**Description of the Project**

A mobile first web app that allows the user to select an artist, genre, time period and then play a song lyric challenge game.

We will draw on the MusixMatch and TasteDrive APIs for this project. We have already acquired API keys for these and done some test AJAX requests.

**MVP (Minimal Viable Product)**

-A form to ask how many players, as well as artist, genre, or time period

-The game draws on the APIs data to display song lyric challenge

-Takes user response to the challenge and provides feedback about their success or failure

-A score tracker and timer for the game

--Final page saying who won

**Stretch Goals**

--Have different challenge types

--Use giffy or other image API to show funny images related to artist based on the answers provided.

-A twitter and facebook share link, that includes your score, etc.

**Pseudo Code**

Form Event

--Takes values from form submit and translates them into a paramerter object for use with API queries

--Genre, decade, artist

=> Choose Genre or Artist, and optionally decade. If you don’t choose a decade you get recent hits.

=> With default is the top40 chart.

--Also ask how long they want to play for, and how many players

--If there is more than one player, they can put in the player names

API Requests

-For each API build a get function that takes a parameter object as an argument

-Use the parameter object to set the values of the $.ajax parameters

-Use a then() method to do something with the returned data (see data processing).

Processing

--Lyrics getter function to get the lyrics from the object and manipulate the text as needed

--Process other info like, track name, album, etc for display after the player answers the challenge

Game Functionality

--Create a function to randomly generate a lyric challenge

--Create a function to post the challenge to the page

--Let them know what player is up

--Accept user feedback through click or touch

--Display feedback based on whether they were correct

--Adjust the score for that player

--Track players with an array of player object. Properties includes score and player name (Stretch goal: have player avatars).

STRETCH GOALS PSEUDO-CODE

Related artists function -Takes data from the TasteDrive API and sets up the objects with related artist information for use in the game.

--Possibly call the MusixMatch API using data from the related artists search in TasteDrive, to get related artist lyrics.