Intelligent Media Services – Assessment 2

Spotify Music Video Player

Design Documentation

Three design principles I focused on were keeping it relevant to Spotify, trying to make a retro feel to the application and keeping it simple. Spotify is the key source of information and to be used hand in hand with the application which had a significant impact on the colour scheme used throughout the design process. The TV and button design with static during loading was implemented to give the user a retro feel to the app to hopefully bring an appeal to the UI. Keeping it simple is very important when developing and I feel that clicking three buttons to achieve the proposed outcome has achieved that goal.

Technical Documentation

The application uses Spotify to achieve the authentication of user permissions and access the currently playing song. Once those permissions have been granted, the YouTube API is used with the song name and artist as search params to find the relevant music video and load it to the embedded video player.

The most difficult issue I had while developing this application is most likely implementing the proxy. I struggled using the proxy we developed in class while using vscode outside of the elf server where I could not get the application to connect to localhost and could not figure it out. I ended up spending a lot of time researching express JS to implement another one.

Reflection

I took a completely different approach to assignment two as I did for the first one as I developed an application instead of a common website. I believe this approach creates a better user environment and simplifies the UI. I spent most of my time figuring out ideas for the assessment which really left me short on time to develop the assessment. I think next time I might try seeing what friends or family have for ideas to promote creativity which is not my strong suit.

Testing was completed constantly throughout the development of the application to ensure that everything was working fine. Many console logs were implemented to figure out data points and any issues along the way.