

# 11/16/2015 (Meeting #1)

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## Agenda

- Discuss design and refining design/potential problems for Revised Design Document.
- Start thinking about implementation details and spotify API.
- Plan out work for each team member.

## Meeting Minutes

- Too much functionality for the MVP
- For MVP: Most important, let's just do the core functionality and focus discussion on that. Banned list/boos and ways to specify preferences (like weights) is too complicated.
- Spotify API might not be necessary...?
- Consider adding artists time allowing, but not for MVP. MVP just use songs.
- Let's try to get this spotify play button widget.
- For MVP, we need:
  - 1.) Allow users to register
  - 2.) Allow users to add songs they like
  - 3.) Allow gatherings to form, and to add users to gatherings.
  - 4.) Choose random songs liked by random members of a gathering
  - 5.) Connect to Spotify API to play these songs.
- ~~Write design challenges in a more logical manner. A better description early on in the document, so make sure challenges described do exist in the actual app.~~
- ~~To talk about banned list: "We decided on the concept of a boo. We did this because we considered banned list, and <problems with that>...."~~
- ~~Box for boo seems out of place. Change arrow directions with boo to coming out of it instead of into.~~
- ~~Revising design document: reverse arrows on boos, add listing next N songs~~

# 11/23/2015

## **Agenda**

- Discuss MVP

## **Meeting Minutes**

- Each part seems good, but need to merge them together.
- Problem is that Spotify playlists require sign-in, and Spotify web player requires user clicking.
- Maybe create WeTube Spotify Account?

# 11/30/2015

## **Agenda**

- Recap what all needs to get done (both in terms of fixes and new features)
  - Features to include before Thursday demo, Sunday final
- Anything we can do about this not being able to do javascript on the spotify player thing?
- Game plan for the rest of the week
- Plan for demonstration on Thursday

## **Meeting Minutes**