

Music Portal

CASE STUDY:

TASK:

One American company needs to develop a web portal which can work as a fusion of various artist/musician.

- A user can subscribe in the website through signup process with google validated address, signup confirmation mail is sent to user.
- User can upload their demo/mix/soundtrack/events on website, other user can rate/comments on uploaded music either audio or video which is running on flash player through out the website.
- User can be searched by giving their band name/genre and their public profile page can be seen.
- User can also be searched through google map, when user browse on city on google map, all subscribed user can be seen on map and guest user can access their information.
- User can also be searched through their event through calendar which is placed on website to show the event filled by user.
- User can sent/receive/block emails of other users.
- Many users can upload their jam and share/mix online and can listen composed music.

CHALLENGES:

1. Website is designed for thousands of musician/music venues spread globally. The functionality/layout/communication had to be matched as per global standard.
2. There are many websites who are providing such kind of functionality; we had to design a functionality which can put this website on the top among them.
3. There are many component had to be generated like
 - Calendar control, an database interactive calendar to display the various Musicians/music venue events entered by users.
 - Flash player to run the music online to be supported on every browsers.
 - Ninjam, a C++ application for users to compose music on internet, compatibility
 - File splitter, to split the music files for 10 seconds to run the sound on mouse over on every music uploaded by musicians.
 - Google map API, to view the musician/Music Venue information on map.

PROCESS:

Task was defined in these segment i.e. Analysis, Planning, Component Design, Database Design, UI design, coding, testing, user acceptance test. Project was executed according to plan.

METHODOLOGY

The Development and delivery process was done in three phases:

Phase I: Component functionality acceptance by user.
Phase II: Database & UI Layout acceptance by user.
Phase III: User acceptance test after complete delivered application.

TIME-TAKEN AND RESOURCE USED

6 months in real time
2.5 man years

RESULT

Project completed to the complete satisfaction of the customer on the day planned and running live since Jan 2007.
