

# Music Player

We use music streaming platforms (like Spotify and Apple Music) regularly. This project aims to design and create a fully functional music player that offers a similar experience to the music player interfaces used in the named platforms above. Your job will be to create a GUI in JavaFX that can download, display, and play music.

## Requirements

Your project should include the following features:

- The ability to download music and store it in a library (including the cover art)
- Library sorting functionality (based on artist, title, release date)
- Play, pause, fast-forward, rewind buttons, and seek bar for the Player

## WOW Factors

Your Wow Factors should take your final product beyond the above requirements for the project. Here are a few examples of what these factors could look like:

- Playlist making ability
- Playback speed, skip 10 seconds, timed comments (look at SoundCloud's timed comments)
- Adaptive background color
- Your unique ideas for the wow factors. (Make sure to have your TA's approval before implementing them)

## Milestones

The following milestones are recommendations for where to be in your project on the day of our 1st, 2nd, and 3rd meetings:

Meeting 1: A basic UI for playing a song with controls to start, pause, fast-forward, rewind, etc. At this point, we are probably playing a hardcoded local file.

Meeting 2: We should be able to download multiple songs with metadata (such as the name of the song, artist, genre, release date, etc.) and view them in the library, and we should be able to select and play any music from the library.

Meeting 3: The team should have completed their wow factor and finished any additional polishing required for the final product.