WEB PROJECT: JZIT MUSIC



ESIEA
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Technical (Alexandre)	Erreur ! Signet non défini.
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Project description

The idea behind Jzit-Music (https://jzit-music.glitch.me) was to enable a twitch community to be able to request some songs from YouTube for the streamer to sing during some occasions as for karaoke. This website would gather the request from the viewers and display a list of the songs for the streamer to sing.

The project topic was to build a website that can create and delete some data. Our website allows users to add or delete (for users with the right privileges) music videos.

The website needed few elements:

- The ability to login and register
- A link to a database
- Display YouTube videos
- A "moderation" system to avoid spam or delete songs

This project has been completed following the following requirements:

- Web interface built with HTML, CSS and Vue.js
- Web server built with Node.js and Express
- User authentication
- CRUD interactions with the server
- Data saving (database)
- Deployed on Glitch

The jQuery library has been added as we used Bootstrap for the design.

Project construction

Website conception

We divided the tasks in two: Alexandre was in charge of technical issues

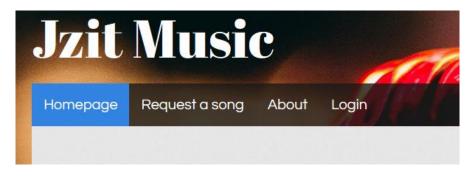
While Thibaut handled the design of the entire website and its responsiveness.

Website structure

This website has been realized using HTML5, CSS3 and JavaScript. We have been using Vue.js instead of jQuery. This was quite interesting as we had never used this technology before. It was difficult at first as it is a new way of thinking, but we found out that data binding and async calls where very useful and more optimized.

We have developed several features to create Jzit Music:

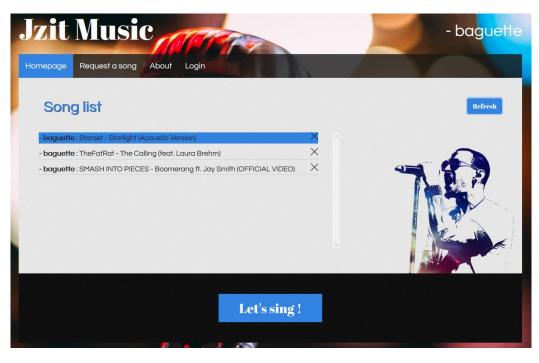
The navigation menu



There are 4 different pages on this website, and you can reach them without having to load them: the entire website is loaded once you access it.

The Homepage tab allows anyone to see the current requested songs. There is a refresh button to reload the list of songs if there was a problem with the GET request. There is a cross at the end of each songs, this is an option for mods and supermods to delete songs. In front of each songs, there is the username of the person who requested it.

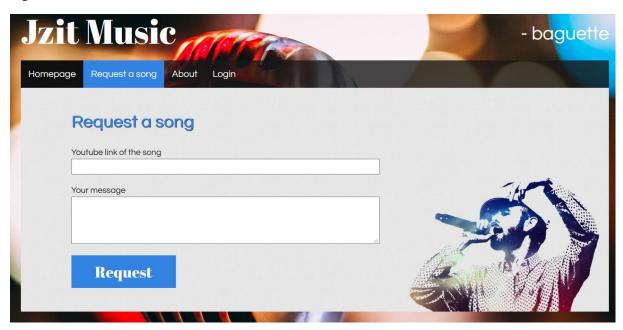
To listen to the song, you must select one in the list then click the 'Let's sing' button on the bottom of the page. This will bring up a modal with the video in it as well as a short message from the user. To discard the modal, there is a cross on the top right corner or just click anywhere else other than the modal itself.



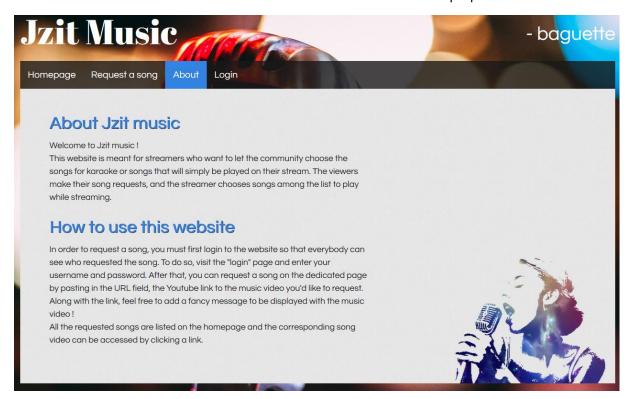
The user only puts the video's link when he requests it. To get the title, we had to use the google API and request a key to use it. This key is stored in a database and is requested through a fetch request.

We also use fetch requests to delete the songs. There is a simple check to verify is a user can delete a song.

The 'request a song' tab is a simple form that asks the user for a video link and a message for the streamer. You can only submit a song if you are logged in, otherwise, an alert message will ask you to login.



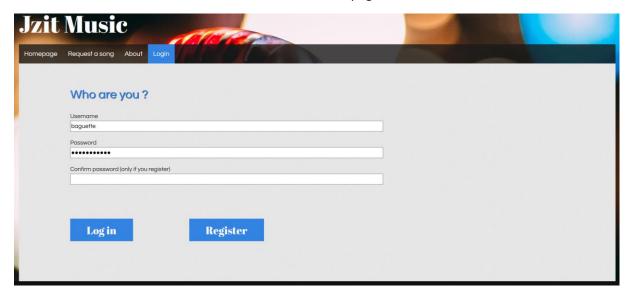
The 'about' tab browse text that describes the use of the website and its purpose.

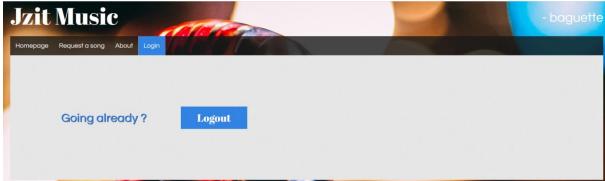


Finally, the 'login' tab allows one to register or enter its username and password. The page only contains a form with 3 inputs and 2 buttons. The user must type its username and password then press the log in button to request songs. If you want to register, you just must enter your password again in the 'confirm password' input. This is a simple procedure to avoid making simple spelling mistakes.

The passwords are crypted in MD5 in the database as a security measure.

Once the user is logged in, he will only disconnect when pressing the 'Logout' button in the login tab as he will still be connected even if he refreshes the webpage or closes the web browser.





To keep a user logged in even if he refreshes or closes the web browser, we used the 'localStorage' function in JavaScript, it saves data in the browser.

Deployment

We used glitch to deploy the project at the following URL: https://jzit-music.glitch.me.

Problems encountered

The only problem we encountered was to host the project on Google Cloud Plateform as the generated URL would not load. We couldn't find the issue, so we decided to host the project on Glitch.