

**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).