



SoundPalette

Final Presentation



Team Introduction

Parth Chauhan

Product Owner Software Testing Prab Khokhar

UI/UX Designer

James Windjack

Assistant Lead Developer Full Stack Developer

Victoria Danh

Scrum Master Front-End Developer Kaija Sproxton

Documentation Specialist UI/UX Designer

William White

Lead Developer Full Stack Developer

Agenda

Introduction

What is SoundPalette?

Software Engineering Process

Sprint Timeline

Roles and Responsibilities

Setbacks

Architecture Design

UI/UX Design

Software Testing

SoundPalette Demonstration



What is SoundPalette?

- Social media Android app for artists
 - + Musicians, vocalists, visual artists, poets, etc.
- Designed to help artists collaborate, grow a following, and monetize their work in a dedicated space
- Addresses the lack of a platform specifically for artists
 - → Artists currently compete with influencers on platforms like Instagram, TikTok, and YouTube
 - → Allows artists to focus all social media interactions in one place Provides a space for users to discover new artists and find inspiration
- Offers a centralized platform for both artists and fans, separating artistic content from non-artistic content



Sprint Timeline

Sprint 1

Complete foundational plans and set up team to begin individual responsibilities

Sprint 3

Begin implementing social interaction features such as likes, comments, following etc.

Sprint 5

Split team into smaller groups to work on Direct Messaging, Monetization and Events features.

Sprint 7

Complete any remaining components. Conduct beta testing by inviting friends and family to test app

Sprint 2

Complete profile creation, login page, and ability to post. Start Homepage and Discovery Page

Sprint 4

Complete all features that are intertwined. This is a buffer Sprint for 2 and 3 in case of any delayed tasks.

Sprint 6

Buffer Sprint to accommodate any delays. Test how new features interact with existing app.



Original Responsibilities

Parth Chauhan

Login Search Page Tags Direct Messaging

Victoria Danh

Profile Page
Followers/Following
Blocks
Saved
Monetization

Prab Khokhar

Homepage Likes Analytics Events**

Kaija Sproxton

Discovery Page Comments Monetization Analytics

James Windjack

Posting
Search Page
Tags
Direct Messaging
Notifications

William White

Back-end
API server calls
Notification
Algorithm
Events**

Roadblocks/Set-Backs

- Around Sprints 3 and 4, our team faced setbacks due to external factors. Although we had built a buffer into our Sprint Timeline, we still struggled to meet all our objectives.
 - Reassigned responsibilities to better accommodate the limited availability of some team members
- Given the time constraints, we made the decision to remove the Events and Monetization features from our scope.
 - → We determined that the Events feature did not offer sufficient value to justify the development effort within the remaining timeframe.
 - → In addition, a review of licensing limitations revealed that the Monetization feature is not currently feasible.



Sprint Timeline

Sprint 1

Complete foundational plans and set up team to begin individual responsibilities

Sprint 3

Begin implementing social interaction features such as likes, comments, following etc.

Sprint 5

Split team into smaller groups to work on Direct Messaging, Monetization and Events features.

Sprint 7

Complete any remaining components. Conduct beta testing by inviting friends and family to test app

Sprint 2

Complete profile creation, login page, and ability to post. Start Homepage and Discovery Page

Sprint 4

Complete all features that are intertwined. This is a buffer Sprint for 2 and 3 in case of any delayed tasks.

Sprint 6

Buffer Sprint to accommodate any delays. Test how new features interact with existing app.



Revised Sprint Timeline

Sprint 1

Complete foundational plans and set up team to begin individual responsibilities

Sprint 3

Continue with Back-End expansion for Users and Post, begin software testing and improve UI

Sprint 5

Begin implementing Direct Messaging feature and complete 90% of all social interaction features.

Sprint 7

Complete any remaining components. Conduct beta Refactor code, address bugs, and fine-tune.

Sprint 2

Complete profile creation, login page, and ability to post. Start Homepage and Discovery Page

Sprint 4

Complete all features that are intertwined. This is a buffer Sprint for 2 and 3 in case of any delayed tasks.

Sprint 6

Buffer Sprint to accommodate any delays. Test how new features interact with existing app.



