

# SoundPalette Project Release Planning

Brock University

Course: COSC 4P02 - Software Engineering II

Professor: Naser Ezzati-Jivan

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## **Problem:**

Many artists and musicians face significant challenges when it comes to finding collaborators, gaining visibility, and building sustainable careers. Traditional social media platforms cater to a broad audience which makes it tough for artists to connect, share ideas, and collaborate. The lack of focused networking specifically for artists leaves many feeling disconnected from opportunities to grow their craft. Not only are these artists isolated but they also struggle to showcase their work in ways that attract meaningful engagement, whether it's sharing their process, building a fanbase, or monetizing their creations. These barriers are created by the fragmented nature of the current tools available that force artists to juggle multiple platforms to meet their needs.

For example, a lyricist might write very meaningful lyrics but struggle to find collaborators to turn them into a full song. They might need a singer, musicians to create the melodies, or a producer to shape the final sound, however, they can't find the right people to work with. This is because traditional social media often does not connect you with the right artists who match your style and instead relies on chance encounters which limits options.

## **Objective:**

The primary objective of SoundPalette is to create a social media android application platform specifically tailored to the art and music industries. SoundPalette will allow its users to connect, collaborate, and share their work, whether they are lyricists, guitarists, producers, sketch artists, painters, etc. The goal is to let users showcase their talents by allowing them to post audio snippets, or image files as works-in-progress or finalized pieces. They also have the ability to specify certain genres they work with to make collaborating easier.

In addition to this, SoundPalette will offer users the ability to create premium subscribers that will give their followers access to the users' exclusive content such as unreleased works, and live events allowing users to monetize their content and create a loyal fanbase.

The ultimate goal of SoundPalette is to create an interactive ecosystem where creativity thrives, there are no barriers to collaboration, and users can discover inspiration, partnerships, and opportunities to bring their artistic visions to life.

## **Importance:**

SoundPalette is an essential tool for the modern creative community that offers a unique platform that is dedicated towards helping artists and musicians connect, collaborate, and grow. Unlike generic social media platforms, SoundPalette prioritizes the needs of artists by providing them with the resources to showcase their work meaningfully and engage with other artists who share their passion. The platforms' ability to connect users based on their specific roles and

preferred genres ensures worthwhile collaborations that might otherwise be missed. SoundPalette also supports creators in monetizing their work through premium subscriptions and real-time events, which allows them to turn their passions into sustainable careers.

## Software Engineering Process:

For this project, our group has decided to go with the Agile-Scrum methodology in order to break down the development process into manageable sprints, allowing us to deliver the software in incremental steps. We will outline and assign user stories to each sprint as well as have regular meetings to monitor progress. At the end of each sprint, we will conduct a sprint retrospective meeting to evaluate our success and identify areas for improvement.

This approach will ensure flexibility and allow us to adapt to changes as they come up. The sprint cycles will also promote effective teamwork by enabling developers to work on different components concurrently which will minimize conflicts.

## Team Structure:

Team Member	Role
Parth Chauhan	Product Owner ( <b>Developer</b> )
Victoria Danh	Scrum Master ( <b>Front End Developer</b> )
Prab Khokhar	UX Designer ( <b>Front End Developer</b> )
Kaija Sproxton	Documentation Specialist ( <b>Front End Developer</b> )
William White	Development Lead ( <b>Full Stack Developer</b> )
James Windjack	Assistant Developer ( <b>Full Stack Developer</b> )

## GitHub Repositories:

The following GitHub repositories contain all pertaining code, assets and documents related to the project:

Documentation Repository: <https://github.com/vd19qe/SoundPalette>

API Server Repository: <https://github.com/WilliamSEWhite/SoundPaletteApiServer>

UI Repository: <https://github.com/WilliamSEWhite/SoundPaletteUI>

## Timeline:

The following is our tentative task schedule:

