

CSCI 3308 Project Milestone 1: Project Proposal

Cameron Maywood, Daniel Holmes, Jaden Grossman, Tyler Aratani, Zhaozhong Peng

University of Colorado Boulder, Boulder, Colorado, 80310

February 14, 2016

Team Name

Our team name will be: **Apollo**.

Description

The project is going to be a web-based competitive music platform that allows users to upload original songs and gain exposure by progressing through bracket-style tournaments. Users will advance through each stage of these tournaments by receiving the most votes by other users in that round. When users win a specific tournament, they will gain significant exposure for their song through site acknowledgement as well as social media publicity. This will provide an engaging medium for both musicians and listeners to share new, high quality music.

In addition to this tournament architecture, the platform will also include functionalities such as user profiles for users to display personal information and their songs, as well as to message other users. This will allow more personal engagement and interaction between users, potentially fostering professional relationships for musical collaboration. Furthermore, to avoid the necessity of maintaining servers to store the uploaded songs, Apollo will use a SoundCloud API, a widely used online audio distribution platform, that users will upload their songs to and connect to the platform. This will increase ease of use and encourage new users to join with minimal effort. The name, Apollo, was chosen because this is the Greek god of music.

Vision Statement

For unknown musicians who need a platform to promote their work and for those looking to discover new music, Apollo is a web-based competitive music platform that allows musicians to promote their work through bracket-style competition. Unlike other music hosting sites, Apollo lets the listeners decide which songs and artists are promoted.

Motivation

Entering the 21st century, music production software became a widely accessible and affordable means for individuals to produce music in their own homes. This eliminated the necessity for aspiring musicians to buy thousands of dollars worth of musical instruments and equipment as well as needing a large, secluded space to play. Although this technological advancement has provided a widespread expansion of musical opportunity, this has consequently lead to an excess number of musicians as well. In the United States, alone, there are hundreds of thousands of amateur songwriters and producers that are desperately searching for exposure in a saturated industry. This has forced many to resort to unfavorable methods of advertisement such as relentless social media presence or paying for views in an attempt to gain subsequent recognition. To this end, providing a method for amateur musicians to gain exposure solely based on the quality of their music would be an invaluable tool for both the musicians and the music listening population.

This project aims to generate exposure for new artists as well as provide a platform to find new and exciting music. The competitive nature of this platform will also encourage artists to strive further and produce their highest caliber of music.

Risks

There are various possible risks associated with this project. The following elements should be considered, moving forward:

- Planning Risks
 - Scope is too large to be completed in allotted course time.
 - Scope is poorly defined and critical project elements are neglected.
 - Skills are overestimated.
 - Lack of quality resources to learn necessary skills.
- Design and Implementation Risks
 - Design is too complex, delaying or completely preventing completion of critical project elements.
 - Unable to obtain public exposure.
 - Unable to obtain a initial core user base.
- Staff Risks
 - Lack of programming experience.
 - Lack of communication, causing misunderstanding of work delegation and required tasks.
 - Some group members need more time than others to learn and adapt to new programming languages and software tools.
- Costs Risks
 - Unforeseen development costs associated with software, web support, etc.

Risk Mitigation Plan

- Planning Risks

Holding weekly scrum meetings will allow our team to narrow in on the structure and design of our project. By deciding which project elements are essential, we will be able to narrow our project scope and focus on the aspects of most importance for creating a finished product. We intend on leaving some areas of flexibility in order to adjust project goals and compensate for lack of skills when necessary. Our team plans on using on-campus resources as well as online resources to solve issues as they arise throughout the project.
- Design and Implementation Risks

Our team will decide which aspects of the project are essential to create a working product and which aspects are supplementary goals to be addressed once the core product has been created. This will allow us to at least have a working product within the deadline. Having a core user base is necessary to our projects success and so our team plans on using current connections as well as reaching out on social media platforms to establish an initial group of musicians.
- Staff Risks

The members of our team come from different programing backgrounds and thus bring different skill-sets and abilities to the team. By discussing what each individuals strengthens and weaknesses are we are able to divide the work appropriately in order to best utilize the members of our team. Our team is committed to learning new languages and techniques as they are needed. Using the agile development methodology our team will be able to adjust the project to fit the abilities of our team as the project progresses. The initial communication problems our team faces will be resolved once our collaboration tool has been established and all members of the team join the the Slack group.
- Costs risks

We expect the cost of the project to be minimal however our team members have expressed they are willing to cover any small fees associated with completing the project.

Version Control

Our version control method will be GitHub.

Development Method

Our team has chosen to follow the Agile development methodology. Agile is a flexible development model that allows our team to design, build, and test the project piece by piece. By testing our project throughout the development process, our team will be capable of overcoming unknown challenges and creating the best possible product in the time allotted. This is a distinct advantage over development models like waterfall that require a completed project before the testing and revision process can take place. Our team plans on using weekly scrum meetings to separate the workload and allocate the correct amount of time and resources needed to finish the project.

Collaboration Tool

Our collaboration tool will be Slack. This has already been created as well as specific threads pertaining to aspects of the team (e.g. subsystems, meeting schedules, etc.).