Original Responsibilities

Parth Chauhan

Login Search Page Tags Direct Messaging

Victoria Danh

Profile Page
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Saved
Monetization

Prab Khokhar

Homepage Likes Analytics Events**

Kaija Sproxton

Discovery Page Comments Monetization Analytics

James Windjack

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Updated Responsibilities

Parth Chauhan

Software Testing:
Test Case Design
Regression Testing
Bug Tracking
Beta Testing
Performance Checks

Victoria Danh

Front-End:
Profile Page
Images & Audio Posts
Interactions
Comments
Direct Messaging
Search
Notifications

Prab Khokhar

UI/UX Design:
Splash Screen
Accessibility Focus
Visual Design
Color & Typography
Brand Consistency

Kaija Sproxton

UI/UX Design:
Accessibility
Accommodation
Visual Design
Color & Typography
Brand Consistency

Project-Related:
Documentation

James Windjack

Front & Back-End:
S3 Connections
Registration & Login
Profile Pictures
User and Post Tags
Text Posts
Navigation
Debugging

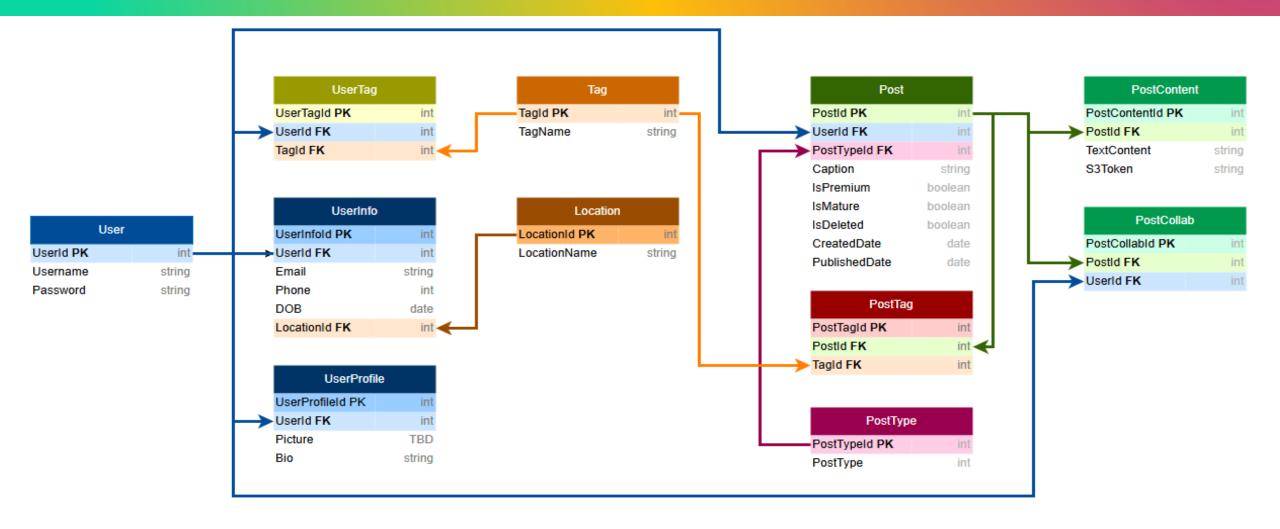
William White

Back-End:
Users
Interactions
Messages
Algorithms
Search
All Posts
Users and Post Tags
Notifications

Architecture Design



Database Mock Up Design

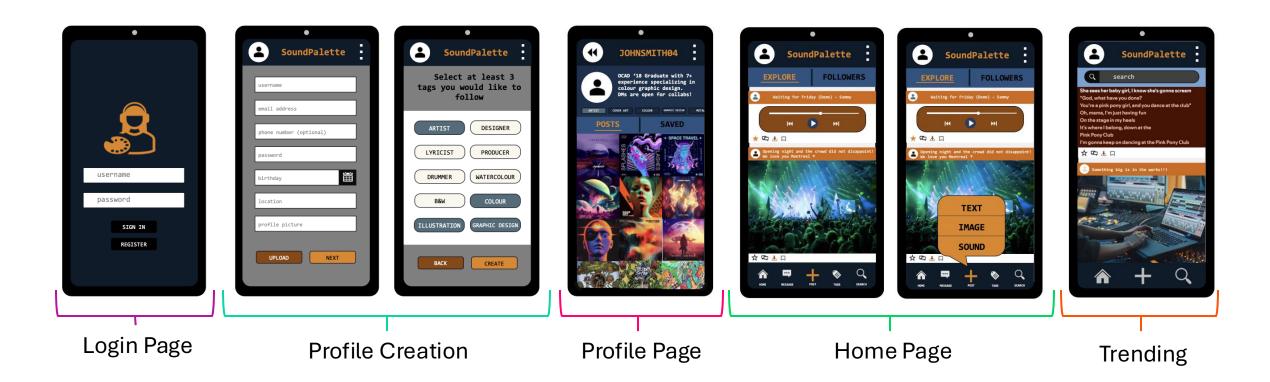




UI/UX Design



UI/UX Mock Up Design



Software Testing



Software Testing Process

- The original plan was to conduct both unit and manual software testing at the end of each sprint or upon completion of new features.
- Due to scheduling conflicts, comprehensive software testing was postponed until Sprint 7.
- During development, James stepped in to help resolve bugs when Will or Victoria encountered issues that were time-consuming to fix (typically found through Manual testing)

SoundPalette Demonstration