AS Capstone Project Proposal

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Project Name: Music Games

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Project Description

My team and I are proposing a dynamic website that will allow users to play 3 different music based video games. These video games will use spotify to allow for a nearly infinite amount of possible songs. The games are as follows. A game where you are given 8 songs from a specific genre where the user will have to rank each song next to each other in a head to head tournament style bracket. A game where the user hears a short sound byte of a song prior from a specific genre and then they have to guess the song's title. Lastly, a game where users match songs to their respective album.

Functionality

Functionality of the site must include the following:
- 3 unique music based games.
- Spotify API for pulling song lists and playing specific songs.
- Secure login for users to allow them to save scores to their profile.
- A viewable games history allowing users to see previous games and scores.

Games

1. Music Clash
   a. Users select a genre of music and then the game picks 8 random songs.
   b. The user is displayed 2 songs from the list
   c. The game plays each song one after the other starting at 45 seconds and will play each one for 7 seconds.
   d. After the music is played users will need to select the song from the 2 that they think is better.
   e. Game continues the same way until all songs have been ranked.
2. Guess the Title
   a. Users select a genre and then a random song is played from that genre starting at 0 seconds and playing till 5 seconds.
   b. Users will gain 25 points for guessing a title correctly.
   c. Users will be able to select hints reducing score for each hint.

d. Hints include play 5 more seconds for 5 points, get the artist for 10 points, randomly show 50% of the title 15 points.
e. Using all points will reveal the title and fail the game.
3. Album Matching
a. Users will select a genre and be given 2 different album cover images and 2 different album titles.
b. Users will need to match the correct title to the correct album cover.
c. Afterwards users will be given 10 songs which will need to be matched to their respective album.
d. Users who matched correctly in the first part of the game will be told the total songs from the 10 songs given go into each album.

Development Platform

The website will be developed with HTML/JS/PHP and MySQL for the DBMS. The site will be stored on NEIT's production server until it is moved to a more permanent residence.