Q to consider: we can only add a certain number of authorized users to the app, how can we make it publicly available?

- A: If we want to extend our quota and authorized users, we need to apply for an extension from Spotify to switch our app from development mode to extended quota mode. But to do this we would need to modify a few things, including our UI, to match their standards.
- https://developer.spotify.com/terms#introduction
- We can still host it on a domain in the development mode, but we still would have to manually add users to the authorized users list. Additionally, for Spotify to accept our request given we have matched all their standards, might take up to 6 weeks.
- After we get an external domain and host the app, we need to update Redirect URI in the spotify developer dashboard.

Hosting Options	Pros	Cons
Shared Hosting	● Cost-effective ● Managed server	● Limited Resources ● Not suitable for high traffic ● Shared resources can impact performance
Container Orchestration	● Scalable ● Supports containerized apps ● Cloud-native design	● Complex setup and management ● Overkill for small projects
Dedicated hosting	● Full server control ● High performance ● Suitable for very high traffic	● Expensive ● Overkill for small projects ● Requires more server management
Cloud hosting	● Highly scalable ● Pay as you go pricing ● Global data centers ● Team members are more familiar	● Can get expensive with high traffic ● Complexity varies by provider
Serverless platforms	● No server management ● Cost effective for sporadic traffic ● Auto scaling	● Not suitable for all apps ● Learning curve for setup

Decision: Cloud hosting is optimal for the team and the project's needs. From all the cloud providers, Digital Ocean will be the best and cheapest option if we do not include a lot of machine learning algorithms in our recommendation algorithm, but Azure would be more optimal if we do have a more complicated set up. Both of them offer free credits for students as well.

- Since we are thinking of incorporating deep learning into our project and possibly reinforcement learning next semester, we will go with Azure.