Group 05 - AlgoRhythm

CANARY MUSIC STREAMING SERVICESoftware Development Plan (Small Project)

Version 1.3

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Software Development Plan (Small Project)	Date: 06/11/2024

Revision History

Date	Version	Description	Author
27/10/2024	1.0	 Writing and updating the projec introduction and project purpose, scope, and objectives. Drawing organizational structure. Writing roles and responsibilities of each team member. 	Đoàn Đặng Phương Nam
30/10/2024	1.1	 Writing and updating project assumptions, constraints, and project deliverables Writing Project Estimation 	Trần Anh Minh
02/11/2024	1.2	Writing project monitoring and control	Đoàn Đặng Phương Nam Khưu Thành Thiện
06/11/2024	1.3	Writing Project PlanAdd Gantt Chart	Đoàn Đặng Phương Nam

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Software Development Plan

1. Introduction

The introduction of the **Software Development Plan** provides an overview of the entire document. It includes the purpose, scope, definitions, acronyms, abbreviations, references, and an overview of this **Software Development Plan**.

Note: The entire name of the project is Canary Music Streaming Service, but we will briefly call it Canary.

1.1 Purpose

The purpose of the **Software Development Plan** is to gather all information necessary to control the project. It describes the approach to the development of the software and is the top-level plan generated and used by managers to direct the development effort.

The following people use the **Software Development Plan**:

- The **project manager** uses it to plan the project schedule and resource needs and to track progress against the schedule.
- **Project team members** use it to understand what they need to do when they need to do it, and what other activities they are dependent upon.

1.2 Scope

This **Software Development Plan** describes the overall plan to be used by the **Canary** project, including deployment of the product.

The plans outlined in this document are based upon the product requirements as defined in the **Vision Document**.

1.3 Overview

This **Software Development Plan** contains the following information:

- Project Overview provides a description of the project's purpose, scope, and objectives. It also
 defines the deliverables that the project is expected to deliver.
- **Project Organization** describes the organizational structure of the project team.
- Management Process provides project estimation, project planning as well as project monitoring and controlling

2. Project Overview

2.1 Project Purpose, Scope, and Objectives

Purpose: The Canary Music Streaming Service project aims to develop a music streaming platform that delivers a seamless user experience, a wide variety of high-quality music, and personalized playlists.

Scope: The service will be a web application, allowing users to access it from any browser through Internet connection.

Objectives:

- Build a fully functional streaming platform
- A user-friendly interface
- A library with high-quality audio

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2.2 Assumptions and Constraints

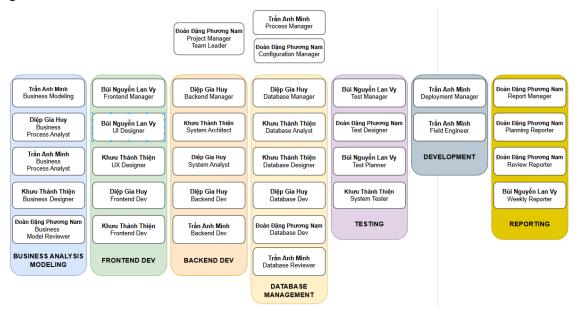
- The development will focus on a **browser-based** application.
- The audio files will be sourced from the **internet** and are **freely shared**.
- 9-week fix schedule: the project must be completed within 9 weeks.
- The development team consists of **5 people**, and there will be no additional staff.
- Amateur approach: none of the members in the development team has prior software engineering experience and has no professional orientation to follow the path of Software Engineering.

2.3 Project Deliverables

Deliverables for each project phase are identified in the Development Case. Deliverables are delivered towards the end of the iteration, as specified in Section 4.2 Project Plan.

