POWER OF MUSIC

CROSSTUNE

Giving users power over their music sharing regardless of platform

ABOUT **CROSSTUNE**

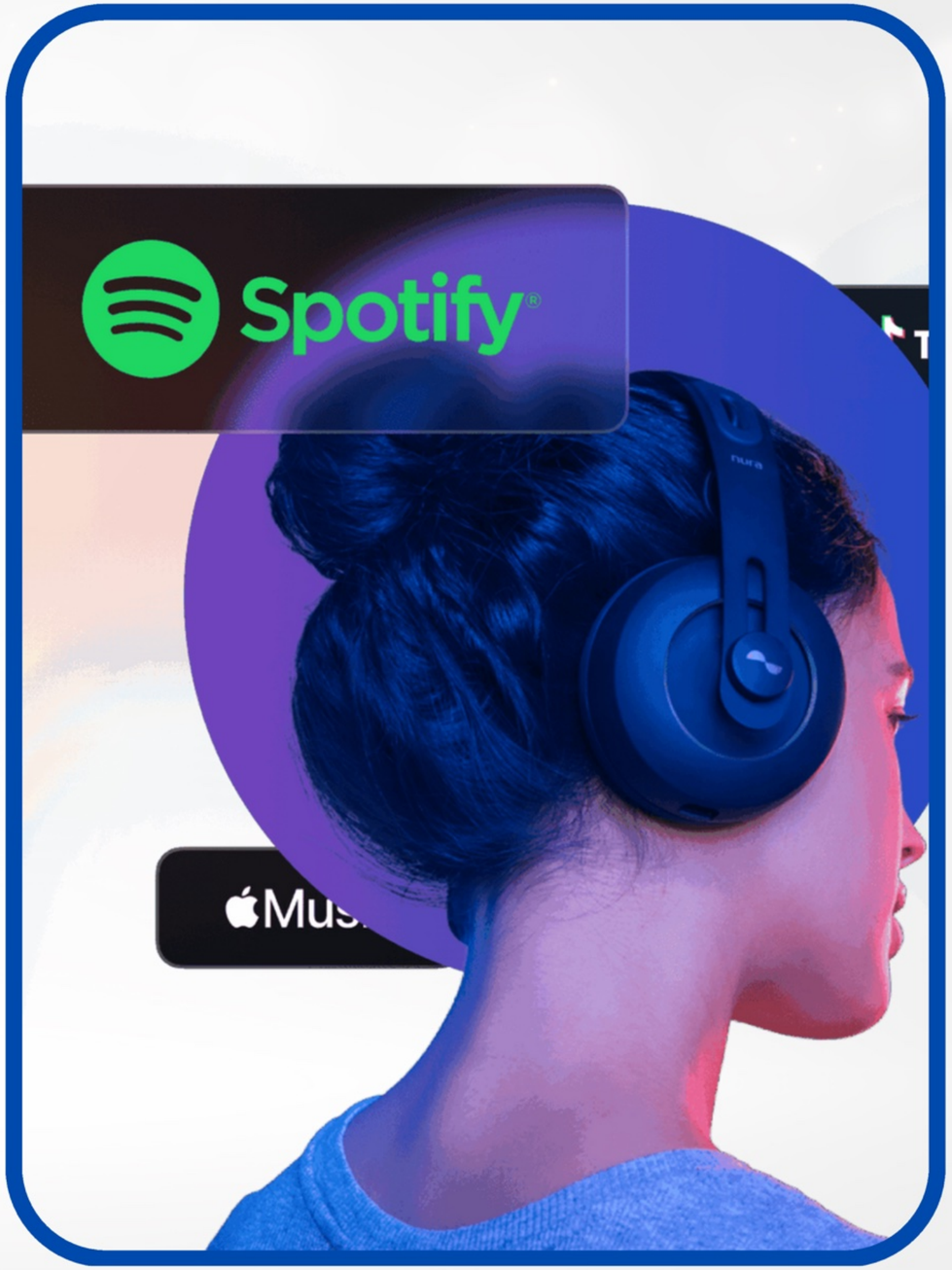
Team

Renner Skidmore - Team Lead
Kendrix Henderson - Backend Engineer
Shane Cao - Frontend Engineer
James Bowen - Architecture Design

Mission

CrossTune's mission is to bridge the gap between Apple and Spotify that is dividing and polarizing music listeners around the world. As a society we need to come together and music is a beautiful place to start.

