizing search engine)
- Up and Coming Artists (Extra Feature if we have time)
- Search by Age/Genre feature

Vision Statement: Random Access Music gives users a one-stop platform to discover new music, new artists, and give opinions on new music.

Motivation: We all enjoy music as well as discovering new music, and there is no platform that aggregates music reviews from the people into one simple to use website. We intend to create a platform that encourages listening to new music as well as providing a platform to review music on a rating scale.

Risks:
1. Lack of software developmental experience among team members
2. Lack of users
3. Competition with already established sites (ex: Metacritic, Rapgenius, etc.)
4. UI/Design issues can hamper usability

Risk Mitigation Plan:
1. Use our individual free time to learn some of the required skills for building our project.
2. SEO/Social Media Campaign
3. Distinguish our website with a focus on smooth, easy access to music recommendations and ratings.
4. Focus on front end design with user experience as a priority.

Version Control:
- CSCI3308_RandomAccessMusic_Milestones
  https://github.com/spookyaction8/CSCI3308_RandomAccessMusic_Milestones
- CSCI3308_RandomAccessMusic_Code
  https://github.com/spookyaction8/CSCI3308_RandomAccessMusic_Code
- CSCI3308_RandomAccessMusic_Notes
  https://github.com/spookyaction8/CSCI3308_RandomAccessMusic_Notes

Development Method: Agile

Collaboration Tool: Slack/GroupMe (random-access-music.slack.com)

Proposed Architecture:
- Frontend architecture: webpage (HTML/CSS/JS)
- XML/JS for interaction between front and back
- Backend: Hosting Server and Database (C/SQL)