3. Project Organization

3.1 Organizational Structure



3.2 Roles and Responsibilities

Person	Roles
Trần Anh Minh	Process Manager, Business Modeling, Business Process Analysist, Backend Developer, Database Reviewer, Deployment Manager, Field Engineer
Đoàn Đặng Phương Nam	Project Manager, Team Leader, Configuration Manager, Business Model Reviewer, Database Developer, Test Designer, Report Manager, Planning Reporter, Review Reporter
Khưu Thành Thiện	Business Designer, UX Designer, Frontend

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	Developer, System Architect, Database Analyst, Database Designer, System Tester
Bùi Nguyễn Lan Vy	Frontend Manager, UI Designer, Test Manager, Test Planner, Weekly Reporter
Diệp Gia Huy	Business Process Analyst, Frontend Developer, Backend Manager, System Analyst, Backend Developer, Database Manager, Database Developer

4. Management Process

4.1 Project Estimates

- Time estimation:

Start date: 24/10/2024End date: 26/12/2024

- Total time: approximately 2 months.

- Time separation: about 6 weeks of development and 2 weeks of testing

- Effort estimation (based on the key features):

Notice: the estimation may need to be re-estimated if any changes occur.

ID	Key features	Sub features	Time (days)	Contributors (members)
1	User authentication	Sign in, Sign up	6	3
2	Media player	Play music (Play, pause, loop, shuffle, etc.)	4	2
3	-	Search (Search, filter, etc.)	4	3
4	-	Social functionality (reactions, etc.)	3	2
5	Billboards	Top songs, Recent release	3	2
6	Song management	Upload songs	4	4
7	-	Remove songs	4	2
8	-	Star songs, create playlists	3	3
9	Request handling	Resolve report, pending upload songs	5	5
10	Data management	Track data, track database, add, remove records	7	5

- Cost estimation:

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Notice: The cost below is calculated based on the average salary of US residents and facilities.

ID	Field	Descriptions	Total cost	Renewal
1	Personnel Cost	The total of team members: 5 people The total of work days (including development and testing duration): 60 days Average daily salary: (assuming) \$200/day	\$200 * 60 * 5 = \$45,000	One-time
2	Tool Cost	Assume software and tools for the development process and management. Typical cost around \$100/person/month If using any specialized software, an additional license fee may include.	\$100 * 5 = \$ 500	Monthly
3	Hosting Cost	Storage, databases, servers, domain names, SSL certificate, The costs may vary along the infrastructure.	\$500	Monthly
4	Management Cost	Includes project management, meetings, or coordination, which can sum up to \$4,000/month. Training cost: staff training on new technology and tools may cost up to \$1,000.	\$4,000 * 2 + \$1,000 = \$9,000	One-time
5	Maintenance Cost	Once launched, this process of bug fixing, updating, monitoring, Estimating around 20–30% of the labor cost.	\$45,000 * 25% = \$11,250	Quarterly
Total	Total initial cost \$45,000 + \$500 * 2 + \$9,000 = \$55,000			00 = \$55,000
Addi	Additional maintenance cost \$11,250 + \$500 * 3 + \$500 * 3 = \$14,250 quarterly			250 quarterly

4.2 Project Plan

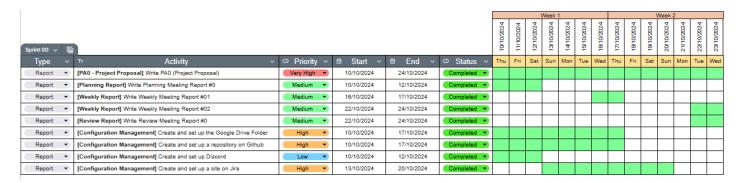
Our team's projects will be planned according to the RUP (Rational Unified Process) and Scrum models. It will have **3 phases (Inception, Elaboration, and Construction)** and **6 main sprints** (each sprint will have 2 weeks, but especially sprint 3 will have only 1 week):

• Inception: The inception phase focuses on setting goals and collecting the necessary requirements for software development. This includes estimating costs, identifying potential risks, and defining the project's scope and architecture. A key aspect of this phase is also conducting a feasibility analysis.

