

*The
Cylinder Project
Proposal*



Version 1.4

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1: Client



- Mike Wisland, Associate Professor of Digital Media at Utah Valley University.
- He is a collector of all things “melodic,” especially antique cylinder recordings...
- Over time he has figured out how to get the recordings of a cylinder into a digital format so that it can be enjoyed by anyone and everyone. Now he wants to share this valuable collection Online.



...Mike-Wisland...

2: Statement of need

There is a wealth of audio recorded on the cylinder format. However, there is little or no way to experience this wealth of history, unless you spend thousands of dollars on old cylinders and hand crank players. There is a need for music aficionados and academic researchers to be able to access and enjoy this type of audio.



3: Client Goals

The goal of the Cylinder Project is to record and bring cylinder recordings to a website so this piece of history can be preserved and easily enjoyed by anyone who has a phone or computer. We also want people to know the story of this project and how it came to be.

4: Proposed Solution

The proposed solution is to create a site where ideally all available cylinder recordings are accessible to the public for enjoyment on any connected device.



5: Deliverables

- Proposal
- Design Document
- Final Website 5 + pages
- 75 + Recorded cylinders
- Analytics and SEO
- Project Documentations
- Results of User Testing

6: Success Metrics

- Increase web traffic
- Increase Awareness of UVU and Audio Program
- Achieve High rankings in search engines

7: Audience & Stakeholders

7.1: Audience

1. **Cylinder fans** - Who want to search and be able to listen to Cylinder music at any time any where. Also to have the ability to share information about discoveries and ways to collect and restore cylinders.
2. **Historians** - Who may want to research and share news, information and updates about this era of music and find out more about the use of the technology to capture it.
3. **Music enthusiasts** - Who want to listen to music from this era or use it to explore and create new genres of music.

7.2: Stakeholders

1. UVU DGM Department/Audio Program
2. UVU



8.0: Requirements

8.2 Functional requirements

8.1 Content Requirements

Archive Data

Audio

- Original Wave (Master)
- Remastered Wave
- MP3 (for fast streaming)

Video

- Documentation of the project

Photos

- Documentation photos
- Cylinder photos
- Photos of Client
- Photos of Team

Website Content

1. Homepage (cylinder of the day)
2. Cylinder Gallery/ Search page
3. Bio (about Cylinders)
4. About (About the project and the team)
5. Media upload/ Detailed search
6. Contact
7. Donate

Scenarios are examples on how the website might be used and the different possible planned situations that we envision might happen.

Function

Scenario

Stream Audio & and browse selection	Student and Audio enthusiasts who want access to cylinder music and recordings.
Download files	Someone who wants to download to his or her collection
Contact and learn more about UVU and the audio program	Someone who likes the site and wants to be a student at UVU and do something similar by being a part of similar projects.
Search/Browse Cylinders	For someone who wants to find a specific track or a list of tracks withing a specific search criteria using meta data.
Upload new files for future cu-raters	More cylinders have been recorded and need to be added to the site later down the road.

8.3 Product Qualities

This describes the experience we envision and the attributes that the product might have and or convey.

- A light colored Color Scheme so that the pictures of Cylinders pop (whites and grays, with blues and greens)
- Use smart and responsive design so that the site can be enjoyed on any platform comfortably
- Works well on a myriad of different devices and browsers to create the widest positive usability experience we can.

Internet Browsers

- Firefox
- Google Chrome
- Internet Explorer
- Safari
- Opera

Usability

Efficiency: Website must be easy to use to quickly locate desired information or assets.	Given representative tests, new users will be able to navigate the website and find the information or data they need in 20 seconds or less.
Satisfaction: Website will be perceived as engaging, informative, professional and fun.	After using the website, users will rate their experience with an average rating of four or greater on a five-point scale where five is the most positive rating.

8.4 Constraints

- Meet all the deadlines for the documentation and product reviews and hit all the sign offs by the Project Manager
- Finish all assets, coding , integration, and testing of the website by the end of March 2017.
- Get enough recordings to put in the website to justify the building of the site and its systems.
- Ensure that the website functions as planned and is responsive so that it works on all realistic platforms and browsers.