Music platforms should not add to the divisions that society faces today.



TOOLS USED

Github Project	1	★★★★★
Github	2	★★★★
VS Code	3	★★★★★
UI Tools	4	★★★★
NodeJS and Express	5	★★★
Render	6	★★★
APIs	7	★★★
Testing	8	★★★★
Database	9	★★★★★

To streamline our version control and project management we used the github project tool and isssue creation for SCRUM management

Github is the Version Control Platform we used. Very functional but branch management is challening and not intuitive

We used VS Code as our IDE, it is well integrated and flexible as well as being compatible with AI like Github CoPilot and WindSurf

Bootstrap (UI design), handlebars (wireframing), partials (UI design), and Design.com (Logo creation)

NodeJS is difficult to use due to the javascript language, using typscript as a static language would be more helpful for debugging, and express for the framework

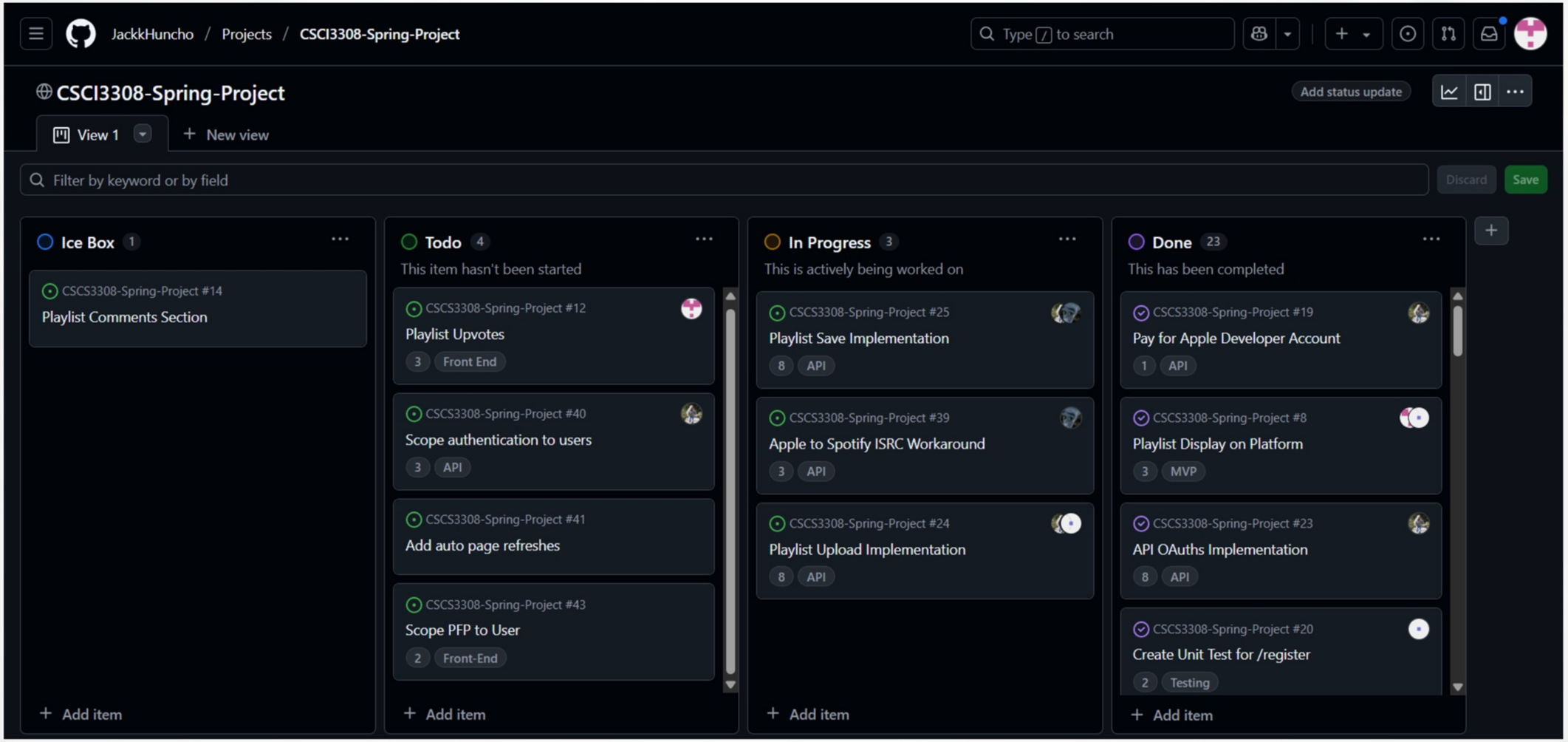
Render is really slow to get the site up and running but they made the database linking process easier

