CSE 341 Project 2 Proposal

# General Info

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Proposed Application Name

# TUNr

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# Application Info

## What will the app be?

Our proposed app will allow musicians to create a profile, and search for other musicians who are interested in performing gigs together, or forming groups. Think of it like Linkin mixed with Tindr for Musicians

## What will the app do?

The app will act as a phone book for musician. Creating a searchable profile that allows results to be filtered by location, genre, instruments, and other factors.

## What kind of data layer will you incorporate?

A database of profiles that can be read and written to by users, and an API to simplify location data. There may also be APIs brought in to connect to Spotify, SoundCloud, and other useful websites, as the project develops

## Will you choose to use a frontend JavaScript framework? If so, which? If not, why not?

We will be using EJS to handle the templating of pages.

## How will your app utilize a login system?

Users will be able to create and update a profile, that allows them to be searchable in the database

## What views will change based on roles, or logged in status?

Once a user is logged in to an account, they’ll have access to their own profile page that they can update. Other user’s details will also be restricted if a user is not logged in.

## What pieces of data in your app will need to be secured? How will you demonstrate web security principles in the development of this app?

User passwords will be hashed. App will use CORS, CSRF, and Route protection.

## What file structure and program architecture will you use for this project? Why?

Standard MVC principles will be the core of the design, with a filesystem modeled similar to the E-Commerce site that we’ve built in part one of the course.

## What are potential stretch challenges that you could implement to get 100%?

There are many potential ideas that we’ve discussed, but here are a few of the more feasible ideas that seem to be natural fits

* Implementation of the Spotify/SoundCloud APIs
* In-app messaging (would allow us to restrict users from seeing other’s emails)
* Event/Gig creator
* Option to find users willing to be instructors
* Options for using mail system

# Potential Risks and Risk Mitigation Techniques

## What are the risks involved with you being able to finish this project in a timely manner?

* Personal scheduling, as the tail end of this project nears the holidays
* Unsure how the Location API functions and if it will work well for our needs
* Issues with Communication
* Performance issues with scalability

## How will you mitigate or overcome these risks?

* We’ve created a Trello board for the project, to manage needed tasks
* The location API will be one of our first tasks, so we can pivot to other APIs as needed
* A check in post on Teams at end of week

# Project Scheduling Timeline

Plan out when you will complete each phase of development listed in the [Project 2 High-level Tasks webpage](https://byui-cse.github.io/cse341-course/projectStuff/prj2/prj2-breakdown.html) within the allotted time to complete the project.

|  |  |
| --- | --- |
| Week 7 Tasks | App planning and risk analysis (completed in lesson 7) |
| Week 8 Tasks | Database (or data api) set up  Authentication setup, implement form validation in app |
| Week 9 Tasks | REST service calls to read, update, and delete data |
| Week 10 Tasks | Frontend programming for appearance and to allow site navigation |
| Week 11 Tasks | Frontend functionality to read, update or delete data on pages |
| Week 12 Tasks | Overall app refinement and testing |