Utility Measures

9.0: Development Process

9.1 Phases

Project Initiation	Pre-Production	Production	Post
<p>Web Team</p> <ul style="list-style-type: none"> • Meet with Client • Submit Proposal • Audience research • Apply for Grant • Meet with Audio team <p>Audio Team</p> <ul style="list-style-type: none"> • Research time frame for recording time per cylinder <p>Client</p> <ul style="list-style-type: none"> • Have a kick off meeting at Wiz's house • Sign-off and review proposal 	<p>Web Team</p> <ul style="list-style-type: none"> • Designs for and mock ups for website • Wire frames, flowcharts and prototypes • Pre final usability tests • Determine how many cylinders we can record in clients collection • Start Design Document <p>Audio Team</p> <ul style="list-style-type: none"> • Get set up to start recording • Start Recording <p>Client</p> <ul style="list-style-type: none"> • Review Design Document • Sign-off Design Document 	<p>Web Team</p> <ul style="list-style-type: none"> • Code and create website • Record, Restore, Archive, • Upload photos, and video to the website <p>Audio Team</p> <ul style="list-style-type: none"> • Record Cylinders • Create 3 different audio files Master, restored, and mp3 <p>Client</p> <ul style="list-style-type: none"> • Provide access to cylinders • Review Milestones and provide feedback as needed. 	<p>Web Team</p> <ul style="list-style-type: none"> • Create post production test plans • Client feedback and revisions • Quality assurance (QA) testing and fixing bugs • Deliver final product/get signed off • Produce & submit final product documentation for DGM department <p>Client</p> <ul style="list-style-type: none"> • Provide product feedback for Web team • User testing and revisions • Sign off on the deliverables

9.2: Development Tools

Website	Blue Host Through UVU, NodeJS, PassportJS, EJS, MangoDB, and Mongoose
PM software	Trello, GitHub, Indesign
Restorations Hardware	Cedar and Sony Vegas

9.3: Development Teams

Web Team

Abe Raigne (801) 836-6768 - aberaigne@gmail.com (Project Manager)

Blake Stevens (801) 971-9671 - tropht@gmail.com (Backend-ish)

Jared Cooley (385) 399 3825 - archcrono@gmail.com (Front-End, Documentation V.R.)

Mengxi Li (801)-209-6595 - cissy9105@gmail.com (Front-End, Graphic)

Yuki Arai (385)-539-4328 - yarai.332@gmail.com (Front-End, Graphic)

Audio Team

Jennifer Haynes (801)-655-3914 - jenniferhaynes18@gmail.com (Audio restoration)

9.4: Quality Control Process

Audio Restoration

To help keep the quality of the audio to a professional level we will continually consult with the client Mike Wisland so that we can produce the best quality product that we can.

Specific quality standards

all masters 24bit, 96khz sample rate delivery; 128 kbs mono mp3

Website

To ensure that the quality of the website in its final form. the web team will implement continual testing in usability, ease, and enjoyment. As well as continual check ins with the client and making sure that the client signs off on the milestones as we go

