Amplify Your premier Spotify companion

Developed by Jake Andrus, Zora Watters, Max Shetterly, Parker Morris, and Ella Sarder

248,000,000

Spotify users

Spotify (2019) Retrieved from https://newsroom.spotify.com/company-info/

Meet Amplify!

What is it?

Amplify is a companion app designed to connect to your Spotify account and provide you with music visualization of your songs, data metrics about your library, and more!

Who is it for?

Anyone with a Spotify account interested in expanding their Spotify experience with data-driven metrics and dynamic track animations!

Project Management

Agile Development

MAPS



Agile Development

- Teams
 - Animation: Zora and Ella
 - Back-End: Jake and Parker
 - Web Player/Front-End: Max



Agile



Tools

Version Control: Github 5/5

Project Tracking: Miro 5/5

Deployment: Amazon AWS 3/5

Framework: Node.js 5/5

Database: MongoDB 4/5

IDE: Atom, MobaXterm 5/5

Methodology: Agile 5/5







Team Challenges

Version Control Issues

 We often had merge conflicts within our code that were challenging to fix and frequently broke our code.

Separation of Teams

Because we were split into different teams, it was sometimes unclear where others were in their progress.

Back End

APIs and stuff

Back End General Overview

- We used an EC2 instance in AWS.
- Saving user data (passwords, username to our site as well as Spotify login)
- We used the Spotify API, Spotify Player, Google charts, (I am at a loss for rest of software used)

AWS

- Using an EC2 instance, micro build
- Connected Elastic IP for consistency between system resets

Node and Mongo

- Node server using express to serve files
- Routing provided for Spotify Authentication and API calls

- Routing also provided for user login and registration
- Mongodb used to store and authenticate users

Back End Challenges

Setting up EC2 instance

- SSHing into the server.
- Setting up Filezilla to transfer files to the server.

Spotify API Request

- Spotify not quite giving us the data the way we expected
- Some data could only be gathered real time
- Authentication and dealing with tokens

Front End

Front End General Overview

- Pages made with HTML, CSS, Bootstrap
- Used Node to connect to MongoDB
- Used Angular.js to organize and manipulate components
 - Integrated player/visualizer

Front End Challenges

Angular Implementation

It was difficult changing and maintaining the functionality of certain code as we transitioned into an angular framework

Animations

ThreeJS

Animations

- Learned and utilized ThreeJS, a JavaScript library and API used for animating 3D graphics on a web browser.
- Song visualization animations are dynamic and responsive to the track currently playing through the application.

Animation Features

- Orbit speed controlled by section tempo.
- © Color of particles controlled by 'danceability' and 'acousticness' measured against 'valence' and 'energy'.

- Color of background controlled by 'energy' and 'valence'.
- Opacity of particles controlled by song sections
- Size of particles controlled by overall song tempo.

Animation Challenges

Independently Learning ThreeJS

 ThreeJS is a complicated library and is unlike much of our previous coding experience.

Vague Documentation and Sparse Examples

Learning was a particular challenge given the lack of simple explanations and examples of ThreeJS topics.

THANK YOU

Developers

Jake Andrus
 https://github.com/JakeAndrus

Zora Watters
 https://github.com/zorawatters

Max Shetterly
 https://github.com/Gitmaxcsci

Parker Morris
 https://github.com/ParkerMorr

Ella Sarder

https://github.com/esarder