

Progress report

How much of the work is completed?

- 1) Created all the necessary entity classes, use case classes and controller classes including void or unimplemented methods for now to build the structure of our code
- 2) Basic text interface

Remaining Work Items

- 1) Implement exception handling so that we can use user inputs (for now we are testing uses correctly formatted inputs from a CSV file)
- 2) Store data in databases
- 3) Use tree abstract data type to splice the string inputs into individual song entities
- 4) Authenticated login system (and maybe by the end linking directly to the spotify login system,)
- 5) Change the text based interface and have a GUI (probably for Phase 2)

Experienced Challenges

- 1) Implementing a text based user interface
- 2) Figuring out how to generate playlists without linking to an external API
- 3) Handling user inputs that were not a valid song name.

How were the challenges handled?

- 1) The text based UI was simplified and scaled down to only have the functionality necessary for displaying the Home Screen with one option to take the user to the playlist generator screen where they can input a text string and receive a generated playlist.
- 2) For the skeleton code we chose to use a simple .csv file as our song 'database', this allows us to get the functionality of generating a playlist for each word in the user's input string.
- 3) We implemented a feature in the song class that would generate a song object with the name: 'Error song not found' and are currently displaying this as a part of the playlist to let the user know which word did not have an associated song.