**Project Log**

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| Date | Log |
| 24/04/2024 | Researched how to use the Spotify API. Discovered I needed a premium account to access opposed to paying for it separately, but this was fine because I already had a premium account.  [Spotify Web API](https://developer.spotify.com/documentation/web-api) has a lot of useful tools which I can implement into my project, especially the ‘Playlist’ section. |
| 02/05/2024 | Started using the starter [Spotify Tutorial](https://developer.spotify.com/documentation/web-api/tutorials/getting-started) to start understanding. I learnt how to extract data about a certain Artist from Spotify using my Client/Secret ID. My next step is to start understanding how to convert this information into a visible UI. |
| 05/05/2024 | I’ve attempted to do this on my VSCode software, but I’ve been having some trouble understanding how to use npm and Vite together. |
| 08/05/2024 | Once I had finally figured out how to install npm, vite and node.js, I continued with the tutorial. |
| 10/05/2024 | I finished the tutorial and had a successful web app running which showed my personal spotify information.  I was recommended to try and achieve something similar using Python so I discovered this [Spotify Web App Python Tutorial](https://www.youtube.com/watch?v=WAmEZBEeNmg) |
| 09/07/2024 | Figured out how to fix the issues my terminal had and managed to use Spotipy to pull up information about anything about any artist on Spotify and print it to the terminal. The next step in this stage is outputting this information onto a localhost page. |
| 19/07/2024 | I started listing out my objectives and requirements for my project. I have made a short questionnaire asking people to outline what kinds of features they would want in this kind of project.  This whole time I’ve given thought to how I would use the API, however I’ve not thought about the drafting process would work up until this point. Since I’m very into sports there are multiple templates for how the draft could work:   * NBA Draft. * FC (Formerly FIFA) game franchise. * FPL Draft. |
| 25/07/2024 | I referred to the “Tackling A-Level Projects” Textbook and started writing more detailed objectives. I’ve also finished a rough questionnaire which will help me identify some of the specifics.  I also wrote out a step by step process of how I planned for my web-app to work so that I could write objectives. I will also start prototyping the design / layout of this app on Figma. |
| 25/07/2024  Part 2 | I’ve now drawn out a detailed page with step by step instructions of how each game is going to be setup. This will help me continue to write more specific and detailed objectives and help me ask some more questions on my questionnaire.  I’ve also realised that there needs to be a fair way of deciding what the order is in the drafting process. Since I am a large fan of board games I’m thinking of using a process similar to Catan or Risk – or I could implement an algorithm which randomly orders each player. I will ask in my questionnaire what people think is the best and use that going forward. |
| 27/07/2024 | I know I’m going to use OOP in my final program, so I started writing down as many objects as I could think of, then drawing OOP diagrams for each of them (writing out attributes and methods).  I attempted implementing these into a rough CLI on Python, by initialising all of the functions and attributes.  Whilst I was doing this I realised I will likely be using Tkinter to implement my UI, however I will likely first create a prototype using a CLI. |
| 28/07/2024 | Continued establishing my CLI by actually making a sort of working CLI. I still need to fully get to grips with OOP as I’m not sure the best way to do some things. |
| 29/07/2024 | Although yesterday I was rather successful with starting my OOP implementation of my web-app, I wanted to do some more projects with OOP in python just to fully remind myself – as it’s been a while since I’ve done anything with it. |
| 22/08/2024 | Started writing up my project report and analysis. |
| 22/08/2024 | Added some new questions to my questionnaire and resent it out due to it not getting any responses. |
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