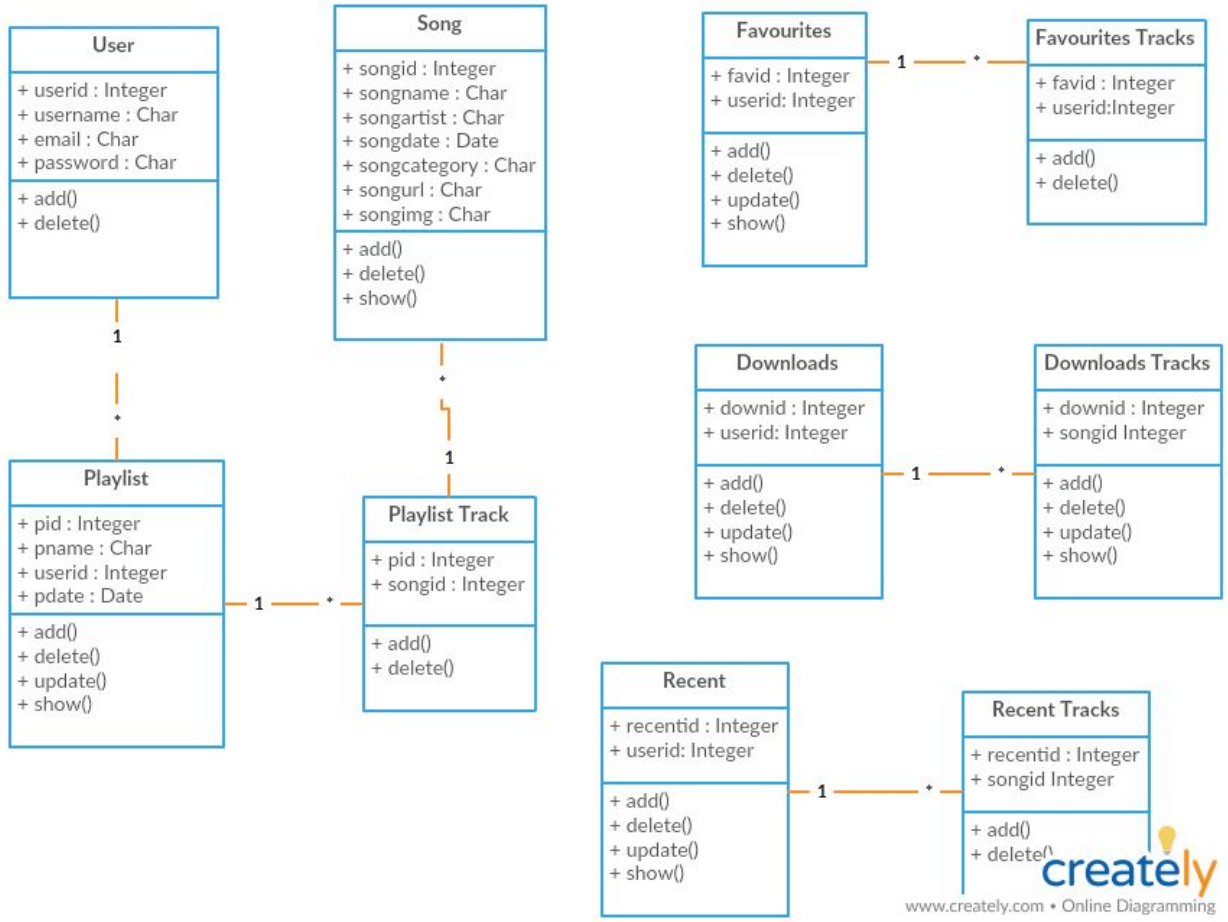
NORTHERN ARIZONA UNIVERSITY
College of Engineering, Forestry & Natural Sciences

SCHOOL OF INFORMATICS, COMPUTING, AND CYBER SYSTEMS
CS 386 – Software Engineering
Prof. Marco Gerosa
Team Project – D.3 Analysis

1. Our application will help users listen to music without having to discover music. It will lets users broaden their horizon with good music, without having to search through random phishing websites. The problem of not having a music player that satisfies all the needs of the modern user affects populations of various taste and age; the impact of which is not having a reliable music streamer and a place to listen to the music of their choice. Users will have the chance to broaden their horizon with good music without having to search through random phishing websites. For music lovers of all age who are struggling to find a centralized place to put all their music, *Mood* music streaming app that allows the users to play music based on their current mood, ability to create and modify easily and have an easy way to download their songs unlike Spotify or Pandora our product will not rely on premium plans to let the user create playlists or listen to music without having to be interrupted.

To access our **music streaming application**, the user opens the application through his or hers phone, using their fingertips or enters a web address into the browser (*input*). The computer or phone will then use that information to find the correct application and and the content of the desired site is displayed on the screen. The user will then be able to put **certain moods,** like *relaxation, rap and chill, turn up, headbanging, and indie kid, low key hip hop and* a **Random Mood** to output the correlating playlist. If you enjoy a particular song or artist you may click a button to look up more **artist information** similar to their *tour dates, albums, and bio.* You may also have a choice or adding the song to your **playlist.** Our applications will also have our favorite **Top 25 playlist**, chosen from our developers weekly.

2.



3. Austin C, Karsten, and Michael: Collaborated to write the first question
Turan and Austin T: Collaborated on the UML diagram