**Project Plan**

***WAVINGSOUNDS***

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# Project assignment

## Context

WaveSounds is reaching to achieve the experience of a live DJ set without to worry for the next song. The app should provide all the common functionalities for a music streaming platform plus a radio feature. This project is targeting even the DJs who don’t have the opportunity to become popular.

## Goal of the project

The goal of this project is to create a music streaming application for people who want to have a close feeling of listening to a DJ. The app should be able to display music sorted on artists, albums, favorite genres. You can create and design your own playlists and to follow your favorite artists and stay in thouch with their newest releases. The application will provide security features as well, with 2 types of accounts, user and artist. There will also be a radio feature with different categories of music. This project is meant to give an oportunity for small and medium DJs to show their content.

## Strategy

This project will approach an agile strategy, because it will help being in touch with the client (teacher). Having constant meetings with him we can stay on track and not delivering an unwanted feature. Splitting work in sprints and iterations will make the implementation easier as well.

## Research questions

## End products

1. Music Platform

# Activities and time plan

## Phases of the project

The first phase will be filled with Documentation, building a more detailed plan for the next period of implementation: Project plan, a well defined backlog, developing a strategy, and setting up the enviorement.

After the first phase we will continue with designing the application. A first draft of the design document will be made followed by updates until a final look of the app. In the same time te implementation will begin setting up the basic functionalities.

In the next phase, work will concentate on the app’s front end and if the time will allow us we’ll try implementing the extra features.

## Time plan and milestones

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| --- | --- | --- | --- |
| **Phasing** | **Effort** | **Start date** | **Finish date** |
| Sprint 1 | Project  planning,  Restful API, CI/CD environment | 31/8/2020 | 18/9/2020 |
| Sprint 2 | Design document v.1,  1st prototype iteration | 18/9/2020 | 9/10/2020 |
| Sprint 3 | Design document v.2,  2nd prototype iteration | 9/10/2020 | 6/11/2020 |
| Sprint 4 | Design document v.2,  1st release version,  Backlogs | 6/11/2020 | 27/11/2020 |
| Sprint 5 | Final design document,  2nd release version,  Backlogs | 27/11/2020 | 16/12/2020 |

# Testing strategy and configuration management

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## Testing strategy

During this project, integration testing will be the base, because sprints are 3 weeks each, out of the 3 weeks, the first 2 weeks will be for implementation and the 3rd week left for testing the implemented parts. During the implementation period, some unit testing will happen to be sure that the big goal of the sprint will be ready to be tested in the testing week. After Sprint 5 the remaining time will be used for system testing*.*