

Some wireframe ideas

1. Home page
 - a. Decision: logged in?
 - i. Yes - redirect to dashboard
 - ii. No- redirect to login/signup
2. Login/signup
 - a. Input: enter login credentials and spotify account authorization
 - b. Database: store user credentials
 - c. Decision: valid log in/ signed up?
 - i. Yes - redirect to dashboard
 - ii. No- error message/stay on login/signup
3. Dashboard
 - a. Input: select an option
 - b. Database: user information/previously saved wraps
 - c. Decision: click a page
 - i. SW summary page
 1. Input: social media sharing and play music clip
 2. Database: Spotify wrapped data
 3. Process: summary with slides and transitions
 4. Decision: play song clip?
 - a. Yes - play clip
 - b. No - next slide
 5. Decision: share on social media?
 - a. Yes - open share options
 - b. No - return to dashboard
 - ii. SW history page
 1. Input: option to delete previous wraps
 2. Database: wraps database
 3. Process: display previous SW
 - a. Decision: delete a wrap?
 - i. Yes - delete wrap from history
 - ii. No - return to dashboard
 - iii. Duo-Wrapped page
 1. Input: enter/select another person's username to compare with
 2. Database: wraps database
 3. Process: compare SW of two users
 - a. Decision: save duo wrapped?
 - i. Yes - save
 - ii. No - return to dashboard
 - iv. Games page
 1. Input: submit answers
 2. Database: games database (store quiz results)
 3. Process: display quizzes
 - a. Decision: complete the quiz?
 - i. Yes - display score then return to dashboard
 - ii. No - retake quiz or exit
 - v. Public wraps page
 1. Input: like a wrap, follow user, filter wraps
 2. Database: public wraps database and user database
 3. Process: display public wraps with options to like/follow
 - a. Decision: like or follow?
 - i. Yes - update user preferences
 - ii. No - return to dashboard
 - vi. Account settings
 1. Input: toggle dark mode, select language preferences, delete account option
 2. Database: user database to store preferences
 3. Process: manage user account, toggle dark mode, language preferences
 - a. Decision: save changes?
 - i. Yes: save changes then return to dashboard
 - ii. No - discard changes then return to dashboard