Spotify: ★★★★★ - Easy to use, intuitive, public, simple
Apple Music API ★ - Difficult to use, multiple privacy barriers and types of playlists, by far the most challenging part of this project

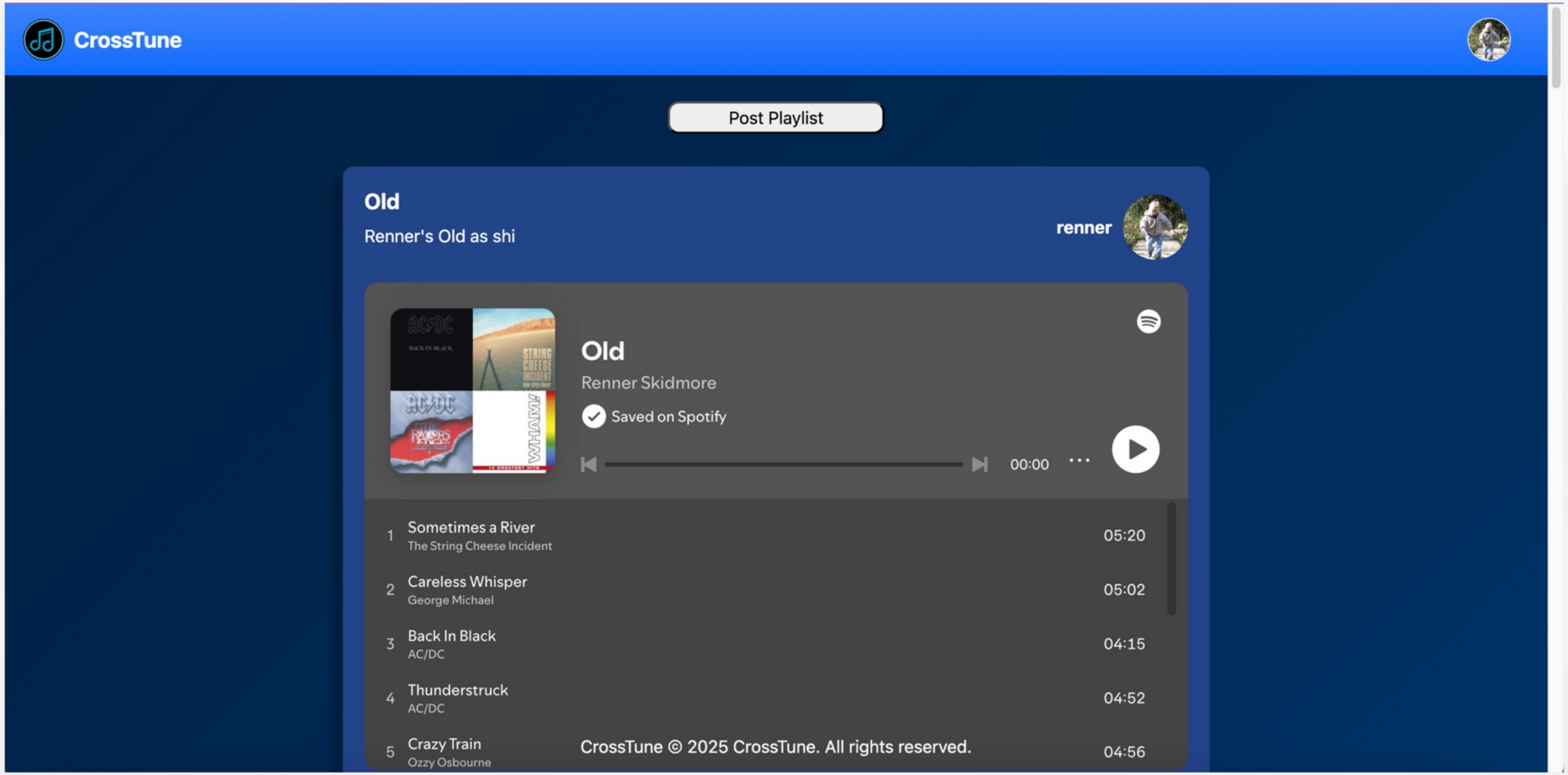
Mocha and Chai were easy to work with but the instruction process made the setup more difficult than need be

