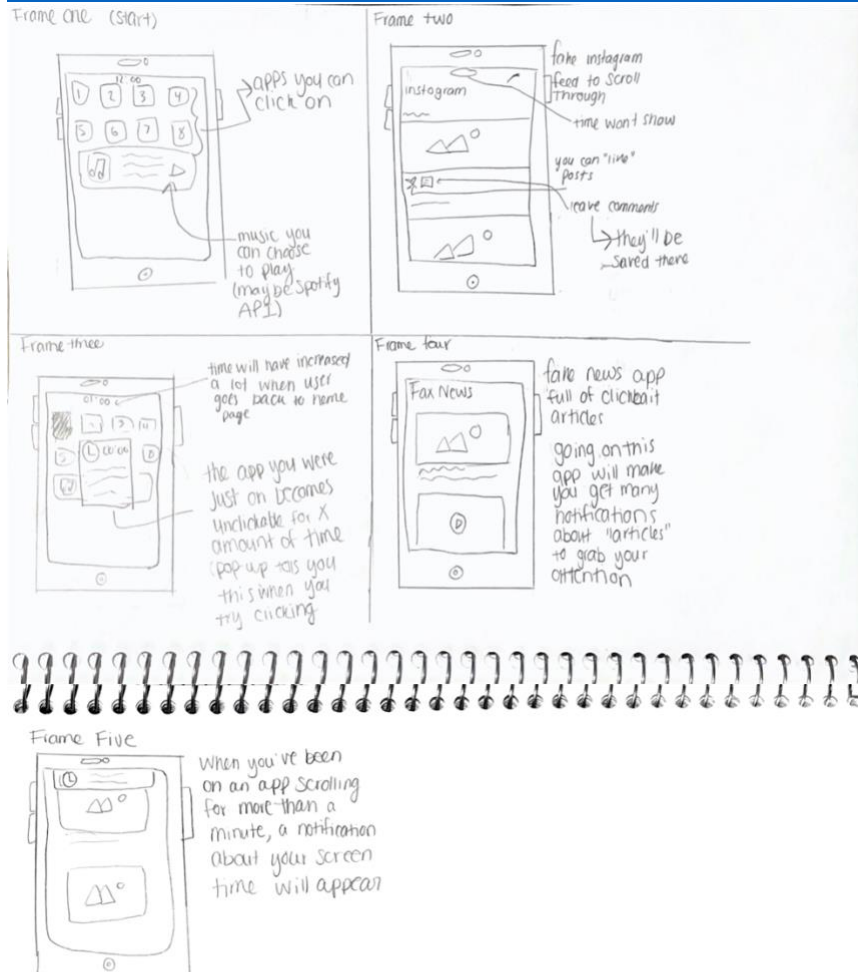


Initial Storyboard

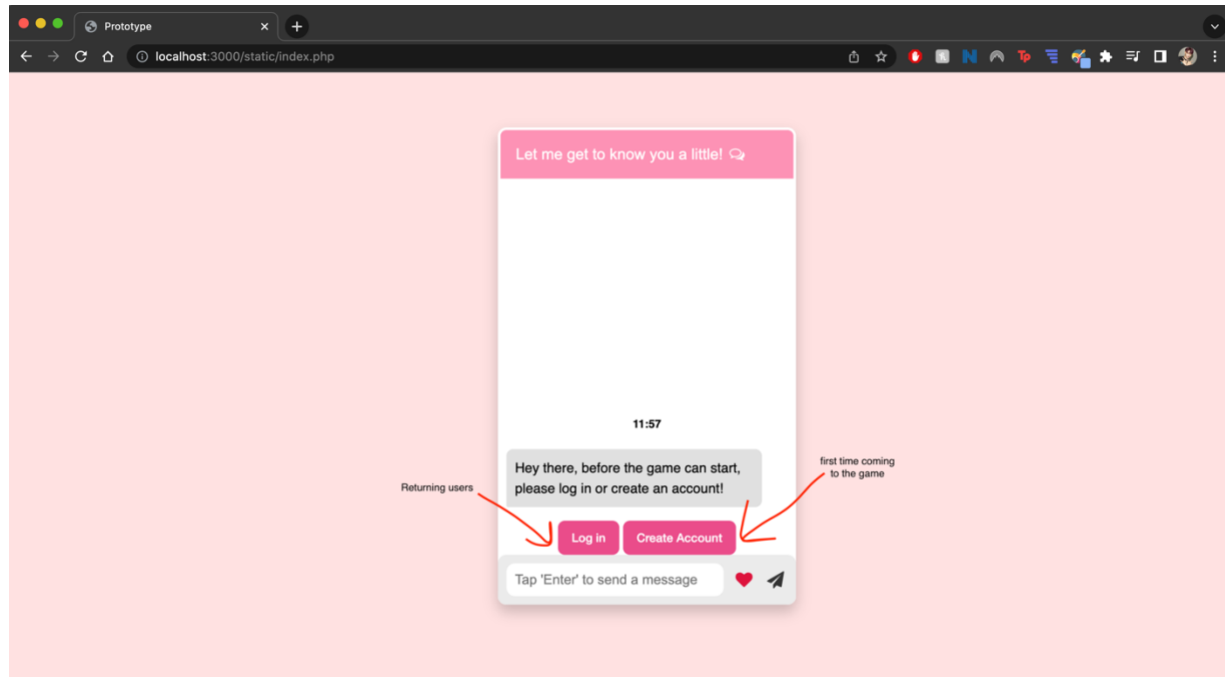
https://hybrid.concordia.ca/p_petitt/cart351/proposal/proposal.html



