Story

As an existing user of the application, I want to have my music preferences saved, so that I do not have to re-listen to songs I do not like and immediately return to music I want to explore on my next session.

Description

\*Refer to the new-user exploring music story\*

The user goes through a session of music exploration and expresses enjoyment as well as discontent to certain songs. The user will close the application after a session of music exploring. After reopening the application, the user should have the same preferences created from their previous sessions. They should expect music that they have not explored in addition to songs they have not disliked yet.

Design Ideas

After the user finishes a session of music exploring, the application will record the preference data created from the session based on what they listened to into a database. When the user returns to the application, the preferences stored in the database will be reloaded. They will then hear unexplored and not disliked songs.

If something goes wrong, and the preferences could not be saved or loaded, the user will be informed and can make manual selections.