Postgres SQL was simple and intuitive

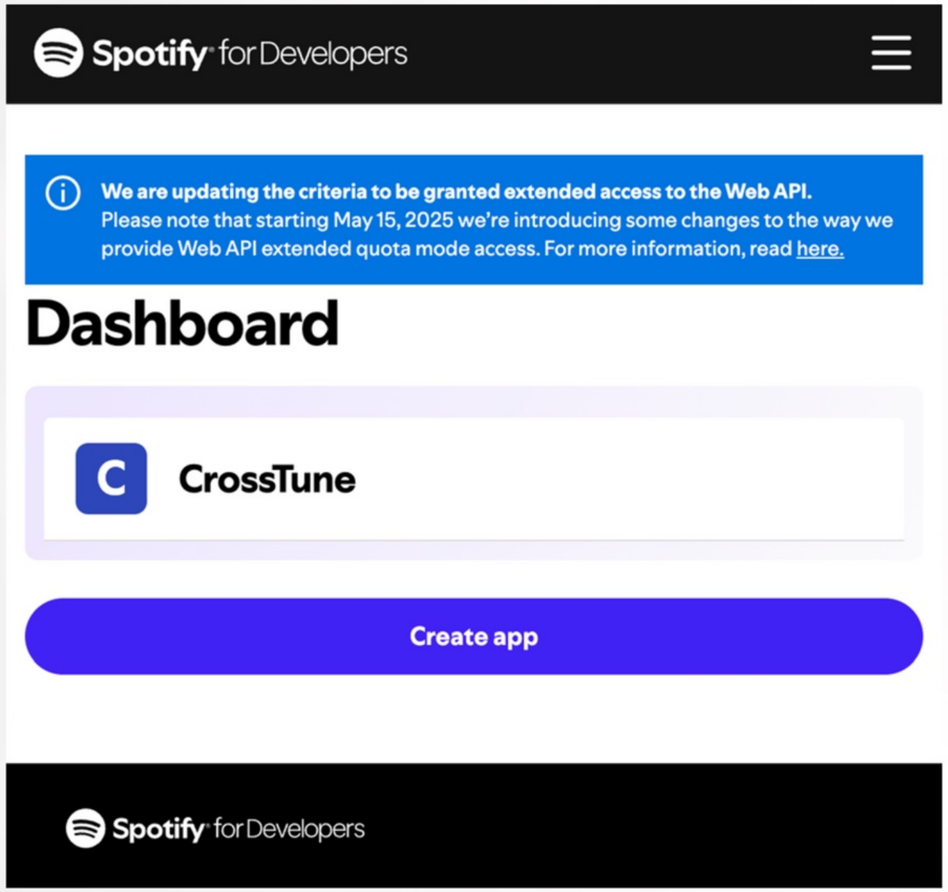
GITHUB
PROJECT

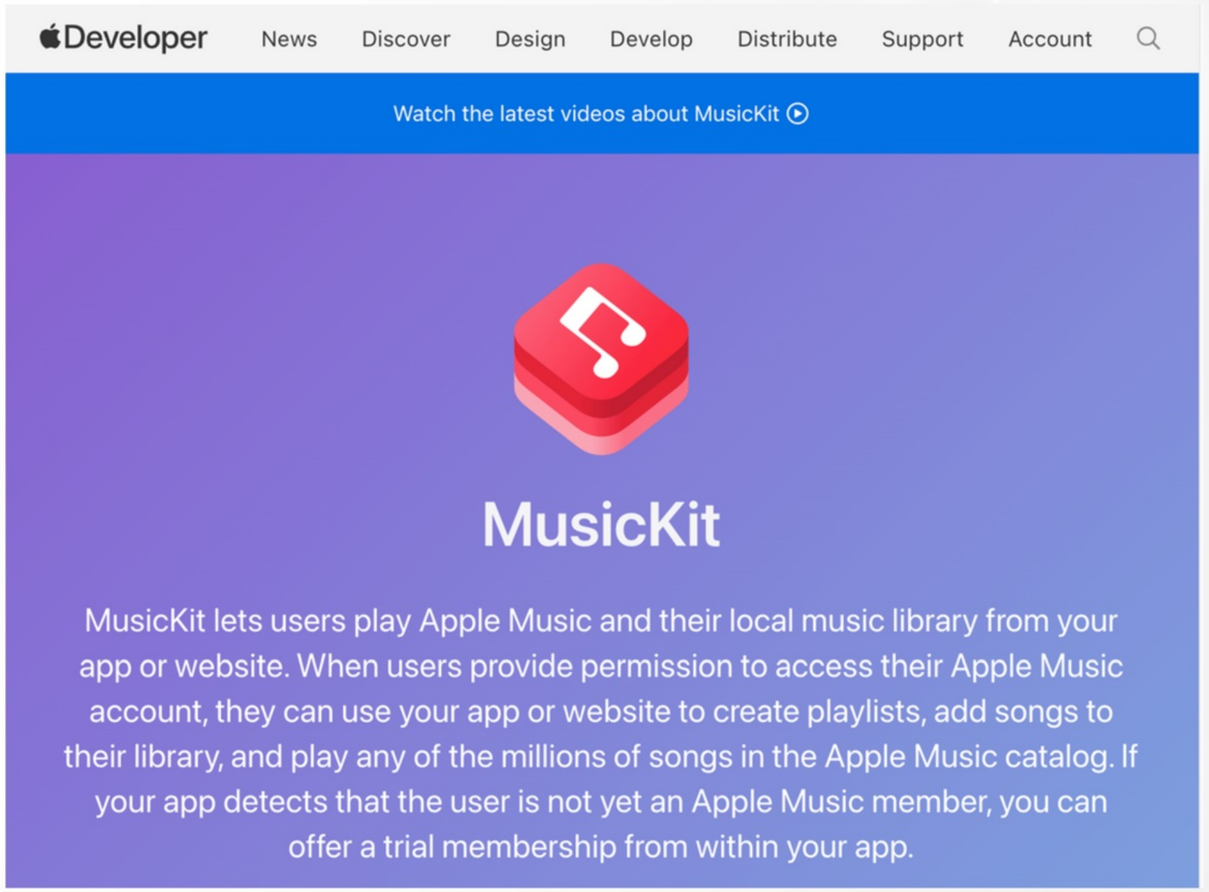


BOOTSTRAP
UI



SPOTIFY AND APPLE **API**





PROJECT MANAGEMENT

AGILE

We used and agile methodology and scrum to assign tasks, stories, and epics to efficiently progress our project

POINTS

Our points were based off of our expected time commitments which ranged from 1 point for submissions to a 13 point story for understanding Apple API

