# Milestone 4 - Application Design & Architecture, Database Design

### **Team Information**

Team Number: 024\_2 Team Name: PlaySyncers

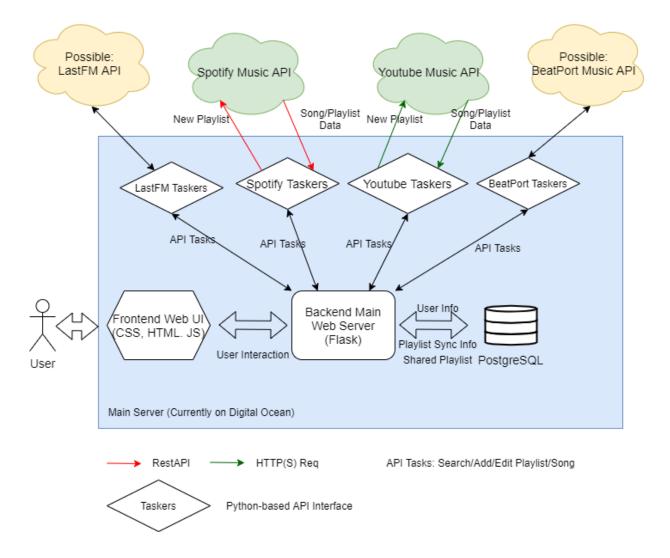
Team Members:

- Gaukas Wang
- Logan O'Brien
- Kaitlin McConnell
- Erica Lowrey

## List of Features (Revised, Ordered by developing priority)

- Landing Page (Completed)
  - o Basic HTML
- User Management System (Completed)
  - User Sign-up/Registration (HTML, JS, Flask, PSQL)
  - User Log-in (HTML, JS, Flask, PSQL)
  - User Cookie verification (Flask, PSQL)
- Authorized platform manager (In Progress)
  - User voluntary 3rd party platform connection, including YouTube Music, Spotify, etc (HTML, JS, Flask, PSQL)
  - Authorization Interface for backend taskers (Flask, PSQL)
- Playlist Scanner (In Progress)
  - Playlist Scanning Taskers (Flask, Python)
  - User interaction for selected playlists (HTML, JS, Flask)
- Playlist Constructor (In Progress)
  - Playlist Constructing Taskers (Flask, Python)
  - User interaction for target playlists (HTML, JS, Flask)
- Playlist Monitor/Synchronizer
  - The software will monitor the user's playlists (either continuously or at specified intervals). Any changes made to one playlist will be reflected on another (each playlist will be specified by the user).

# **Architecture Diagram**



## **Front End Design**

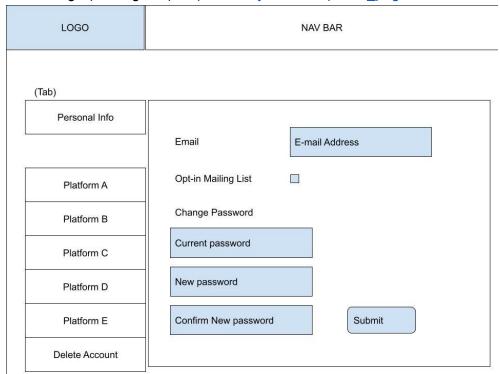
• Landing Page: <a href="https://playsync.me/">https://playsync.me/</a>

About Page: <a href="https://playsync.me/about">https://playsync.me/about</a>

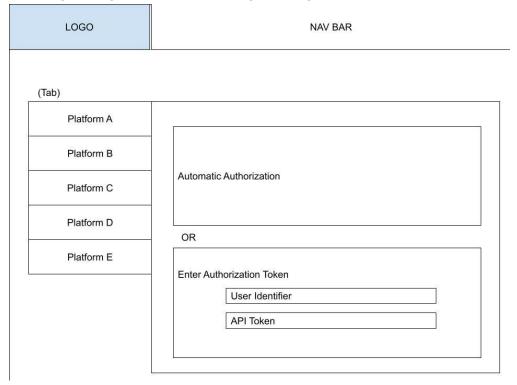
• Login Page: <a href="https://playsync.me/login">https://playsync.me/login</a>

• Sign-Up Page: <a href="https://playsync.me/signup">https://playsync.me/signup</a>

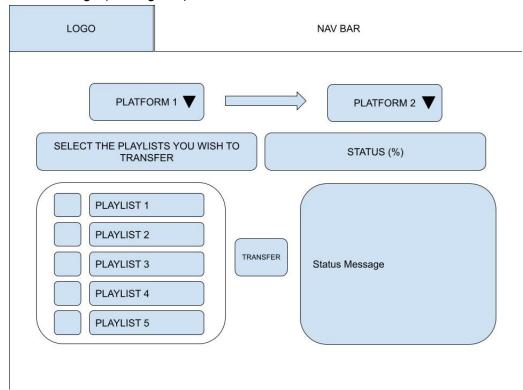
Profile Page (In Progress): <a href="https://freesync.studio/profile\_page.html">https://freesync.studio/profile\_page.html</a>



