StreamSound Records is a music label that represents about 300 artists. The company manages music production, distribution, and royalty payments in-house. However, their current process is heavily manual and has caused delays, miscommunication, and errors in royalty payouts.

StreamSound wants to improve its internal operations and has hired your team to analyze and redesign their artist management and royalty payment process.

Existing Process Overview

Here's how things currently work:

1. **Artist Management** team tracks signed artists in spreadsheets.
2. When an artist releases a song, the **Production** team manually updates a shared document to record the song title, release date, and length.
3. After release, the **Distribution** team uploads tracks to **platform a, platform b, platform c, and platform d,** and emails the team once complete for each platform.
4. **Accounting** receives monthly download/stream reports as CSV files from each platform and manually calculates royalties in a document.
5. Royalties are calculated based on fixed per-stream rates and sent to the **Artist Manager** for review.
6. Once approved, payments are processed manually through online banking after 45 days.
7. If they are not approved, the **Accounting** team must have a meeting with the **Distribution** team to understand what the problem is.
8. Artists often email the **Artist Manager** asking for royalty breakdowns or timelines.

This process results in:

- Delayed payments
- Miscommunication between teams
- Duplicate data entry and human error
- Lack of transparency for artists

Your job is document the process as is via a swimlane diagram, propose a solution, and record all data elements.

Outputs:

- Swimlane diagram (as-is)
- Swimlane diagram (proposed solution)
- ERD