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Sprint 0 (10/10/2024 - 24/10/2024)

Tasks		Task Owner(s)	Outnut
Туре	Description	Task Owner(s)	Output
	 [PA0 - Project Proposal] Write a brief introduction for the proposal of the project List all target users and environments of the project List all key features and categorize into each specific target user 	Bùi Nguyễn Lan Vy Trần Anh Minh	Project Proposal
	 [Planning Report] Review and select user stories or a part of use-case Identify and prioritize tasks Assign tasks to team members 	Đoàn Đặng Phương Nam	Planning Meeting Report
Report	 [Weekly Report] Work done in the last week Issues or obstacles of each member Goals in the next week 	Bùi Nguyễn Lan Vy	Weekly Meeting Report
	 [Review Report] Evaluate the completion status of each task in the sprint Identify the problems of each task and their reasons Discuss solution for each problem and lessons for team 	Đoàn Đặng Phương Nam	Review Meeting Report
	 [Configuration Management] Create and set up the Google Drive Folder Create and set up a repository on Github Create and set up Discord Create and set up a site on Jira 	Đoàn Đặng Phương Nam	х



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Sprint 1 (24/10/2024 - 07/11/2024)

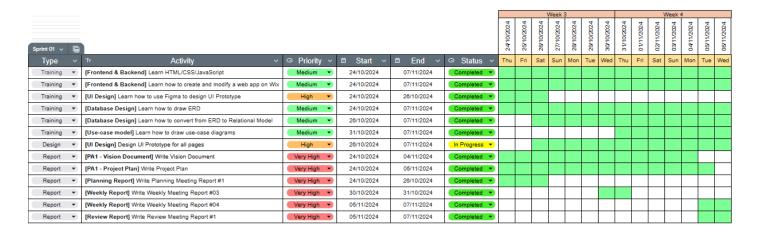
Tasks		Test O	
Type	Description	Task Owner(s)	Output
	 [Frontend & Backend] Learn HTML/CSS/JavaScript (Since team will utilize Wix to create a low-code web app, we only need to learn listed languages to adapt or modify the web app.) Learn how to create and modify a web app on Wix 	All members	х
Training	[UI Design] • Learn how to use Figma to design UI Prototype	Bùi Nguyễn Lan Vy Khưu Thành Thiện	х
	 [Database Design] Learn how to draw ERD Learn how to convert from ERD to Relational Model 	Diệp Gia Huy Khưu Thành Thiện	х
	[Use-case model] • Learn how to draw use-case diagrams	Trần Anh Minh	х
Design	 [UI Design] Guest Main page: where anything locates. Sign in/Sign up: where allows users to authenticate themselves. Search Results: the search results. Media player: the bar to control music. Billboards: the recent release, top 'visit' songs and albums. List of songs in a playlist: songs in a playlist. Song's information: the side panel showing the song's metadata. User profile (Viewer role): the information of the other users. About us: the information of 'US' Terms of Usage: the policy when using the application. Member (inherits from Guest) Personal Profile: the user's profile showing information and uploaded songs. Update Profile: the interface when changing profile information. Library: where the starred songs and albums locate. 	Bùi Nguyễn Lan Vy Khưu Thành Thiện	UI Prototype

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	 Upload: where to upload the song file and write down its metadata. Report: a quick, small popup to report a violation. Admin (inherits from Member) Upload and Report Approvement: where admins can validate the requests. Song Management: accessing the song database. Account Management: accessing the account database. Data Tracking: to view the website usage data. 		
	 [PA1 - Vision Document] Provide a problem statement Provide product position statement Provide stakeholder and user descriptions Research strengths and weaknesses of competitors List and briefly describe the product features Provide non-functional requirements 	Bùi Nguyễn Lan Vy Trần Anh Minh	Vision Document
Report	 [PA1 - Project Plan] Provide an overview of group's project plan State a brief description of the purpose, scope and objectives of group's project List all assumptions and constraints List all artifacts Draw the project organization Assign roles and responsibilities for each member Provide a plan including tasks, task owner and the releases for each sprint Draw Gantt charts for visualizing the project scheduling Identify approaches to reporting project status Identify tools for configuration management 	Đoàn Đặng Phương Nam Trần Anh Minh Diệp Gia Huy	Project Plan
	 [Planning Report] Review and select user stories or a part of use-case Identify and prioritize tasks Assign tasks to team members 	Đoàn Đặng Phương Nam	Planning Meeting Report
	 [Weekly Report] Work done in the last week Issues or obstacles of each member 	Bùi Nguyễn Lan Vy	Weekly Meeting Report

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Goals in the next week		
 [Review Report] Evaluate the completion status of each task in the sprint Identify the problems of each task and their reasons Discuss solution for each problem and lessons for team 	Đoàn Đặng Phương Nam	Review Meeting Report



• Elaboration: The elaboration phase focuses on thorough analysis and refining the architecture and infrastructure. During this stage, we enhance the efficiency of the architecture, examine use cases and software diagrams, and work to minimize risks. Besides, an initial user module is developed in this phase.

