**CS 3354 Final Project Proposal**

**Title**

**Nibiru:** Musician’s equipment community and exchange application

**Group Members**

Justin Holloway

Jin Chen

Duy Truong

Kristofer Sanchez

Paul Thang

Hongyun Du

Tze Yang Chen

**Purpose**

This project will serve the purpose of designing a PC application intended for musicians looking to share and exchange equipment with users of similar genres, specs, experience, etc. The main feature of the software will be the ability to create a profile containing information about current equipment within a user’s setup. With this data, other user’s will be able to view this profile and view the instruments and other components that may be of interest to them. Additionally, the profile owner may post demos of their work using the specified equipment they have listed. From there, they can make the viewing users an offer on the equipment if they are interested in purchasing it. If no sale is offered, then this stage can be replaced by showing purchase options for the equipment at local retailers instead. Another component of the application will be the ability for businesses to post shows that they will be hosting. Local users will be able to see this posting and offer to perform in that event. An equipment rental feature will also be included for both business accounts and users.

**Description**

Our motivation is to change the relationship between the current instrument and people. The central theme of most social software on the market today is the interaction between people. We hope that there is a product that can use personal items to do the theme, thus driving The communication between those interested in this product. It is suitable for People with specific needs, or a group with a particular hobby for an item. For example, musicians have a hobby for musical instruments. Where to get more intuitive and professional information is a crucial point. Traditional musical instrument sales are a purely commercial transaction between the buyer and the seller. The goal of this software is to change this structure, joining the interaction between the buyer and the seller. This application will let the transaction itself become an interaction with the music and discuss the topic of the instrument itself.

Every day, hundreds of music albums are released globally, people are going to buy those albums and enjoy the music. We will add a feature to make a connection between the music and the instruments the musician made. The software will allow professional-level buyers to have a more informative sharing and shopping experience. For example, a musician participated in the production of a specific song. The musician then posted the instrument and connected it to the music, those who have heard the music and were impressed by the sound of the device/instrument are more likely to be a potential purchaser. This kind of shopping information will have a more accurate match value than the traditional text description. The software allows sellers to sell their instruments while also allowing people to pay attention to the music. For buyers, buying a guitar with a music album that impresses their sound is also a new experience.

**Tasks (Each member assigned at least 3 different tasks)**

1. Function Management
   1. Tze-Yang Chen
   2. Hongyun Du
2. Organization and workflow
   1. Justin Holloway
3. Proof reading
   1. Justin Holloway
4. UI / UX
   1. Tze-Yang Chen
   2. Jin Chen
5. Professor / TA communication
   1. Kristofer Sanchez
   2. Paul Thang
6. (Optional) implementation
   1. All members
7. Presentation construction
   1. All Members
8. Profits and cost
   1. Justin Holloway
   2. Jin Chen
   3. Duy Truong
   4. Paul Thang
9. User communication
   1. Hongyun Du
10. Logistics
    1. Justin Holloway
    2. Jin Chen
11. Functional / non-functional requirements
    1. Kristofer Sanchez
    2. Hongyun Du
12. Technical details
    1. Duy Truong
13. File management (providing demo video files, demo mp3 files, etc. and backup files in cloud driver)
    1. Tze-Yang Chen
    2. Jin Chen
    3. Paul Thang