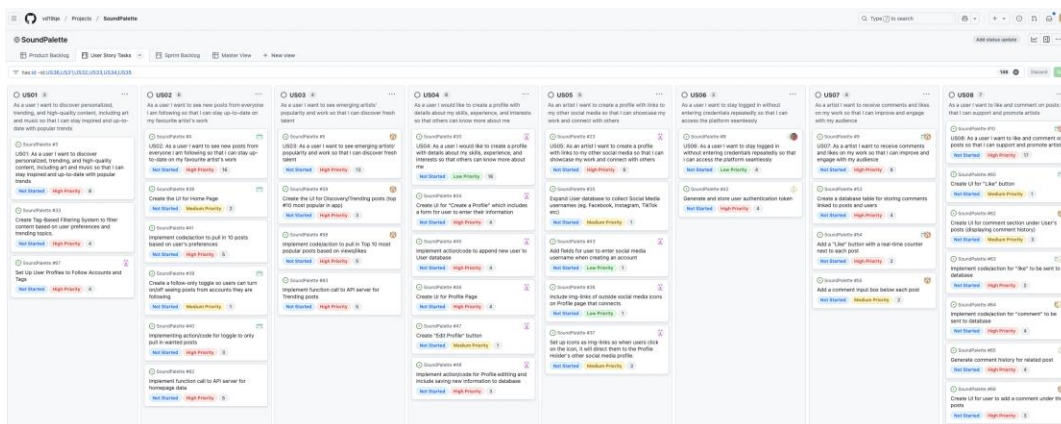
Dates	Task
Jan 6 <sup>th</sup> – Jan 12 <sup>th</sup>	<input type="checkbox"/> <del>Create Group</del>
	<input type="checkbox"/> <del>Create Project Proposal – Due Jan 12<sup>th</sup></del>
Jan 13 <sup>th</sup> – Jan 19 <sup>th</sup>	<input type="checkbox"/> <del>Create User Stories</del>
	<input type="checkbox"/> <del>Create Product Backlog</del>
	<input type="checkbox"/> <del>Create Sprint Backlog</del>
	<input type="checkbox"/> <del>Create Release Planning Doc – Due Jan 19<sup>th</sup></del>
Jan 20 <sup>th</sup> – Jan 25 <sup>th</sup>	<input type="checkbox"/> Sprint 1
Jan 26 <sup>th</sup> – Feb 8 <sup>th</sup>	<input type="checkbox"/> Sprint 2
	<input type="checkbox"/> Sprint 2 Retrospective Meeting
Feb 9 <sup>th</sup> – Feb 23 <sup>rd</sup>	<input type="checkbox"/> Sprint 3
	<input type="checkbox"/> Sprint 3 Retrospective Meeting
	<input type="checkbox"/> Create Progress Report 1 – Due Feb 23 <sup>rd</sup>
Feb 24 <sup>th</sup> – March 8 <sup>th</sup>	<input type="checkbox"/> Sprint 4
	<input type="checkbox"/> Sprint 4 Retrospective Meeting
March 9 <sup>th</sup> – March 22 <sup>nd</sup>	<input type="checkbox"/> Sprint 5
	<input type="checkbox"/> Sprint 5 Retrospective Meeting
	<input type="checkbox"/> Create Progress Report 2 – Due March 22 <sup>nd</sup>
March 23 <sup>rd</sup> – April 5 <sup>th</sup>	<input type="checkbox"/> Sprint 6
	<input type="checkbox"/> Sprint 6 Retrospective Meeting
April 6 <sup>th</sup> – April 11 <sup>th</sup>	<input type="checkbox"/> Sprint 7
	<input type="checkbox"/> Sprint 7 Retrospective Meeting
April 12 <sup>th</sup> – April 25 <sup>th</sup>	<input type="checkbox"/> Sprint 8
	<input type="checkbox"/> Final Presentation
	<input type="checkbox"/> Submit Final Report

*\*Note – Our Detailed Sprint Schedule and Backlogs can be found under the Project's tab of our Documentation GitHub Repository.*

## User Story, Product and Sprint Backlogs:

The following are Screenshots of our User Stories, Product Backlog, and Sprint Backlog that can be found in GitHub Projects under our Documentation Repository. The direct Link will be Under each Screenshot.

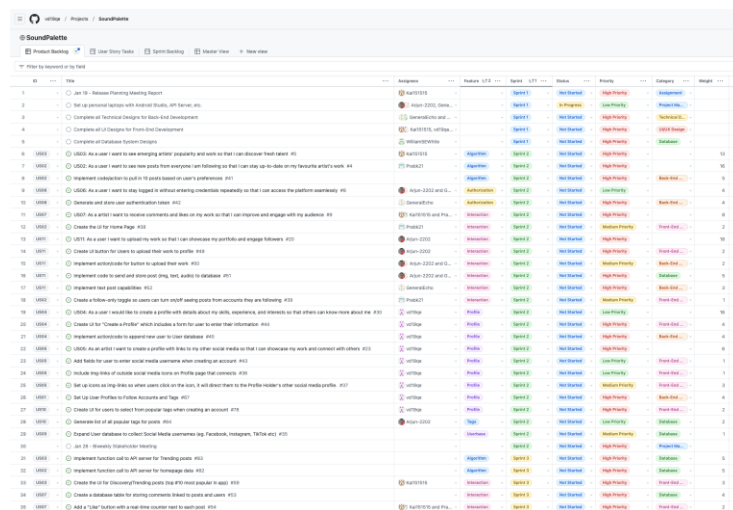
### User Story Tasks:



Link: <https://github.com/users/vd19qe/projects/5/views/5>

There are 30 User Stories that we have created. Under each User Story are Tasks that are required to complete that User Story. Each Task has a Priority (Low, Medium, High), a Weight which indicates how much work that Task might take, and an assigned team member in charge of that Task.