Sprint 2 (07/11/2024 - 21/11/2024)

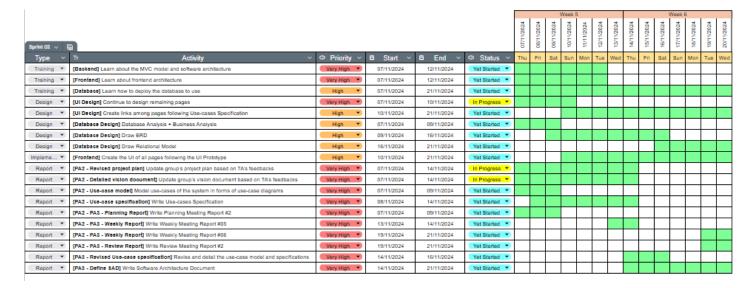
Tasks		Task Owner(s)	Output
Туре	Description	Task Owner(s)	Output
	[Backend] • Learn about the MVC model and software architecture	Diệp Gia Huy Khưu Thành Thiện	х
Training	[Frontend] • Learn about frontend architecture	Đoàn Đặng Phương Nam	х
	[Database] • Learn how to deploy the database to use	Trần Anh Minh	х
Design	 [UI Design] Continue to design remaining pages Create links among pages following Use-cases Specification 	Bùi Nguyễn Lan Vy Khưu Thành Thiện	UI Prototype

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	 [Database Design] Database Analysis + Business Analysis Draw ERD Draw Relational Model 	Diệp Gia Huy Khưu Thành Thiện	ERD + Database Schema
Implementation and Testing	 [Frontend] Create all pages as listed in [UI Design] of Sprint 1 on team's web app (just create the UI for each page following team's UI Prototype) 	Diệp Gia Huy Trần Anh Minh Đoàn Đặng Phương Nam	Code in Github
	[PA2 - Revised project plan]Update group's project plan based on TA's feedbacks	Đoàn Đặng Phương Nam	Revised Project Plan
	 [PA2 - Detailed vision document] Detail product functional and non-functional requirements Detail alternatives and competitors, user environments 	Trần Anh Minh	Revised Vision Document
	PA2 - Use-case model Model use-cases of the system in forms of use-case diagrams (one or several diagrams) Output	Trần Anh Minh	Use-case diagrams
Report	 [PA2 - Use-case specification] Put an image of the use-case diagram modeling all use-cases List all use-cases and state a brief description for each of them Analyzing the basic flow and alternative flows of each use-case Analyzing pre-conditions and post-conditions of each use-case 	Đoàn Đặng Phương Nam	Use-case specification
Report	 [PA2 - PA3 - Planning Report] Review and select user stories or a part of use-case Identify and prioritize tasks Assign tasks to team members 	Đoàn Đặng Phương Nam	Planning Meeting Report
	 [PA2 - PA3 - Weekly Report] Work done in the last week Issues or obstacles of each member Goals in the next week 	Bùi Nguyễn Lan Vy	Weekly Meeting Report
	 [PA2 - PA3 - Review Report] Evaluate the completion status of each task in the sprint Identify the problems of each task and their reasons Discuss solution for each problem and lessons for team 	Đoàn Đặng Phương Nam	Review Meeting Report

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 [PA3 - Revised Use-case specification] Revise and detail the use-case model and specifications according to the feedback from TA's 	Đoàn Đặng Phương Nam	Revised Use-case specification
 [PA3 - Define SAD] Provide an introduction of the purpose, scope and the overview of the Software Architecture Document (SAD). Define architectural goals and constraints Put the use-case model Describe components of the architecture and their relationships Include class diagrams for each component Explain key classes 	Diệp Gia Huy Khưu Thành Thiện	Software Architecture Document



Sprint 3 (21/11/2024 - 28/11/2024)

