CS 411 Project Assignment 2
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MuseList- User Stories

1. The host of the party will login through Facebook to access their Spotify account. If the host does not have a Facebook account linked to their Spotify, they can manually login through Spotify authentication. For our app, we are assuming that the host of the party will have a Spotify account. If they do not have a Spotify account, the app will display an error message explaining this and encouraging the host to sign up for a Spotify account and then return to our app. The app will not move on to the next story without a Spotify log in.

2. When the host has logged in to the app (see user story 1), they will create a playlist by choosing their preferred settings. The preferred settings will be buttons, sliders, or fill in boxes that range from music genre, number of songs, music chart toppers, etc. There will also be a "randomizer" option that the host can select. The user can also select Facebook friends (who also have a Spotify account), and the app will add in top tracks from the friend's accounts. If everything goes well, a playlist will be created and the host will have access to it, being able to modify it as desired. If the host decides to leave certain categories empty, the app will decide for the host what selections to make.

3. Once the host has created a playlist (see user story 2), they can invite friends to the party by using Facebook. The host chooses which friends to invite, and the app sends a link to each guest so that they can interact with the playlist. This invitation will contain a password or link to gain access to the playlist. This access will only be a view option until 15 minutes before the party starts (see user story 4). If the host chooses to not use Facebook, they will still receive a link that they could copy and send via text, email, etc.

4. Guests will be able to vote on the playlist after they login to the party, via the link. Guests will also be able to login to their spotify account, which will allow them to save the playlist for later personal use. If they wish to not sign in, they can still vote on the songs. Guests will be able to vote on songs, whether they like or dislike certain songs. If a song gets enough upvotes (a percentage of the total people attending), it will move up in the queue, or even replay. If the song receives too many down votes, it will be skipped or even removed from the playlist. Voting will open up 15 minutes before party starts. Guests can also manually add tracks to the bottom of the playlist, however these songs must be voted up to be played.

5. At the end of the party, the playlist will keep track of which songs got up or down voted and create a database for the host to see. It will also store data on the users that joined the party that may help the host in deciding how to structure the next social event.