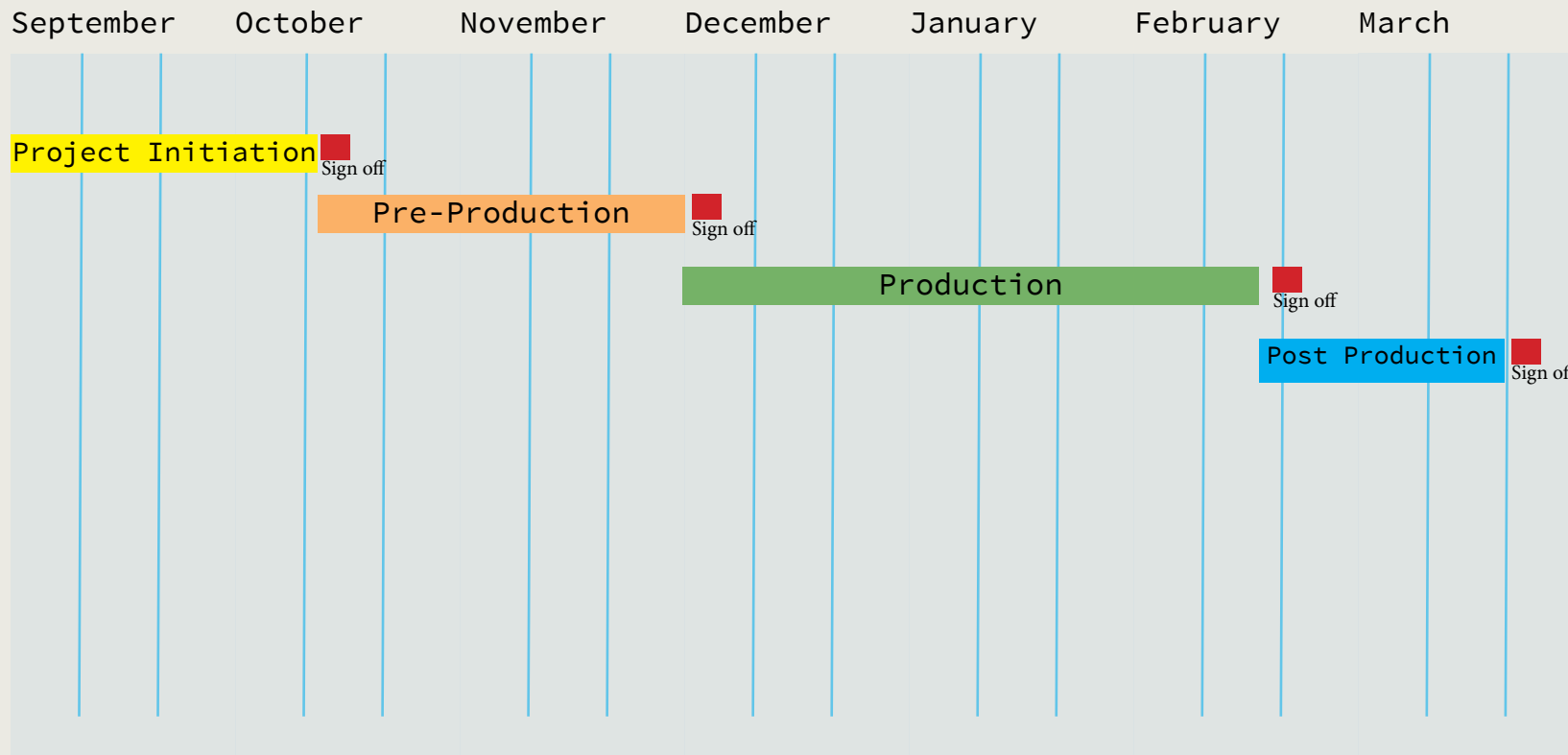
Milestones

- Proposal Sign off/review
- Design document sign off/review
- Alpha release review
- Final product review

Once the product is finished and all planned deliverables are good then client will sign off on the project and complete a feedback letter for the digital media department. The letter will address and ask them to rate the final product in his quality and service to their needs. as well as the performance of the team and the final product.

10.0: Timetable

This is the general schedule for the time-frame of the entire project and rough estimates of each phase. The design document will have a very detailed schedule



11.0: Project Scope

This section describes the scope of the project in terms of factors that influence cost.

Estimates are based on this to the best of our ability the assumptions made about hourly wage and costs of production. If the scope of the project changes significantly the cost will adjust accordingly

Website

The Website will have a minimum of 6 pages.

1. Homepage (cylinder of the day)
2. Bio (about Cylinders)
3. About (the project and the team)
4. Media upload/ Detailed search
5. Contact
6. Donate

Amount of cylinders recorded and restored to a digital format

The goal is a minimum of a 60 - 70 or more cylinders. plus pictures and videos for the Bio and about page.

Client Reviews and Revisions

The Client might request revisions and changes at the milestone reviews. or additional features if possible. These types of changes can effect the over all cost and change the scope of the project.

Testing

Usability tests with multiple users one or two times during the development. Having these users fill out a satisfaction survey to provide to the the client at the end.








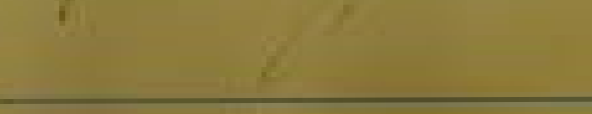

12.0: Cost Estimate

The labor required to create this project is free. However for the purpose of planning this project and for record keeping we will calculate the cost in hours and equipment for this project. The Client will be informed of how much this project will cost if it was done by a company and not as a senior project.

A project of this scope will typically run somewhere between \$25,000 and \$35,000 that is assuming that the student hours are based on a \$15-\$25 hourly wage base.

A more detailed final budget with specific cost estimates will be included with the final Design Document later on.

13.0: Proposal Sign-off

	12/7/16		12/8/16
Mike Wisland: Client	Date	Paul Cheney: Mentor	Date
			12/14/16
Trudy Christensen: Advisor	Date	Abe Baignes: Project Manager	Date
	12/07/2016		12/7/2016
Mengxi Liu: front end web	Date	Jared Cooley: front end web	Date
	12/07/2016		
Yuki Araki: front end web	Date	Jennifer Haynes: audio restoration	Date
	12/12/2016		
Blake Stevens: back end web	Date		