Idea 1:

The webapp will use Google Maps’ distance matrix API along with Spotify’s API. The overall function will be to map a full-circle run based on a Spotify playlists’ time. The user logs in using Spotify and then chooses a playlist to map. The user will then input an expected running pace. The app will then calculate the distance to be run and then route a full-circle run, if specified, or if given start and end locations, will route a run between those two places. If the runner sticks to the pace, then he or she will finish the run as the playlist ends. A database will be used in order to cache certain distances of road, as well as storing the user’s previous runs and associated playlist. If time allows, the webapp might also have a feature to include difficulty of runs based on the average bpm of the playlist (ie. If the playlist is overall faster, then a more hilly workout will be generated.)