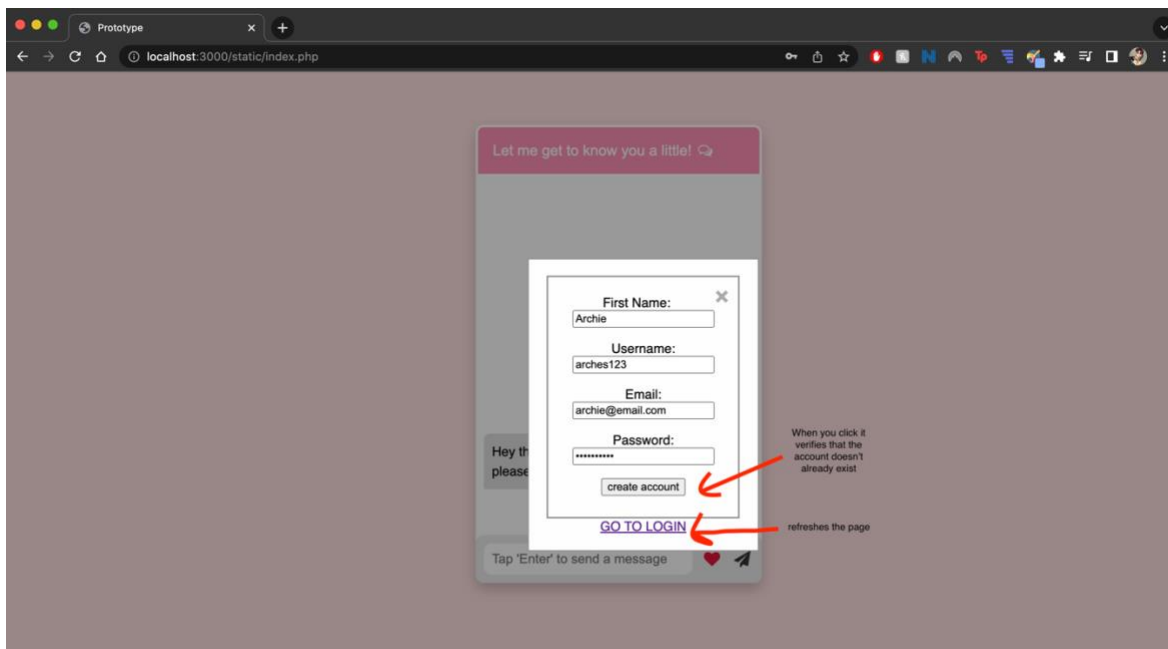
Link to prototype: <https://xd.adobe.com/view/6336fddb-1abe-4130-8b8f-49cfd2b7edfc-3665/>

