Iteration 6 (Group 11)
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1. **Usability Improvements and System Integration (60 points)**
   a. **Implementing Peer Review Changes (20 points):** We have successfully implemented the Peer Review Changes from the discussion board.
      i. **This is for Huu Phuc Bien (Ben).**
         1. The first change I made is the ability to add from the search page that it didn't have before. Now, the user can click on the song on the search page, and it will show a dialog with the list of playlists that the user can pick to add the song to that playlist.
         2. The second change that I made is the search features for the playlist. On the playlist page that you can navigate to on the sidebar, you can click on the playlists shown on the page, and it will show you the playlist on the timeslot page with all the songs shown.
         3. One of the peer reviewers asked me to add features to create playlist. However, I would not be implemented because, in my current design, this is not part of what the DJ can do and should do.
      ii. **This is for Brandon Tran**
         1. Took constructive criticism and made the text size bigger for the search bar as a major complaint was how it looked out of place and was distracting to the overall UI design. Rationale behind making the text bigger was how it would make it more accessible for users with visual impairments which is important in making a well rounded UI.
         2. Another constructive criticism that I fixed was the font used in the side menu which was originally Times New Roman. Complaint was that it did not fit the aesthetic of the UI which was noted. Therefore to resolve this issue I changed it to Roboto sans serif which is not only more popular in other applications but helped maintain standards with teammates webpage.
      iii. **This is for Shaun Jones**

1. Specific Changes: In response to peer review feedback, I implemented a dedicated login page to enhance the system's process. This addition provides a clear entry point for users, ensuring a more controlled and secure access mechanism. Rationale: The creation of a login page addresses a fundamental aspect of user interaction—accessibility. This change enhances system usability by allowing users to access other pages
2. Specific Changes: I integrated the database more seamlessly, replacing placeholders with dynamic data. This modification ensures that users interact with real and relevant information from the database, contributing to a more authentic and functional user experience. Rationale: The integration of the database and the removal of placeholders respond directly to peer feedback, improving the realism and practicality of our system. Users now encounter accurate representations of data, fostering a more meaningful engagement with the application.
3. Specific Changes: Based on peer suggestions, I implemented a feature to display information about the currently played song. Users can now see details such as song name, artist, and additional relevant information during playback. Rationale: This addition enhances the user experience by providing contextual information about the current song being played. Users can now stay informed and engaged, contributing to a more immersive and enjoyable interaction with the music streaming system.

b. **Unified System Presentation (20 points):** Our Group has integrated one anothers projects into one unified system presentation. Using a starter menu which allows users to select which user role they want to access, we have combined all of our individual web pages which we have worked on this semester. Also having followed the general web page designs from iteration one we have managed to maintain a consistent feel among our different user roles with slight variations intended to make work flow more efficient for our particular user roles. Any minor differences also may have stemmed from the project formatting in which we worked as a team initially however ended up working individually for the following four iterations.

c. **Comparison and Justification (20 points):** In comparing our final UX design to the original plans, we feel as our team was very true to form in how we implemented our UX. It is our belief that our thorough planning from the beginning allowed us to create our web pages as similar as possible from the wireframes from iteration one. This point is further supported in how most of the

criticism for usability that we fixed were minor things that didn't change the core of what we set out to achieve.

2. **Database and Data Consistency (10 points)**
   a. **Common Database Usage (5 points):** The evidence of the shared database can be demonstrated in our video as playlist changes are reflected across user pages (From DJ, Listener, and Producer). Data consistency was managed after reformatting our separate databases and consolidating necessary variables. For future implementations of this project, our group would like to note an emphasis on creating a shared database during iteration five would have been extremely helpful in cutting down the extra work in iteration six. Regardless, data consistency was observed via the displays of our pages as well as checking the documents within MongoDB compass.
   b. **Data Integration Across Screens (5 points):** As before data integration across screens are seen in the video with how playlist and song display are consistent. Not much to say here as most of the notables are mentioned in the prior section.

3. **Demonstration (20 points)**
   a. **Proper Demonstration of Usability for Each Profile (30 points):** As seen in our demonstration videos we made sure that each student's respective webpages performed the functionality outlined in the project guidelines. The only part missing was the Manager as teammate was not communicative during the iteration six process.

      Listener – display the user's preferences and let them add or delete from the criteria. Then display an set of upcoming songs or DJs that may be of interest to the listener based on the preferences.

      Producer – allow the user to select a DJ and a time slot for their currently assigned songs. Then let the user search for songs and add them to a DJ's playlist. Also let the user delete Items currently on the playlist.

      DJ – allow the user to select a time slot and display the assigned playlist. Let the user search on their previous playlists and copy records from that playlist to the currently selected playlist.

      Manager - allow the user to select a day and then compare the producer assigned songs against the DJ played songs. Display the differences and allow them to be saved for later reporting. (For 4 member groups only).