

Team Name: Int Elligence;

Project Name: Spotify Game Integration

Team Members: Cody Holland, Ethan Sanford, Atmesh Acharya, Tracey Smith, Breno Yamada Riquieri, Tracey Smith

Trello Board: <https://trello.com/b/KmAMxkkm/senior-design-project>

Trello Invite Link:

<https://trello.com/invite/b/KmAMxkkm/8add82eea1092e3adc2a43e83db1e4f5/senior-design-project>

Github: <https://github.com/CodyHoll/SeniorDesignProject/>

Github Invite Link: <https://github.com/CodyHoll/SeniorDesignProject/invitations>

Main Features:

1. A website that prompts users to “sign in with Spotify” when visited
2. Verification and validation of the user’s credentials, via Spotify’s public API
3. A prototype game to show off how we can make API calls and play Spotify music based on events that occur in our game.

Outline of work over the 5 sprints (10 weeks):

- Make a website and get hosting for it
- Force users to login with Spotify
- Validate these credentials
- Make a small prototype game
- A box character with levels to move around in
- Make API calls to change the song based on the level the player is on

Outline of work that can be done after the core components are implemented:

- Block users from pausing or skipping music in the mobile or desktop app
- A better interface to login with Spotify
- Based on the data Spotify collects on user preferences, pick songs accordingly
- Start music from dedicated parts of the song (i.e. start a song from the chorus or first verse or the bridge).