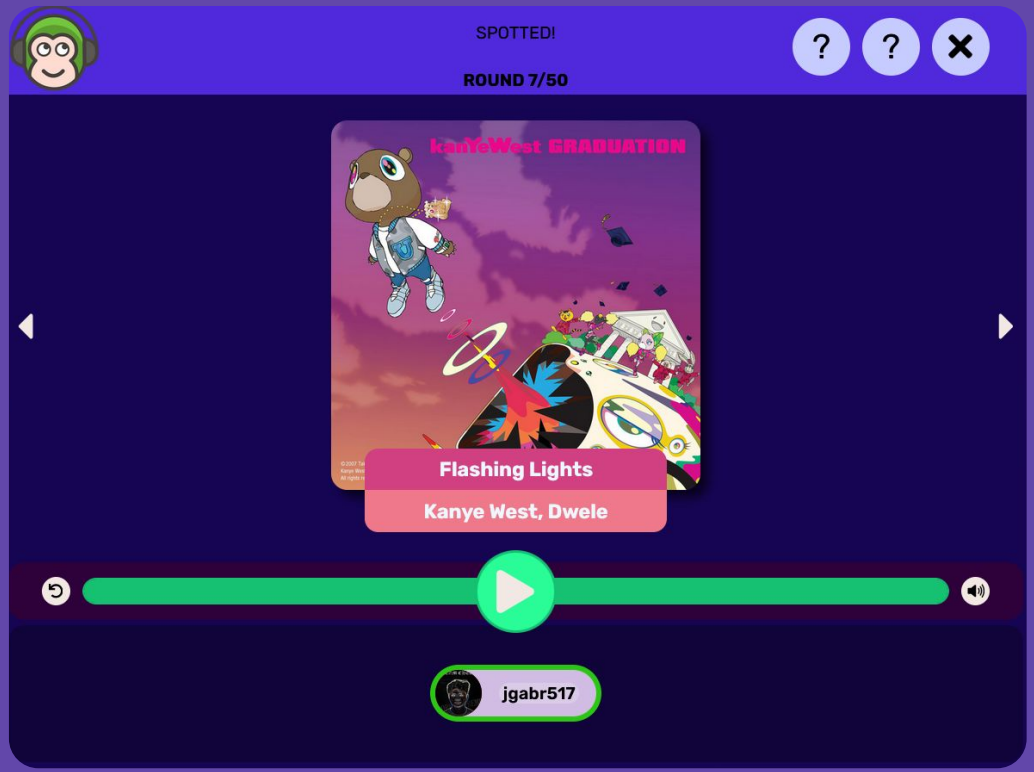
By: Jesse Gabriel & Drew Schiller

What Is SPOTTED?



- A game that involves your music taste and how well you know your friends.
- Each Player joins by linking their Spotify Account.
- Each round, a new song is selected. The goal is to guess which one of your friends has the song in their playlist.

FEATURES: Multiple game-modes & adjustable settings

DEVELOPMENT PLAN

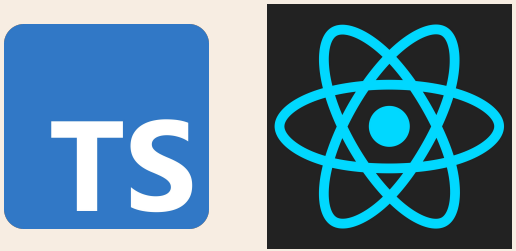
Front-end: Jesse

- Directory and component structure
- Design and styling
- Both involved with linking and general vision for the project

Back-end: Drew

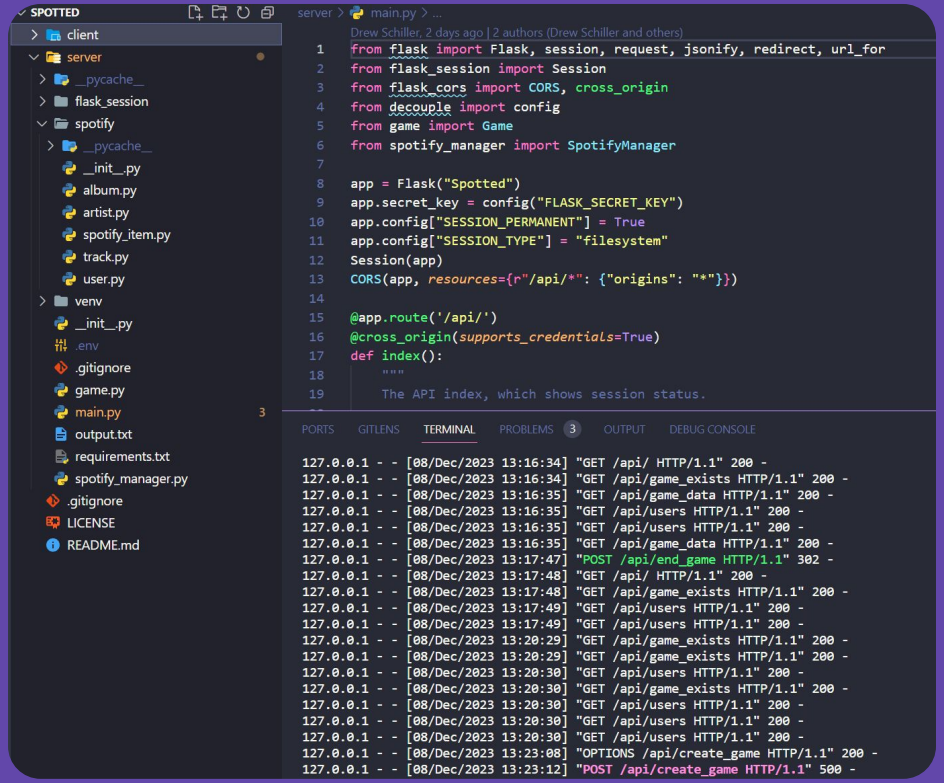
- Connection to Spotify API
- Game Session Management
- Custom API for frontend
- Both involved with linking and general vision for the project