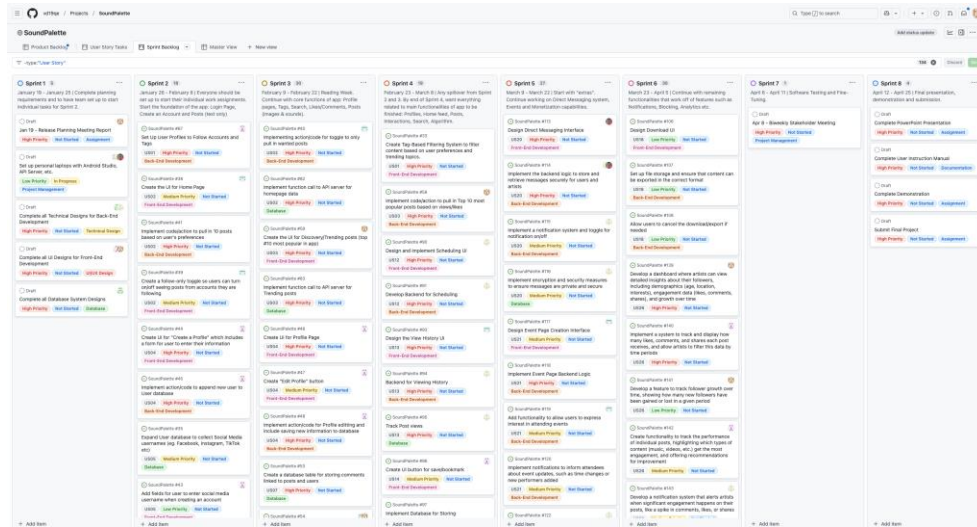
### Product Backlog:



Link: <https://github.com/users/vd19qe/projects/5/views/1?filterQuery=>

Our Product Backlog contains 163 items, these items are in the form of User Stories, Tasks, or important deadlines/meetings. Each item has an assigned team member, the app feature and sprint it belongs to as well as a status, priority, category, and weight that it consists of.

## Sprint Backlog:



Link: <https://github.com/users/vd19qe/projects/5/views/9>

Our Sprint Backlog details the total requirements of all of our 8 Sprints. Each Sprint consists of the User Stories, Tasks and important deadlines/meetings belonging to that Sprint. We have also included a quick description of what the main goals of that sprint are as well as the timeline it falls under.

## Team Meetings:

Date/Time	Place	Purpose
Tuesday, Jan 7 <sup>th</sup> 11:30am – 12:15pm	Market Hall	<input type="checkbox"/> Introduction <input type="checkbox"/> Role Assignments <input type="checkbox"/> Determine Meeting Schedule <input type="checkbox"/> Platform Discussion <input type="checkbox"/> Project Discussion
Friday, Jan 10 <sup>th</sup> 4:00pm – 6:00pm	Library Rm-503B	<input type="checkbox"/> Finish Project Discussion <input type="checkbox"/> Discuss Project Objective <input type="checkbox"/> Discuss Project Purpose <input type="checkbox"/> Discuss Project Scope <input type="checkbox"/> Create Rough Draft for Proposal
Monday, Jan 13 <sup>th</sup> 4:00pm – 6:00pm	Library Rm-246	<input type="checkbox"/> Review User Stories <input type="checkbox"/> Assign Story Points <input type="checkbox"/> Generate Priority for Tasks for User Stories

Wednesday, Jan 15 <sup>th</sup> 4:00pm-6:00pm	Library Rm-503B	<input type="checkbox"/> <del>Create Product Backlog</del>
		<input type="checkbox"/> <del>Assign User Stories to Product Backlog</del>
		<input type="checkbox"/> <del>Create Sprint Backlog</del>
		<input type="checkbox"/> <del>Discuss Basic Interface</del>
		<input type="checkbox"/> <del>Discuss Software to Use</del>
Thursday, Jan 16 <sup>th</sup> 4:00pm – 6:00pm	Teams	<input type="checkbox"/> <del>Present SoundPalette to Investor (TA)</del>
		<input type="checkbox"/> <del>Finish Sprint Backlog</del>
		<input type="checkbox"/> <del>Discuss Software to Use</del>
Monday, Jan 20 <sup>th</sup> 4:00-6:00pm	Library Rm-238	<input type="checkbox"/> Finish Discussion on Software to Use
		<input type="checkbox"/> Assign Team Members to Tasks
		<input type="checkbox"/> Discuss Logo and Style of App

*\*Note – Our tentative meeting schedule is at least once every week on Monday/Wednesday*

## Team Member Contribution:

Our team has been effectively collaborating and working together well throughout the software development process so far. Every one of the SoundPalette team members was available and participated in all the meetings up to date by providing their own insight and new ideas. An example of this is how each team member was tasked with creating 12 user stories for an upcoming meeting. We accomplished this and were able to finish our user stories list and priorities that meeting due to our team effort.

*Parth Chauhan, Kaija Sproxton, and Victoria Danh* have been working together to create the GitHub Project, Planning Meetings, and Creating the Reports.

*Prab Khokhar* has been working on developing a UI Design.

*William White* has been working on setting up our back end for the database as well as handling all the connections.

*James Windjack* has been working on looking into a cross-platform solution for Mac users to be able to connect to the server as our previous option Visual Studio has been discontinued.