Date: March 12, 2018

Time: 12:00pm - 1:00pm

Meeting 5

Attendance
- Nick LaGrassa
- Kishan Ankaraboyana
- Yooil Suh
- (Ayoola Obi missing)

Accomplishments
- Nick:
  - Rewrote Playlist component code to fix bug where app crashed after an indeterminate number of interactions with the rendered tracks
  - Added filter methods to sort playlist query returns so that only tracks with both valid album art and preview_urls were stored in Playlist component state and rendered
  - Developed preliminary database schema for implementation after Alpha release
    - HashMap for each user with map of trackIDs to list of preference data and corresponding probabilities of appearing in next playlist.
    - Wheel-based method for calculating probabilities from preference data.
- Kishan:
  - Identified bug mentioned above and proposed theories for solving
  - Taught Nick new React functionality related to existing Playlist component code
  - Developed preliminary database schema for implementation after Alpha release
    - Master 2D array indexed by userID and trackID, containing data attributes like numPlays, numLikes, numDislikes, etc)
- Yooil:
  - Created playlist player which visualizes track objects from the Spotify API (provided by Playlist component created by Kishan and Nick)
  - Added "wiggle" action on Mood emojis when clicked
  - Integrated Player into second page of App

Action Items (this week)
- All:
  - Write documentation sufficient to onboard a new developer into your project (8) **[due Wed, 3/15]**
    - Comment your code to clearly describe what *everything* does by Wednesday
- Yooil:
  - Implement "Jazz" button in top left of page to link users to welcome page for a new search (4C) **[due Wed, 3/14]**

- ○ *(Optional, but would be nice)*: Implement Emoji icons at top of webpage with player on it (4B) **[due Wed, 3/14]**
  - ■ Same functionality as those on main page (load a playlist page with newly generated set of songs)
- ● Obi:
  - ○ Get track artist to display on the player (3C) **[due Wed, 3/14]**
  - ○ Improve aesthetics of track objects within player (3D) **[due Wed, 3/14]**
    - ■ Each play button
    - ■ Background of each track component
      - ● (the "background" can be described as the elongated rectangle that houses things like the track name and play button for each track in our player)
- ● Nick:
  - ○ Modify method which processes playlist query such that three playlists are pulled and 10 total songs (with valid album art and preview url) are pulled from these playlists and provided to the player (5E) **[due Wed, 3/14]**
  - ○ Create and submit a YouTube video of your running software (7) **[due Thurs, 3/15]**
  - ○ Create an issue in your area of the project for an outside developer to complete (1) **[due Thurs, 3/15]**
- ● Kishan:
  - ○ Integrate Yooil's playlist player code into existing code base (following component file conventions) (4D) **[due Tues, 3/13]**
  - ○ Fix API call triggered by each emoji so the playlist query matches the mood of the clicked emoji (5F) **[due Wed, 3/14]**
    - ■ Example: 'Happy' emoticon should trigger a search for happy playlists
  - ○ Deploy the alpha version of our project for our alpha testers (6) **[due Thurs morning, 3/15]**