Description

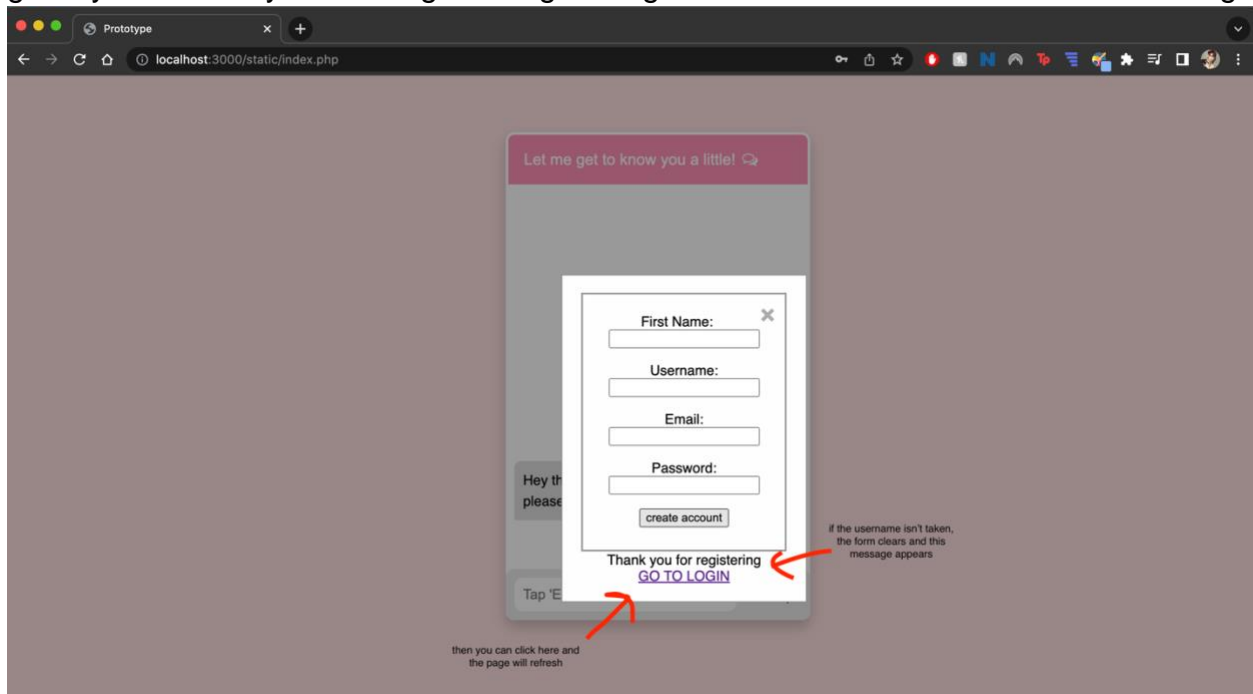
When a user comes onto my project, they are met with a chatbot that I have coded, where they are asked to either create an account or log in before they can continue. For me to get this to work I utilized an SQLITE database that stores the user accounts when they create one and then can proceed to log in with said account. Pressing either buttons will make a modal appear, each with a form pertaining to the appropriate button