Auth Page (integration with profile page/In progress)



• Transfer Page (In Progress):



# Web Service Design

- User Login: Despite the local database supported traditional user login, we would like to implement OAuth-based 3rd-party login to support major music streaming platforms which will require us to use multiple external User Login APIs.
- Youtube Music API: This API is used to read/update/create user's playlists from their YouTube music library. Due to no Official API is provided by Google/YouTube, we are using an unofficial WebRequest-based implementation under python (<a href="https://ytmusicapi.readthedocs.io/en/latest/">https://ytmusicapi.readthedocs.io/en/latest/</a>).
- Spotify API: The Spotify API is used to get user's playlist data from their account in order to scan, and potentially import playlist information. Right now, we are using a Spotify developer account (<a href="https://developer.spotify.com/">https://developer.spotify.com/</a>), with a created app in order to use the provided API. We pass the user's authorized account information to the API, and the API passes back any fetched data.

### Database design

We are using PostgreSQL as DBMS for our project. In the database, we will store the user identification/authorization data in  $t\_user$  and  $t\_auth$ , playlists' synchronization info in  $t\_synclist$ , and user-shared (usually to a friend on another platform) playlist in  $t\_sharedlist$ 

Below is the table structure for our current database design.



### **Individual Contributions**

Latest **non-trivial**<sup>1</sup> commit from everyone:

- Gaukas:
  - Mainly working on backend/database design part. Currently developing/integrating Youtube Music API with the backend server. Has already finished user management system's backend/database part.

<sup>&</sup>lt;sup>1</sup> Excluding: typo fixes, merging other's PR, meeting notes

Latest commit: YouTube API Taskers
 https://github.com/CSCI-3308-CU-Boulder/3308SP21\_024\_2/commit/82d45e30
 b3a06e3becc654eee108f4a9c7d04fbc

### • Logan:

- Latest git commit includes updates to the styles.css file along with html for the current profile page where users will be able to change personal settings(e-mail, password) along with music platform auth settings(link new platforms/view current) and delete account. I would like to finish all html and begin focusing solely on API taskers. Awaiting response for approval/denial of apple developer account access from OIT for apple music API access.
- https://github.com/CSCI-3308-CU-Boulder/3308SP21\_024\_2/commit/db1b1d0e 2f5545beea8e33b688d4e018225745d0

#### Kaitlin:

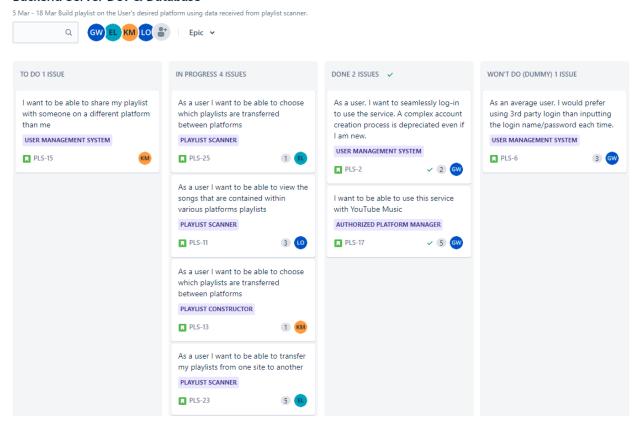
- Latest git commit includes a folder to a pre-existing Spotify Python library for
  the Spotify web API as well as a python script that searches Spotify for a given
  song, artist, or user. So far, the script only searches for public information based
  on user input and does not edit any data (i.e. create playlist, etc.). The next step is
  to implement user authentication in order to access the users private data (private
  playlists, saved songs, etc.)
- https://github.com/CSCI-3308-CU-Boulder/3308SP21\_024\_2/commit/e9bcd010 56bdd6c9ca7d2bf1a35f3000ac76bde5

#### • Erica:

- Worked on various HTML pages for the website, including some JavaScript.
   Latest commit includes the WIP of the transfer page which will be used to select platforms to transfer to and from, playlists to be transferred, and a display of the content of each song.
- https://github.com/CSCI-3308-CU-Boulder/3308SP21\_024\_2/commit/b58509dc 471450f7ce18fdb522d0b556b28dd0e0

**Current Project Management Board** 

#### **Backend Server Dev & Database**



#### Challenges

- Apple Music API requires a developer account to access features, we are attempting to gain
  access through CU's OIT department, however, our project does not rely on successful integration
  of Apple Music API as there are several other platforms with free API's that we are looking
  into/working with.
- Identifying a common procedure for our core functions that works with all music platforms will be a challenge. As we become more familiar with the various API's and their requirements we will be able to begin working on a solution.
- Handling specific edge cases such as when a user is transferring from platform A to platform B in which platform B does not have one or more songs that are within platform A. We need to identify a common set of rules to follow when we encounter instances such as these (e.g. we simply don't transfer said song(s) and leave a notification for the user, we search for the most similar result, etc..).