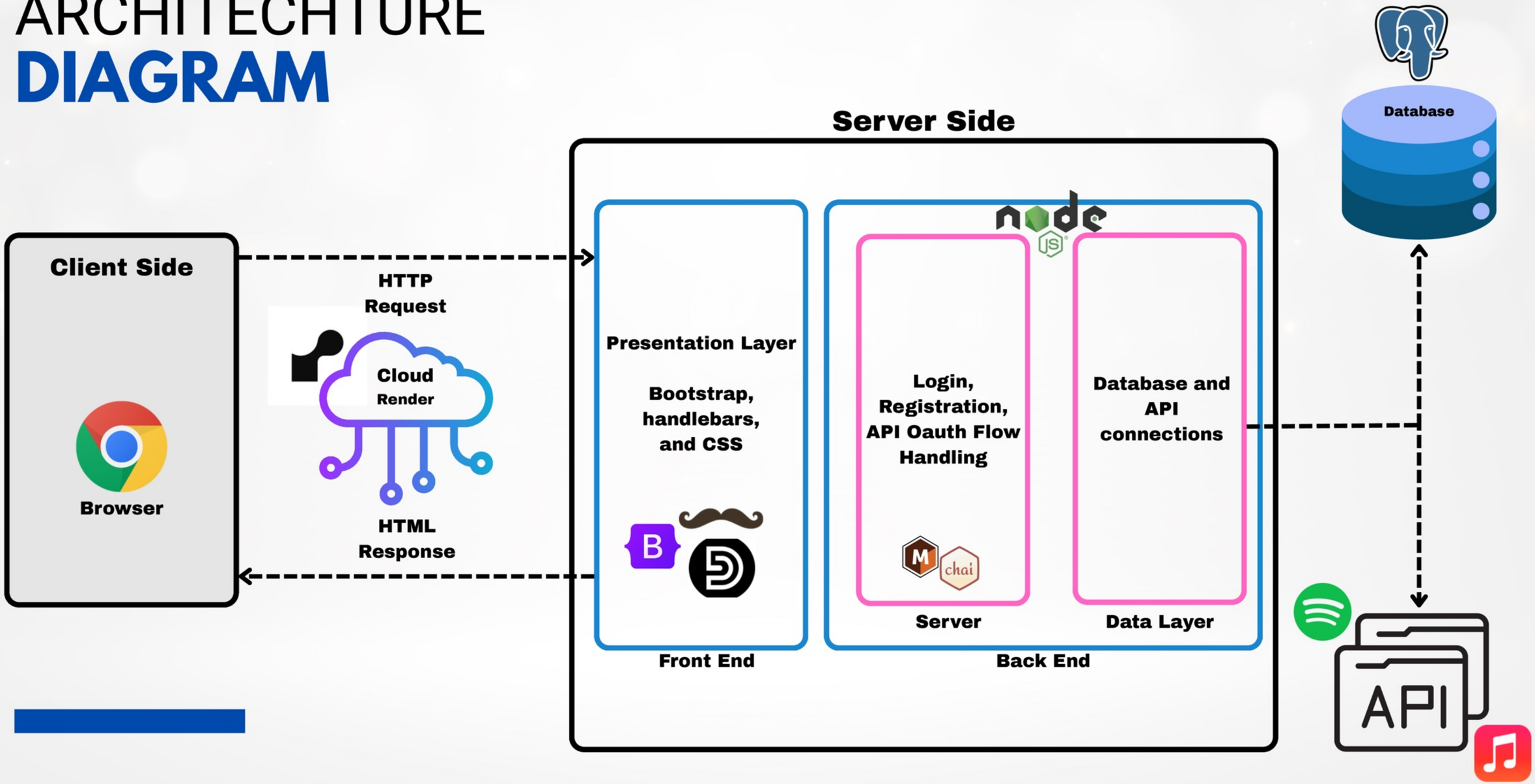
STORIES

Our stories were simple tasks that were used to manage submissions, simple features, and database setup

EPICS

Our epics were APIs, Front End, Back End, Minimum Viable Product, and Testing

ARCHITECHTURE DIAGRAM



CHALLENGES

1. Apple developer and privacy rules made integrating and interacting with their platform extremely difficult
2. Efficient use of version control to move forward and reduce bugs being pushed to main
3. Restarting the database to fit the needs of Apple workarounds and profile information

THE FUTURE OF

CROSSTUNE

What we will add to improve the design, functionality and implementation of our application

ADS

To monetize our product we would add ad bars to both sides and sell the space to musicians, event promoters, and more.

PLATFORMS

To scale CrossTune we will add other music platforms like YouTube Music, Amazon Music, and SoundCloud

LIKES AND COMMENTS

To increase interactivity and a sense of community we will add playlist likes and comments. The playlists on the home page would then be sorted by likes.

PROJECT DEMO

CROSSTUNE

RECORDING

THANK YOU

CROSSTUNE