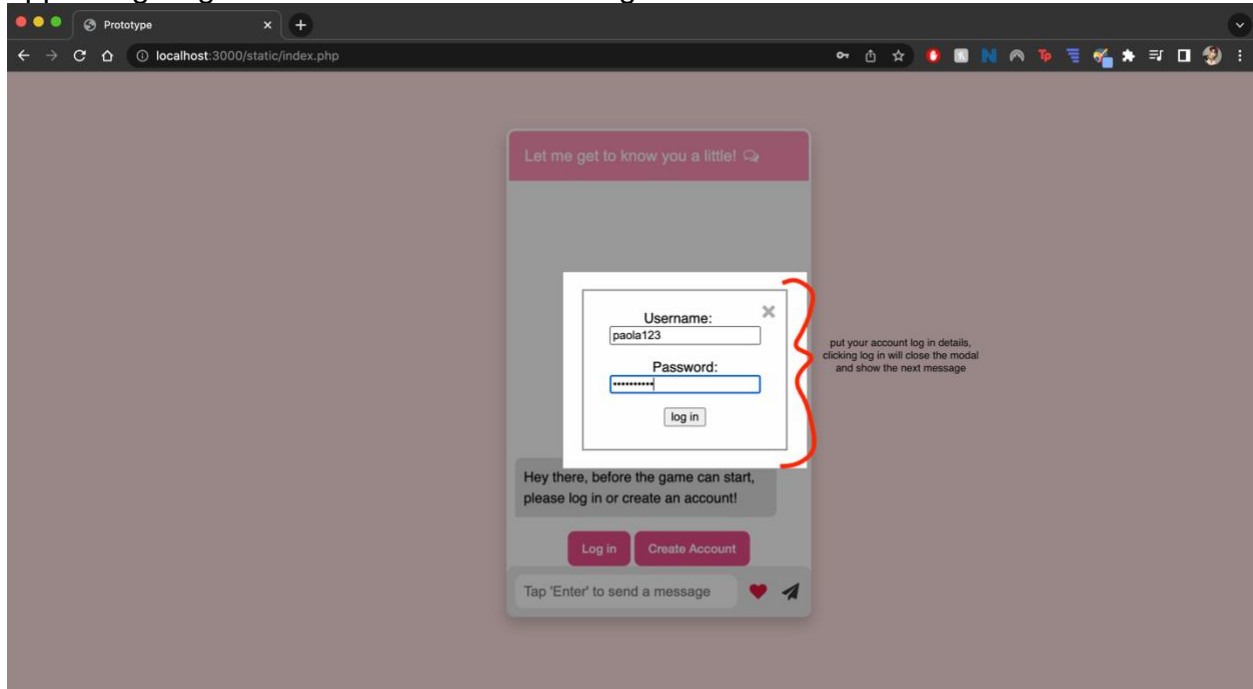
that was clicked. If you click on create account then you have to make an account, the form validation uses the database to check whether or not an account with the

