**INFT4000**

**Special Topic**

**ASSIGNMENT Portfolio**

**Music streaming App**

**Student: Michael Abraham Student Number: W0265989**

November 2020

**TABLE OF CONTENT**

**SITE DESCRIPTION**…………………………………………………………………………………………………………………………….2

**SITE FUNCTIONALITY**…………………………………………………………………………………………………………………………2

**STORYBOARD/WIRE FRAME**…………………………………………………………………………………………………………….3

**ERD**…………………………………………………………………………………………………………………………………………………..3

**TEST CASE**…………………………………………………………………………………………………………………………………………4

**Reflection……………………………………………………………………………………………………………………………………..5**

**SITE DESCRIPTION**

**Music streaming App**

The purpose of this site is to allow users register or sign in and to stream and listen to they favorite tunes right from their desktop.

I will use React to create the UI, the SoundCloud API to get the tracks, and Electron to allow the app to run in a browser-like environment.

**SITE FUNCTIONALITY**

The App will open with a welcome message, users who are already register will sign in and process to search they favorite songs. They will be able to stream they songs and listen to it from the player, they can skip to favorite section to the songs and at the of they session can logout. Users who are new to the site will have to register upon registration they can sign in and search and listen to they favorite songs

it will have a search field for searching for the music to be played and the results will be the audio players for each of the results. Pretty much like what you see on the SoundCloud website.

**STORYBOARD/WIRE FRAME**



**ERD**



****

**Reflection**

One of the biggest lessons learned on this project was time management. I never realize how important it is to manage time when due was approaching and all the other assignment I had to complete had to get completed and time was running out. David always make mention of starting early but I never time it seriously until I time caught up with me.

My next lesson was testing, I learned test every line of code is a great practice to help see bugs before they are all over the place and they become difficult to find. I experience it when I build my entire app with out testing the code. When I ran the application, I ran into errors then the head ach started and it was a struggle to find the issues. I will never again build a application without testing line by line code.

The third lesson learned is that project management documentation are your best friend when doing any project no matter the size. The project documentation can help in giving you a clear picture of the step needed to take from the start to finish. Example scheduling meeting, project goals and objective and many more.