Remember that the quality of the defenses, hence the quality of the of the school on the labor market depends on you. The remote defences during the Covid crisis allows more flexibility so you can progress into your curriculum, but also brings more risks of cheat, injustice, laziness, that will harm everyone's skills development. We do count on your maturity and wisdom during these remote defenses for the benefits of the entire community.

SCALE FOR PROJECT MUSIC ROOM (/PROJECTS/MUSIC-ROOM)

Introduction

We ask you for the smooth running of this evaluation to
respect the following rules:

- Remain courteous, polite, respectful and constructive in all
situations during this exchange. The bond of trust between the
community 42 and you depends on it.

- Highlight to the person (or group) noted the
possible dysfunctions of the work delivered, and take the time
to discuss and debate them.

- Accept that there may sometimes be differences
of interpretation on the requests of the subject or the extent of the
functionalities. Stay open-minded to the other person's vision
(is he or she right or wrong?), And rate the most
honestly possible. The pedagogy of 42 only makes sense if
the peer-evaluation is done seriously.

Disclaimer

This topic was produced in collaboration with Deezer. The musical experience
at the heart of this project is a pretext to address a few
varied issues that are found in the creation of a
real mobile and collaborative solution .

Guidelines

- You should only review what is on
the student or group's GiT rendering repository .

- Take care to check that the GiT repository is the one
corresponding to the student or to the group, and to the project.

- Check carefully that no malicious aliases have been used
to mislead you and have you evaluated other than
the contents of the official repository.

- Any script supposed to facilitate the evaluation provided by one of the two
parties must be rigorously checked by the other party to
avoid unpleasant surprises.

- If the student corrector has not yet done this
project, it is mandatory for this student to read the
whole subject before starting this defense.

- Use the flags available on this scale to report an
empty, non-functional rendering, a fault in the standard, a case of cheating,
etc. In this case, the evaluation is over and the final mark is
0 (or -42 in the special case of cheating). However, except in the event
of cheating, you are encouraged to continue discussing the
work done (or not done precisely) to identify the
problems that led to this situation and avoid them for the
next rendering.

Attachments

music room (https://cdn.intra.42.fr/pdf/pdf/11856/MusicRoom.en.pdf)

Music Room (https://cdn.intra.42.fr/pdf/pdf/11827/MusicRoom.en.pdf)

Mandatory part

This part will allow you to check that nothing is missing on the solution. If at one time or another, the program does not react correctly, or the defense is over and the mark is 0. This instruction is active throughout the defense.

Implementation of the solution

Check that all the elements necessary for setting up the solution are present (source code of the server, database initialization file, mobile project (s), etc.).
Do not hesitate to rely on the corrected group to give you the location of these elements.
Ask the corrected group to explain to you the implementation of the solution and do it on the correction station.

If an element were to be missing, or if the solution does not start due to a code error, the correction stops and the project is noted 0.

Yes No

Technical choices

In this part, you will assess the infrastructure of the solution only, as well as the technologies used. You will only assess: - Data storage management - The technology used for the server - Its security against possible crashes or potential attacks - Load management.

Technical choices for storage

Are the technical choices for storing user data consistent and well used?
You have identified a solution that has already been proven and can scale up.
You don't have to re-develop a specific storage system.

☑ Yes ☒ No

Technical choices for the server

Are the technical choices to ensure the server part of the solution are consistent and well used?
You have identified a solution that has already been proven and can scale up.

☑ Yes ☒ No

Securing the back end

Access to your storage system is limited to your server and incidentally to an administration tool.
The API is the only access point exposed to communicate with your server.
You have set up mechanisms to control the information sent to your server via the API.

☑ Yes ☒ No

Back-end support

You have measured the scalability of your server based on the physical resources allocated.
You used a measurement tool to simulate the number of concurrent users interacting with your server.

☑ Yes ☒ No

API evaluation

In this part, you will evaluate the API that your answers have developed to interact with the outside world. You will only assess: - The implementation of the API - The relevance of the routes implemented - The security of the API - The API documentation

Technical choices for the API

Are the technical choices for exposing the API consistent and well used?
The API is based on these proven principles (REST or other).
The format chosen for exchanging information via the API has been proven (JSON or other).

☑ Yes ☒ No

Consistency of the functionalities exposed by the API

All the functionalities exposed by the API follow a common logic in terms of naming rule and structure.
The API has been designed as a whole, with particular attention to consistency, simplicity and readability.

☑ Yes ☒ No

API Documentation

All the functionalities exposed by your API and on which your mobile application will be based must be documented.
The documentation is easily accessible from a defined URL.

☑ Yes ☒ No

Mobile app rating

In this part, you will evaluate the mobile application, excluding services. You will only assess: - The implementation of the mobile application - The specificities implemented - The integration of Deezer SDKs and APIs - Account management.

Technical choices for the mobile application

Are the technical choices for implementing the application consistent and well used?
You have used an existing framework or you have relied on patterns that have been proven (MVC or other).

☑ Yes ☒ No

Integration of external social SDKs

You have integrated one or more external social SDKs (Facebook or Google) that allow your users to log in or link their
social skills.

☑ Yes ☒ No

Integration of the Deezer API or SDK

You have integrated the Deezer API or SDK to allow the user to connect their Deezer account and offer them an enriched music experience.

☑ Yes ☒ No

User account management

The user can access and keep up to date all the information concerning him:
- Personal information
- Preferences and settings
- Friends, playlists, devices and access rights

☑ Yes ☒ No

Quality of user experience

You have put yourself in a situation of using your own product to question your interface choices.
You have confronted your product with people outside the project for feedback and criticism.

☑ Yes ☒ No

Evaluation of the services offered

You will evaluate 2 proposed features

Feature 1

Note one of the following 3 functions:

Music Track Vote

- Basics
* The service is accessible and functioning.
* Several people can vote for music within the framework of an event.
* The music that receives the most votes is played in order of the number of votes accumulated.
* Competition management is well supported.
- Visibility management
The creator of the event can act on the visibility of this event
* public, visible to everyone
* private, visible only to invited people.
- User rights management
The creator of the event can act on the voting rights
* anyone can vote
* only invited people can vote
* only people located in a place in a specific time slot can vote (for example between 4 p.m. and 6 p.m.).

Music Playlist Editor

- Basics
* The service is accessible and functioning.
* Several people can simultaneously edit a playlist.
* The playlist can be listened to at the same time as it is modified.
* Competition management is well supported.

- Visibility management
The creator of the playlist can act on the visibility of this playlist
* public, visible to everyone,

* private, visible only to invited people.

- Management of user rights
The creator of the event can act on the editing rights

Music Control Delegation

- Basics
* The service is accessible and works.
* The user can link several devices to his account.
* User can delegate control of listening to their playlists on a device to a friend.

☑ Yes ☒ No

Feature 2

Note one of the following 3 functions:

Music Track Vote

- Basics
* The service is accessible and functioning.
* Several people can vote for music within the framework of an event.
* The music that receives the most votes is played in order of the number of votes accumulated.
* Competition management is well supported.
- Visibility management
The creator of the event can act on the visibility of this event
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- Management of user rights
The creator of the event can act on the editing rights

Music Control Delegation

- Basics
* The service is accessible and works.
* The user can link several devices to his account.
* User can delegate control of listening to their playlists on a device to a friend.

☑ Yes ☒ No

Ratings

Don't forget to check the flag corresponding to the defense

Empty work | Incomplete work | No author file | Cheat | Crash | Forbidden function

Conclusion

Leave a comment on this evaluation

Preview!!!