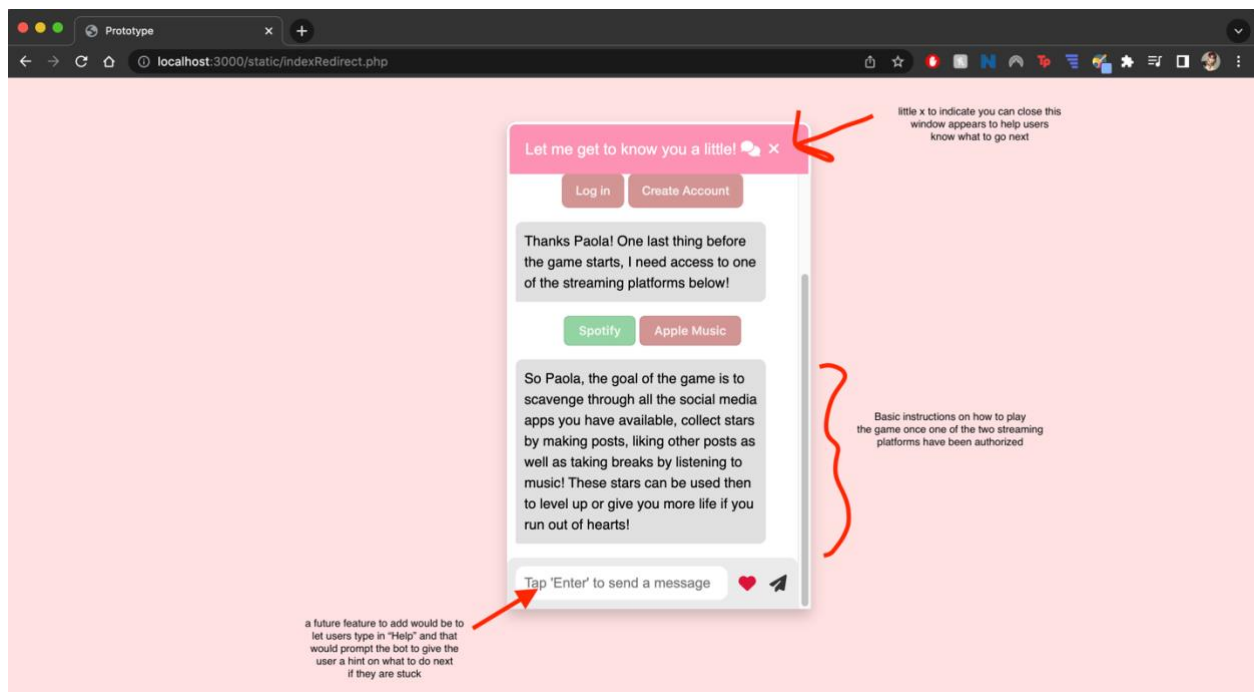
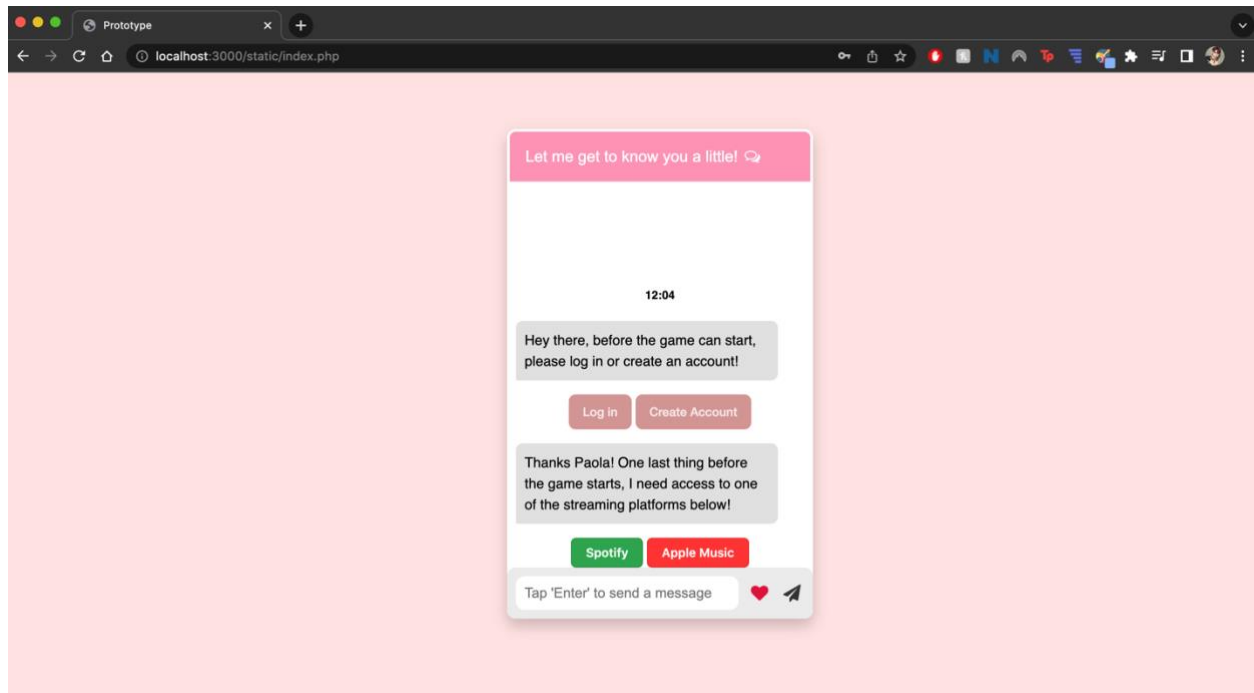


username you want exists already, if it does a message lets you know, otherwise it gives you a thank you message for registering. After a user creates an account and logs

