CS 460 Project final status report

Alexandra Wonyu

Deliverables

I submitted a zip archive, named heardle-plus-plus.zip, which contains all the project's deliverables, including:

- The source code, in the heardle-plus-plus directory
    - Which itself contains a README.md file with instructions on how to install the project and run it on your local machine
- This document (report.pdf)

Final status of project

I have met all the goals I set for myself at the beginning of the semester, which boiled down to: creating a working web app that lets users log in with their Spotify account, choose any of their playlists to quiz themselves, and play as many times as they like.

While anyone with a Spotify account could boot up my app and have a fairly pleasant experience playing it, there is still some work I could not manage to get done until the end, namely:

- Fixing an issue where pressing the play button sometimes fails to load the HTMLAudioElement with the preview URL, meaning it needs to be pressed again (picking another random track), for a song to actually play.
- Picking songs at random "without replacement", so that on any given playlist, the user is not quizzed on the same song again.
- Removing the "Click here to start" button, and figuring out how to preload the HTMLAudioElement somehow, instead of doing it through this button click.
- Once the above is done, finishing styling with CSS.