Tasks		Task Owner(s)	Output
Туре	Description	Task Owner(s)	Output
Implementation and Testing	 [Frontend] Continue to create the UI of remaining pages following the team's UI Prototype Create the links among all created pages 	Diệp Gia Huy Trần Anh Minh Đoàn Đặng Phương Nam	UI Prototype + Code in Github
Report	[PA4 - Revised SAD]	Diệp Gia Huy	Software

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 Update Sections 1-4 based on the feedback for PA3 Draw deployment diagram(s) using UML and describe briefly Provide structures for folders storing code and supporting files 	Khưu Thành Thiện	Architecture Document
 [PA4 - UI Prototype] Design all pages of group's product For each screen, describe its purpose, what it shows and how users can use it 	Bùi Nguyễn Lan Vy Khưu Thành Thiện	UI Prototype Report
 [PA4 - Planning Report] Review and select user stories or a part of use-case Identify and prioritize tasks Assign tasks to team members 	Đoàn Đặng Phương Nam	Planning Meeting Report
 [PA4 - Weekly Report] Work done in the last week Issues or obstacles of each member Goals in the next week 	Bùi Nguyễn Lan Vy	Weekly Meeting Report
 [PA4 - Review Report] Evaluate the completion status of each task in the sprint Identify the problems of each task and their reasons Discuss solution for each problem and lessons for team 	Đoàn Đặng Phương Nam	Review Meeting Report



• Construction: The construction phase involves implementing the software, aiming to reduce and eliminate risks. During this phase, all features and components are integrated into a unified application. Rigorous testing and process optimization are conducted to lower development costs and enhance efficiency. The primary focus of the construction phase is on software implementation and testing.

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Sprint 4 (28/11/2024 - 12/12/2024)

Tasks		Task Owner(s)	0
Туре	Description	Task Owner(s)	Output
Implementation and Testing	 [Frontend & Backend] Based on the frontend, backend architecture and the use-cases specification, implement use cases related to such pages: Guest Main page Sign in/Sign up Search Results Media player Billboards. List of songs in a playlist Song's information User profile (Viewer role) About us Terms of Usage Member (inherits from Guest) Personal Profile Update Profile Library Upload Report 	Diệp Gia Huy Trần Anh Minh Khưu Thành Thiện	Code in Github
	 [Database] Account CRUD Song CRUD Playlist CRUD Request (Upload, Report) CRUD 	Đoàn Đặng Phương Nam	Code in Github
Report	 [PA5 - Test plan and test cases] Provide an overview of the test plan document. List software items for testing List hardware requirements, software elements and support tools used in testing Responsibilities and roles of members Generate a test report listing all defects found 	Bùi Nguyễn Lan Vy Đoàn Đặng Phương Nam	Test case, Test plan, Test report
	[PA5 - Project Presentation]	All members	Slide

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Preparing slides (about 20-25 slides) for project presentation		
 [Planning Report] Review and select user stories or a part of use-case Identify and prioritize tasks Assign tasks to team members 	Đoàn Đặng Phương Nam	Planning Meeting Report
 [Weekly Report] Work done in the last week Issues or obstacles of each member Goals in the next week 	Bùi Nguyễn Lan Vy	Weekly Meeting Report
 [Review Report] Evaluate the completion status of each task in the sprint Identify the problems of each task and their reasons Discuss solution for each problem and lessons for team 	Đoàn Đặng Phương Nam	Review Meeting Report



Sprint 5 (12/12/2024 - 26/12/2024)

Tasks		Task Owner(s)	Output
Туре	Description	rask Owner(s)	Output
Implementation and Testing	 [Frontend & Backend] Continue to complete use cases of listed pages in Sprint 4 Based on the frontend, backend architecture and the use-cases specification, continue to implement use cases related to remaining pages, including: Admin (inherits from Member) Upload and Report Approvement: where admins can validate the requests. Song Management: accessing the song database. 	Diệp Gia Huy Trần Anh Minh Khưu Thành Thiện	Code in Github

