# 11/16/2015 (Meeting #1)

Agenda

- Discuss design and refining design/potential problems for Revised Design Document.
- Start thinking about implementation details and spotify API.
- Plan out work for each team member.

#### **Meeting Minutes**

- Too much functionality for the MVP
- For MVP: Most important, let's just do the core functionality and focus discussion on that. Banned list/boos and ways to specify preferences (like weights) is too complicated.
- Spotify API might not be necessary...?
- Consider adding artists time allowing, but not for MVP. MVP just use songs.
- Let's try to get this spotify play button widget.
- For MVP, we need:
  - 1. ) Allow users to register
  - 2.) Allow users to add songs they like
  - 3.) Allow gatherings to form, and to add users to gatherings.
  - 4.) Choose random songs liked by random members of a gathering
  - 5.) Connect to Spotify API to play these songs.
- Write design challenges in a more logical manner. A better description early on in the document, so make sure challenges described do exist in the actual app.
- To talk about banned list: "We decided on the concept of a boo. We did this because we considered banned list, and roblems with that>...."
- Box for boo seems out of place. Change arrow directions with boo to coming out of it instead of into.
- Revising design document: reverse arrows on boos, add listing next N songs

# 11/23/2015 (Meeting #2)

## Agenda

- Discuss MVP

## **Meeting Minutes**

- Each part seems good, but need to merge them together.
- Problem is that Spotify playlists require sign-in, and Spotify web player requires user clicking.
- Maybe create WeTube Spotify Account?

# 11/30/2015 (Meeting #3)

### **Agenda**

- Recap what all needs to get done (both in terms of fixes and new features)
  - Features to include before Thursday demo, Sunday final
- Anything we can do about this not being able to do javascript on the spotify player thing?
- Game plan for the rest of the week
- Plan for demonstration on Thursday

#### **Meeting Minutes**

- Boo feature lost points will look into it with DNJ
- Javascript Widget
  - Can't do anything with iFrame
  - Try to put transparent div over the iFrame
  - Try to intercept the click from the iFrame
  - Put Javascript Timer on the song, so that after song ends will update song queue
  - Problem is if user pauses it then stuff doesn't work
    - Put overlay over play/pause?
    - Disable pause button?
  - Can we poll spotify API for which song is currently playing
- How does demo showing work?
  - Create accounts, add songs to profile, etc.
  - Just show us how a user would use the app.
  - Shouldn't take too long
  - Almost final product
  - Should have final features, don't demo bugs/security errors
  - At Stata 7th floor
- Few more features other than "Boo" by Sunday
  - Add artists / modify song selection process?
  - Send invite to people by sending in link by email
  - Sendgrid
    - <a href="https://www.google.com/webhp?ei=I2DRVIHxOYOzqgbDuYCwDw&ved="0CAUQqS4oAg#q=sendgrid+node">https://www.google.com/webhp?ei=I2DRVIHxOYOzqgbDuYCwDw&ved="0CAUQqS4oAg#q=sendgrid+node">0CAUQqS4oAg#q=sendgrid+node</a>
      - Sendgrid node.js
    - node-mailer documentation (email invites)
  - Can send from any address