

Week	Planned Tasks
week 4:	<ol style="list-style-type: none"> <li>1. set up spotify API/ token,</li> <li>2. set up skeleton UI / Framework</li> <li>3. Implement basic swipe gestures.</li> <li>4. Start on randomization algorithm, be able to play random song</li> <li>5. display current song information.</li> </ol>
week 5:	<ol style="list-style-type: none"> <li>1. implement media player buttons (play/pause).</li> <li>2. implement infinite swipe.</li> <li>3. implement "add song to playlist" alert / Gesture recognizer</li> <li>4. Create local database for User's previously listened to songs</li> </ol>
week 6:	<ol style="list-style-type: none"> <li>1. Add language and genre filter features to randomization algorithm and user controls.</li> <li>2. Allow users to create playlists and view them</li> <li>3. Users can view their liked songs / playlists created within this app</li> </ol>
week 7:	<ol style="list-style-type: none"> <li>1. Add BPM and tag filter features to randomization algorithm and user controls.</li> <li>2. Implement account deletion option</li> <li>3. Implement the media player / playing songs within the 'Library' View</li> </ol>
week 8:	<ol style="list-style-type: none"> <li>1. create a progress bar for the music</li> <li>2. Focus on System optimization (cacheing, prefetching, etc).</li> <li>3. Implement transitions between views, other UI Improvements</li> </ol>
week 9:	[buffer]