Team BeautifulSoup
Meeting 10
Monday, 4/23/18

Attendance

- Nick
- Obi
- Kishan

Absent

- Yooil

Accomplishments (last week)

- Nick
  - Create second half of low-tech presentation
  - Administer second half of low-tech presentation
- Kishan
  - Create first half of low-tech presentation
  - Administer second half of low-tech presentation
  - Fixed minor array issue
- Obi
  - Create non-technical project presentation
  - Administer non-technical project presentation
- Yooil
  - Fixed minor text display issue on front end (Merge #53)
- All
  - Attended 115 lab session

Things to Do & Assignments (spans multiple pages below)

Bugs		
Task	Assignment	Deadline
#55: play pause button don't toggle correctly ● Fix player so hitting play button on a new song causes the old song's play button to display the play symbol instead of the pause symbol	Yooil	Wed, 4/25
#73: Image of album art is stretched out and ugly ● Change dimensions of current album art display to smaller dimensions so image doesn't appear so pixelated and stretched	Yooil	Wed, 4/25

Database Population and Maintenance		
Task	Assignment	Deadline
Implement database version of Spotify query algorithm* ● Move query to Spotify to backend in express ● Communicate processed data directly to database from backend to be executed on startup of database ● *Dependency alert: probability tables depend on existing and populated databases	Kishan	Thurs, 4/26 @ 2:00pm

User-Facing Functionality		
Task	Assignment	Deadline
Create like and dislike buttons that render next to each track* ● Buttons must be React components that are rendered within the track component ● Like buttons have an onClick method that signals that a specific trackID was marked *like* ● Dislike buttons have an onClick method that signals to backend that specific trackID should be marked *dislike* ● Ensure each button can only be clicked once (very important) ● *Dependency alert: playlist generation algorithm depends on functional like/dislike buttons	Obi	Mon, 4/30 @ 11:30am
Implement crowd-sourced solution to mood-mis-matched track generation (“track choice” algorithm) ● Create probability table for each collection that will be updated as users click “like” and “dislike” for different tracks ● Write back-end algorithm to randomly select tracks from a collection according to the probability values of each track ○ Could create separate probability table for each collection or find way to easily store and access probability values within each track in each collection	Nick	Mon, 4/30 @ 11:30am
Change mood button functionality to contact backend endpoint for a playlist, triggering backend “track choice algorithm”	Nick	Mon, 4/30 @ 11:30am

Add-Ons		
Task	Assignment	Deadline
Feature Request #67: Display message when hovered on a mood/song ● Link: https://github.com/kishanankara/beautifulSoup/issues/67	Yooil	Mon, 4/30 @ 11:30am

Looking Ahead: For Next Week		
Task	Assignment	Deadline
Change image art display so it randomly chooses		
Make database population functionality smarter ● Re-queries Spotify to expand database collections on regular basis (example: once a day) ● Checks to make sure it does not add tracks that already exist in the database		
Connect front-end like/dislike buttons to backend endpoint that modifies probability values in database collections		
Comb through final requirements to make sure we didn't miss anything ● Requirements list: https://fury.cse.buffalo.edu/courses/cse442-s18/assignments/sprint6#section3		
Test app on Heroku to confirm all functionality		
Make and publish YouTube video showing off final product		
Create final presentation		