

Sprint2 Backlog

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Till the first sprint, we would like to implement the following functionalities:

1. Create the rain scene: we will use WebGL (Three.js). (Chuan)
2. Add music functions:
 - (1) Pin music from other website by url function. (Ru)
 - (2) Add musics from others album to user's album function. (Ru)
3. Finish functions related to album management page:
 - (1) Delete album function (Ru)
 - (2) Delete music function (Ru)
 - (3) Hover on album image to show the edit toolbar (Chuan)
 - (4) Create Album popup (Chuan)
4. Finish create album function. (Ru)
5. Add play and pause music function. (Chuan)
6. Add comment page and related functions:
 - (1) comment page html (Chuan)
 - (2) make comment function (Ru)
 - (3) delete comment function (Ru)
7. Upvote or downvote album function. (Chuan)
8. Login with Facebook or Youtube. (Chuan)
9. Deploy the application on AWS EC2. (Ru)

Difficulties:

The difficulties for this sprint might be the implementation of interactive WebGL scene, because we don't have too much experience with this technique before. It may take more time than other functions. Since our web app is single page web application, we are considering to use AngularJS. It might also take some time to rewrite parts of functions.

Conclusion:

For sprint 2, we will finish all functionalities that will have in this application and deploy it on AWS. We will polish the CSS to make the website looks beautiful and user friendly.