CSC 380 – Software Engineering

Spotify Playlist Annotation

Project Description

# Background

Many people use the music streaming service Spotify to assemble playlists that are then used during exercise routines. These include running, CrossFit, and indoor cycling. Remembering precisely which activity coincides with a particular song or passage can be a challenge, so it would be helpful to have a way to annotate a given playlist with specific activities, similar to Tabata Training: <https://www.active.com/fitness/articles/what-is-tabata-training>.

# Objective

The objective is to develop a web application that permits a user with a Spotify account to add text annotations at specific times in a given playlist, then view those annotations as the songs are being played.

# **Key Features & Challenges**

The project should have the following features:

* Authenticate a Spotify user
* An editing interface that accepts text entries and times the entry should be turned on and off.
* A player interface that displays the annotations
* A history interface showing the dates and times when a given playlist or song was played
* The UI should be manageable on PCs and mobile devices

# Stakeholders, **Resources, and** Further Information

This project is in cooperation with James Early <james.early@oswego.edu> of the Department of Computer Science. You will need to meet with him to elicit requirements and gain an overview of the relevant materials, systems, constraints, and the project goals.

Useful resources:

* Spotify API:

<https://developer.spotify.com/documentation/web-api/>

* Feature suggested (never implemented):

<https://community.spotify.com/t5/Closed-Ideas/Adding-Notes-to-Songs/idi-p/24865>