CPSC 353 Class project Your Name: Emily Chan

Submission 1

Name of your project: Guess the Artist

Github repository for your project: https://github.com/emily-chan/GuessTheArtist

If you are doing a team project rather than an individual project:

Name of your Team: Guess the Artist

Members of your Team: Kaitlyn Abdo, Kiara Cardona, Jin Jung, Mark Schneider

Project description:

The internet and its underlying infrastructure continue to become increasingly complex, and it is our responsibility to become proficient with the current architecture and efficiently utilize resources. Our aim is to attain a better understanding of network communication processes by creating a multicasting program that accesses the Spotify API. We know that developers are capable of accessing these internet services and their data. Our goal is to take these resources and use them to create a multi-threaded chatroom game that will work as follows: as clients join the chat server, they can opt into the game by entering a keyword. Once in the game, the clients will take turns secretly selecting an artist. The artist's name will be used to retrieve a song belonging to that artist and play it. The remaining clients will not know who the artist is and will only have the music that plays and the genre. We will use the Twitter API to calculate the sentiment analysis on the artist name, which will be used to determine the players' scores depending on the range of the sentiment score associated with the artist. The game will end/reset when a player accrues 10 points.

Network content – which concepts from this class will be explored and/or demonstrated by your project

We will be exploring how to manage and use web APIs, specifically Spotify and Twitter. We will also be using communication between peers over a network.

Deliverables for the second submission
- Your team will submit working code implementing the following features by the second submission.

Our deliverables will be creating a multithreaded program that is designed to perform correctly once we can access Spotify and Twitter APIs to update variables sentiment_score, song_title, song_genre.