**Front End Engineering**

Project Report

Semester-IV (Batch–2022)

**Spotify Clone**

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**Supervised By: Submitted By:**

Amitabh Srivastava Group – 4

Ishaan Singla (2210992582)  
Sameer Chandra (2210992237)  
Samiksha Singh (2210992238)  
Sanjal Jain (2210992248)

**Department of Computer Science and Engineering**

**Chitkara University Institute of Engineering & Technology,**

**Chitkara University, Punjab**

**Abstract**

The Spotify Clone Project is an educational endeavour undertaken by us to replicate the popular music streaming platform, Spotify. Utilizing HTML, CSS, and JavaScript, we developed a web application that mirrors key features of Spotify. The clone includes a home page, a search page with album listings, a playlist page, a premium page detailing subscription packages, and functional login and signup pages. This project served as a practical application of our technical skills and an opportunity to gain experience in web development.

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5. **Introduction**

The Spotify Clone Project is an initiative to create a simplified version of the renowned music streaming platform, Spotify. Our team used a combination of HTML, CSS, and JavaScript, along with various images to emulate the design of the original platform. Despite the inherent challenges and limitations, we strived to make our clone as close to the original as possible, showcasing our understanding of the technologies and design principles involved.

**1.1 Objectives:**

* Creating Home page with interactive playlists.
* Creating Search page with genres.
* Making Playlist page of liked songs category.
* Making Premium Plan page with all plans for premium package.
* Making Log-In page with working Username and Password/ sign up page
* Linking of all pages to their respective buttons and links.
* Insertion of different images related to creation of logos, album images, icons.
* Making of search bar with proper design.
* Usage of hover in separate places in aim to create it more user friendly.
* Usage of JavaScript at the bottom of all pages except ‘sign-in page’ and ‘log-in page’ to creation of music bar.
  1. **Need**

In the context of our academic curriculum, the need for this Spotify Clone Project comes from a desire to gain practical experience with web development technologies such as HTML, CSS, and JavaScript. The project allowed us to apply theoretical knowledge to a working project scenario, helping us understand how the properties work to building a web-based application with multiple functionalities. Moreover, it served as a platform to explore the challenges and solutions involved in replicating a popular music streaming service. Through this process, we not only enhanced our critical thinking skills and technical competence but also learned the value of teamwork and collaboration in achieving a common goal.

1. **Minimum Software and Hardware Requirements**
   1. **Software Requirements: -**

* HTML
* CSS
* JavaScript
* Google Fonts (for fonts)
* OneDrive/GitHub (for filesharing)
  1. **Hardware Requirements**
* A computer with web browser to run the web application.

1. **Results**

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| Screenshot 2024-02-29 014115 |
| Screenshot 2024-02-29 014216 |
| image |
| image |
| image |
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1. **References**

* <https://open.spotify.com/>
* <https://developer.mozilla.org/en-US/docs/Web/API/EventTarget/addEventListener>
* <https://www.w3schools.com/tags/tag_iframe.asp>
* <https://www.joshwcomeau.com/animation/keyframe-animations/>