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	 Account Management: accessing the account database. Data Tracking: to view the website usage data. 		
Report	 [Planning Report] Review and select user stories or a part of use-case Identify and prioritize tasks Assign tasks to team members 	Đoàn Đặng Phương Nam	Planning Meeting Report
	 [Weekly Report] Work done in the last week Issues or obstacles of each member Goals in the next week 	Bùi Nguyễn Lan Vy	Weekly Meeting Report
	 [Review Report] Evaluate the completion status of each task in the sprint Identify the problems of each task and their reasons Discuss solution for each problem and lessons for team 	Đoàn Đặng Phương Nam	Review Meeting Report



However, we estimate that our plan will have 3 release versions (after reviewed and revised after some milestones):

- Alpha version: our team will list all general tasks for this project, and our plan will adjust slowly.
- **Belta version**: this is the detailed project plan with all the detailed tasks for each team member.
- Final version: this is the final version after correcting all errors.

About this project version, our team will release 2 versions:

- **Demo version**: All the main features of the web application. This version will be released at the end of sprint 04.
- **Final version**: Feature-complete version for some external user testing. We will run a demo so that all users can use it, and from there we can analyze the market and update errors. This version will be released at the end of sprint 05.

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4.3 Project Monitoring and Control

4.3.1 Reporting

To ensure effective project status reporting, a blend of structured and informal approaches can keep all team members informed and aligned on progress. Three common approaches are weekly meetings, weekly status reports, and informal chats, each with its own unique advantages and use cases.

- Weekly Meeting: A weekly meeting provides a dedicated time for the project team to come together
 and discuss ongoing progress, review milestones, and address any blockers. This interactive format
 allows team members to raise concerns and provides an opportunity for collaborative problem-solving.
 Weekly meetings are also useful for recalibrating goals based on the week's achievements and shifting
 priorities, ensuring everyone is on the same page.
- Weekly Status Report: A weekly status report is a written summary of project updates that can be shared with team members and stakeholders alike. This report typically includes key achievements, pending tasks, upcoming deadlines, and any risks that need to be monitored. By providing a record of progress, the weekly status report ensures that all team members have a reference point, which is especially useful for stakeholders who cannot attend meetings but still need to stay informed.
- Informal Chats: Informal chats provide a flexible and quick way for team members to exchange
 updates, ask questions, and clarify minor issues as they arise. These interactions help maintain
 momentum between more formal reporting structures and foster a collaborative environment. Informal
 chats are particularly helpful in fast-paced projects, where immediate answers and feedback can prevent
 small issues from escalating into larger obstacles.

4.3.2 Risk Management

ID	Description	Probability	Loss	Impact	RE	Priority	Mitigation Strategy
1	Copyright infringement	60%	200	Legal issues and fines, damaging reputation, and possibly losing access to content.	120	High •	Adding term & /policies
2	Data leak	30%	200	Exposed user data, resulting in loss of trust & potential fines.	60	High •	Encrypt user data
3	Security attacks.	30%	200	Disrupts app access and compromises	60	High •	Enhanced security

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				data.			
4	Inconsistent listening experience	70%	70	Buffering or audio issues lead to user frustration.	50	High •	Download song before listening
5	Inferior database design	40%	130	Slows down the app and increases maintenance issues.	50	High •	Thorough database design
6	Accessing Overhead	80%	50	Slow data retrieval leading to delayed song loading.	40	Moderate •	Queueing accesses
7	Bugs & glitches	30%	130	Interrupted user experience	40	Moderate •	Solve by releasing patch
8	Insufficient server processing power	60%	50	Downtime or slow performance during high traffic.	30	Moderate *	Upgrading on-premise facilities or considering cloud solutions (AWS, Microsoft Azure, Google Cloud, etc.)
9	Duplicated data	20%	100	Inconsistencies and inefficiencies, confusing users and wasting storage.	20	Low	Remove duplicates

4.3.3 Configuration Management

For this project, our team uses tools as follows:

• **Github**: After being structured following TA's requirements, our project repository will be a storage of our implementation and testing, besides required documents throughout the project (most of them will be **PDF files**)

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- Google Drive: The aim of storing in Google Drive is similar to Github, but to ensure the collaboration among team members, we will use Google Drive to store Google Docs or Google Spreadsheets which are typically types of shared documents.
- **Jira**: **Jira** is a reasonable option for us to manage each sprint in this project. With a combination of components such as **Board**, **List**, **Backlog**,..., this tool will be essential to help us to track the project progress.