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|  ECSE 321 – Introduction to Software Engineering – Group 1  |
| Prototype Rationale Document |
|  Mission 2: Prototype submission |

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# 1. Prototype Rationale

After meeting with the client, a prototype was developed so that it could be shown to the client in order to start gathering feedback. Due to the nature of prototyping, only a sub set of functionalities were implemented.

## Purpose

The prototype developed serves two major purposes. First, it gives the designers a better idea of the work load that will be required to complete the design, as well as a skeletal code framework on which to build from. It enables the designers to get better understanding of the code structure that will be required for the whole project, as well as a template for sub systems interfaces.

The second purpose of the prototype is to have something tangible to show the client. This will help the client get a better feel of the designer’s understandings of his needs. The client will be in a better position to provide early feedback and design change requests.

The prototype can also help build client’s trust in the designer and faith that the project is on schedule and within projected budget.

## Features

 One of the first features that had to be implemented in the prototype was the regular player functions. Since it is at the base of the player, it was necessary to add it to the prototype, because a music player that does not play music is just not a music player. By having the ability to play/stop songs, we will be able to implement and test all subsequent features.

[…]

 The feature of sharing the playlists over a network are is not of critical importance with regards to other functionalities. This feature was therefore left off for future developments. Once the playlist feature is fully implemented, it should be pretty straight forward to have it span over a network.

# 2. Client survey

1. You had mentioned that you wanted the player to be able to read “the most popular kind” of audio files. Our player has the capability to read (FILL ME!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!) files. Are there any more you would like to add.
2. With regards to the layout of the buttons menus, would you like to see some buttons moved?
3. What kind of color skins would you like to the player to have?
4. We have implemented a play, stop, pause, seek back and forward features to the player. Are there other audio controls you would like to see added?