TECH STACK



Flask

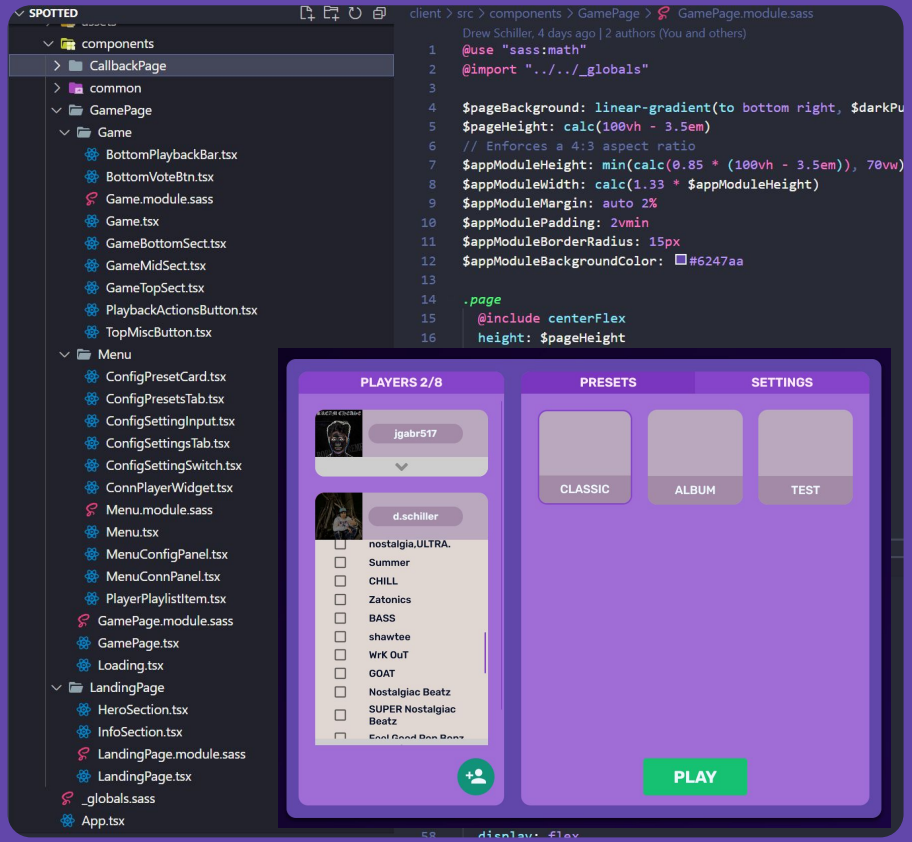
THE BACKEND (API)



- Backend uses Spotipy library for API calls to Spotify
- Stores game and Spotify data in sessions
  - Sessions are encrypted and cached per instance of the site
- Client manages backend game state using Flask API calls
- Currently, session data is stored on our filesystem, we have plans to implement a database

THE FRONTEND

- Mainly built with React and SASS
- Reads session data using calls to backend Flask API
- Large number of components required the development of specific organization schema involving file structure, and naming convention
- SASS modules used for styling UI with modularity and level scoping of variables



CURRENT LIMITATIONS

- Liked song fetching limited
- Doesn’t work with other Spotify accounts not in the developer console
- Artist info limited
- Not many presets yet
- Session data is currently stored on filesystem

WHAT WE LEARNED/CHALLENGES

We Learned A LOT

- How to structure a full-stack web application
- A Significant amount of CSS (SASS)
- Working with React (Hooks, Contexts, useRef...)
- Using Git for productivity (Branches, merging & issues)

Challenges Faced:

- Getting Authentication to work
- CSS Challenges: Scrolling text animation, container aspect ratio

FUTURE PLANS/GOALS

Bug Fixes

- Handling Errors Better, Fix current limitations
- Reorganizing Codebase

Features:

- Game Modes involving:
  - Selection Voting: “Who doesn’t listen to __”
  - Statistics: “Who listens to artist/song the most?”
- Design: finishing up styling, animations …
- And much more.