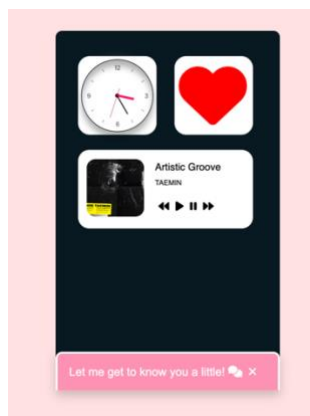
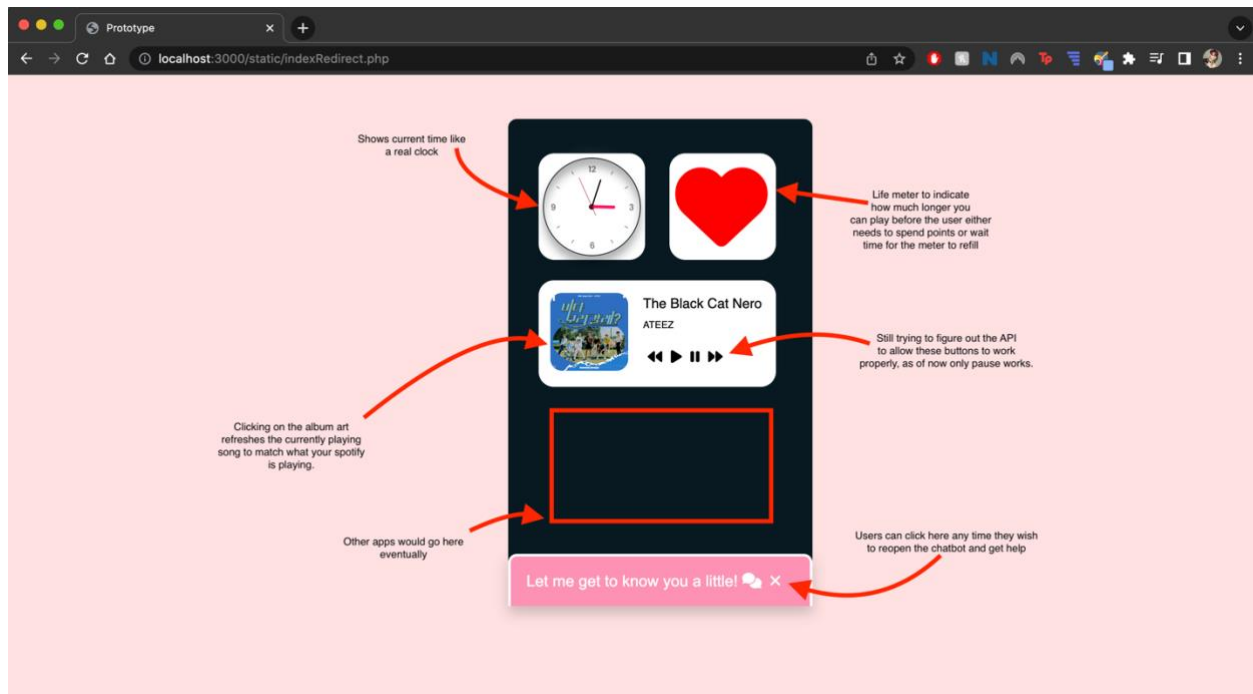


themselves in, they have to choose which streaming platform they would like to use and as of now only Spotify works as that's what I have access too. I use the Spotify API to get the players currently playing song to show on the home screen after they authorize the platform which eventually would also be used as one way to collect points for the game through listening to music. Once the authorization happens, one last message appears giving the user instructions for the game.





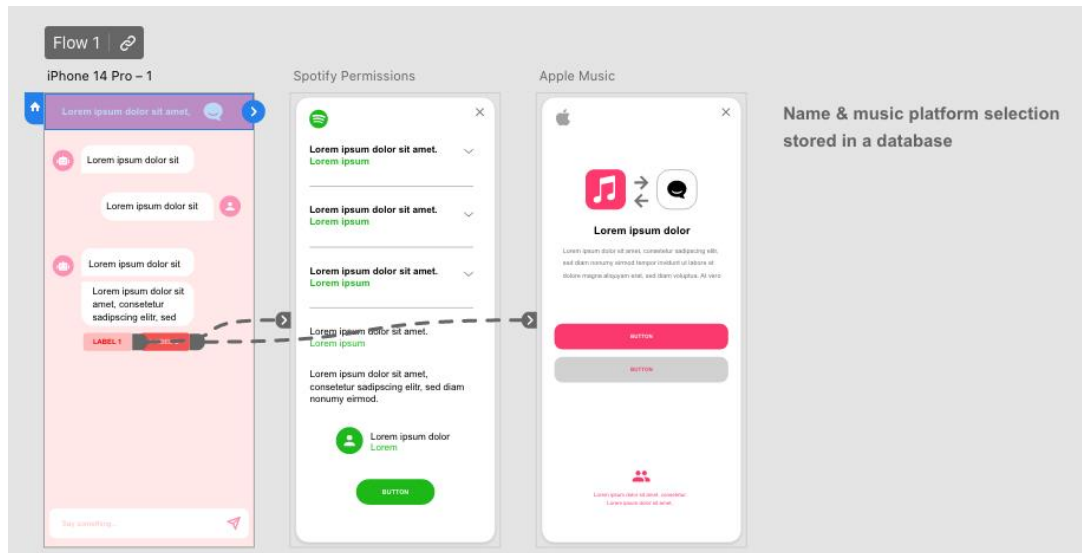
Once you close the chatbot you'll see it minimize and that's where you see the home screen. As the image below suggests the home screen is far from being finished however that screen is the essential hub for getting around the game. I followed a YouTube tutorial to get the clock on the functional clock. All the tutorials I followed will be linked at the end of this document.



