



Meteor Melodies Mapper



By Emma, Jonathan, Jared, Francisco, & Evan

By Team 2kewl4skewl





Project Description











- Road trips are a uniquely memorable experience largely due to the time spent enclosed in a vehicle.
- Subsequently, the choice of music can be an integral part of the experience.
- People often overlook weather as an important aspect of selecting the right set of songs.
- It's no secret that weather has a big impact on our mood. A sunny day births thoughts of joy and radiating warmth. Whereas a rainy day gives rise to feelings of melancholy and calm.
- Our group decided to explore this niche of producing an appropriate playlist to match the mood brought on by the weather, and so Meteor Melodies Mapper came to be!



Tools & Methodologies



Tools used & Group rating

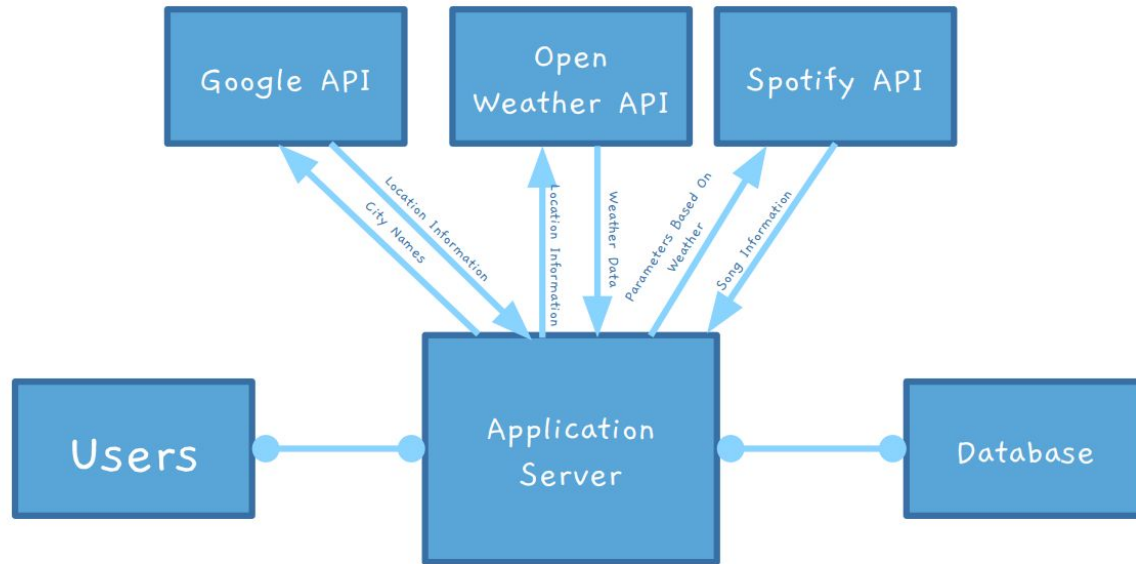
- Project board ★★★★★
-  Github ★★★★★
-  Docker ★★★★★
-  PostgreSQL ★★★★★
-  VSCode ★★★★★
- HTML ★★★★★
- EJS ★★★★★
-  Openweather API ★★★★★
-  Spotify API ★★★★★
-  Node JS ★★★★★
-  Google maps API ★★★★★

Methodologies

- We used agile as one of our main methodologies for developing
 - This was especially useful when we ran into problems and had to switch quickly as we will talk about on our challenges slide
- Another thing we did was pair programming, which was also super helpful



Architecture Diagram





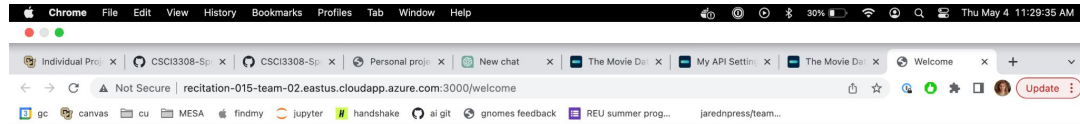
Challenges



- One of the biggest challenges we faced was implementing the weather function.
 - Initially we wanted to check the weather at multiple locations along the path; however, there's no prebuilt function in the google maps API
 - So we decided to only check the start and end weather so that we could focus on our main vision of creating a playlist where the energy matched without being as worried about being exact
 - This made us deviate from our original project plan but we are so happy with the result and it is even better than we expected!!
- Another challenge that we faced throughout the project was all working on different things at the same time
 - We overcame this by having more meeting, being more descriptive in our names for commits and PRs, and by committing often so that we could use each other's work and help each other debug!



Project Demo



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