Iteration #02: Project Kickoff

Individual Aspects:
Zorian Passmore
Objectives:
- Learn to effectively store and categorize music with respect to other elements like the artist, album, length of songs, listen/like count, etc., using an appropriate data type
- Learn to build a user interface
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Joshua Grayson
Objectives:
- Gain experience coding, because I've never coded before freshman year
- Learn how to link functional code to user interface
- Learn how to optimize data structure + storage for efficient execution of programs

Alex
Objectives:
- Get familiar with Python coding and using Sypder
- Learn

Group Aspects:
Technologies and tools:
-Anaconda (Spyder)
-Anaconda GUI (Potentially use plugin)
-Github
-Local folders for project to run

Project Timeline:
Week 1 (2/16-2/22):
- **Decide on data structure for storing songs**
- Set up Github
- Investigate how to play a music file from the IDE
- Download a few songs to use

Week 2 (2/23-3/1):
- **Build basic functions to play songs through the command line**
- Build basic function to add song to playlist
- Create lists of songs (Albums, playlists, artists, etc)

Week 3 (3/2-3/8):
- **Create GUI**
- **Add in Pause/Play/skip functionality**

Week 4 (3/10-3/15):

- Make the GUI look nice, add creature comfort features
  - Show timeline for the song while it is playing
  - Show album cover for the song

Week 5 (3/16-3/22):

- Optimize playlists and add tags feature
- **Make into standalone program**

Week 6 (3/23-3/29):

- If goes well, consider **adding functionality for users to add their own songs**, customize playlists and tags

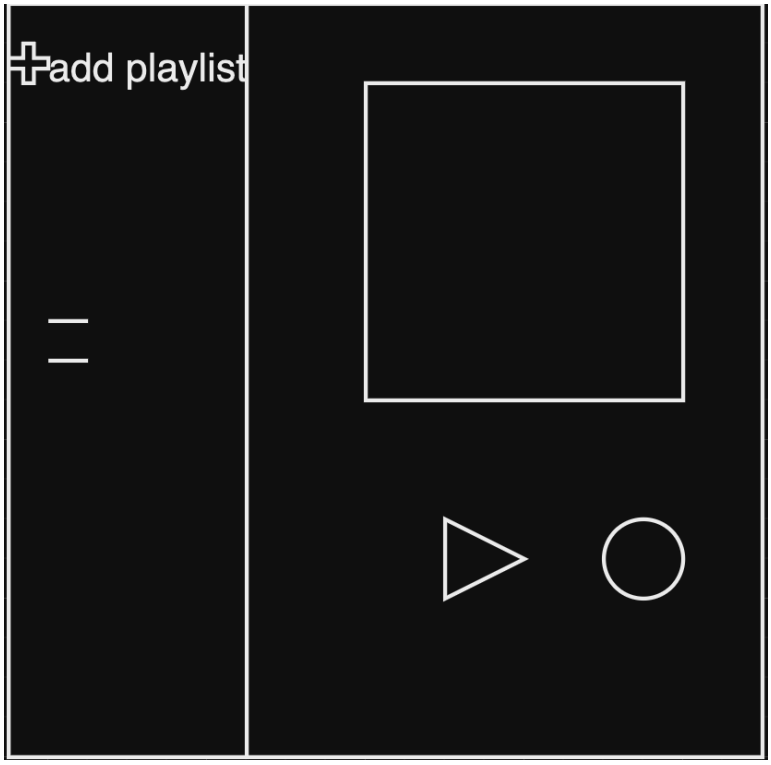
Week 7 (3/30-4/5):

- EMPTY in case we are running behind
- Create presentation showing the work done on the project

Due: First week of April

Project scope:
Overview: Spyder GUI that plays music that is downloaded locally. It has the songs categorized in terms of playlist, album, artist, and genre tags. Songs also have a time length. The program needs to skip, pause/play, and create a playlist out of songs. The UI will also show available songs from your library.

Potential GUI:


add playlist