This screenshot is just to show the change in song when you click. In total for what I have done so far, the technologies I used are an SQLite database for the accounts as its important for users to be able to come back to the game and all their points, and data are saved. The Spotify API would have to be the last technology that I have in the working version of this project and this was important as not only is it one way for users to collect points, I believe it also serves as a kind of break of the eventual uses of the social media apps, to take a step back from all of the social medias.

In terms of features implemented versus features I wanted to implement, surprisingly I feel like I managed to get quite a lot done for this project. Starting with the chatbot, I technically got it working decently enough to get the game rolling, however my initial idea for the chatbot was to have it be more dynamic in the sense that the user would be able to use the chatting feature as a form so to speak to create or log into their accounts. However when coding I quickly came to the realization that at least with vanilla JavaScript I'd be spending an awful long amount of time writing out a bunch of if/else statements as validation to make sure it works properly and with the time

constraints of this project that just would not work. Instead I opted for the form buttons that appear in the chat instead as you can see in the images above. Which looking back at my prototype diagram, the buttons idea was only going to be used for the authorization of the music platforms.



Following this, it was important that I get the Spotify API calls working that way I could at least for the time being, be done with the chat feature and move on to the rest of the game. I did run into an issue with the Spotify API as I would have liked to use the Web playback SDK with the regular Web API that way I could have an actual music player in the app that I could click on and change music as well as be able to get user streaming data from the regular API that would eventually work with collecting points. I unfortunately did not have enough time to figure out how the Web playback SDK works so instead I opted for using the web API and did specific API calls like getting the currently playing song, etc. The play control buttons aren't fully functional either however the pause does work. The inspiration for the player idea came to from the [Spotify Audio Analysis](#) webpage where a user is able to search a song up and they'd be able to hear the song through the browser so I knew to a certain degree that it was possible to get my idea to work. However some limitations include needing a Spotify Premium account to use the web playback SDK, and while I do have a premium account I know not everyone does and the apple music API is much less fleshed out than the Spotify one so I tried to keep it as simple as possible. A feature that I unfortunately did not have the time to do was adding one more app icon to incorporate a social media into the game as well as being able to tap on it and receive like a modal pop up of the app that was clicked on. The inspiration for how the app would open had that been implemented would be like [This Example](#) by the user Coli, however the popup would not take up the entire web browser screen and instead only the space for the fake phone.

I will admit I feel as though at this stage of the development process, the project itself does very little to show the intended idea and concept without someone explaining what the next steps in development were going to be as it just comes off like a fake phone

with a music player right now that you must log into. However, choosing this as my project I was very much aware at how ambitious my idea and concept were for this game especially with the time constraints that we had and having to do work for other classes as well.

In regards to the inspirations of this idea of creating a game that critiques our use and obsession with numbers and the attachment we have surrounding our phones and social media, one of the biggest things I came across that inspired me was this music video from an artist named Sunmi called [Noir](#). One of the biggest ideas to take away from that video is how people feel the need to fake so much of what we see on social media for the sake of validation, fame, influence, interactions, numbers and how this obsession has its consequence on our mental health and how we don't see how the people behind these posts can be hurting. Another music video that inspired the idea I had was [Stromae's Carmen](#) which shows a really well done animation of how social media and consumer culture have really taken over us as a society.

Code and examples I followed in the implementation of my project:

1. [JavaScript clock](#)
2. [JavaScript Messenger Style Chat bot](#)
3. [Spotify Web API Authenticate tutorial](#)
4. [Intro to SQL-Lite](#)
5. Class code → SQLITE_PART_TWO

Video of my project:

<https://vimeo.com/779996072>