

SPOTLE

Control Flow

Backend

Frontend

1) Start game

- Click "Connect to Spotify" or "Don't link Spotify"
- login
 - initialize Spotify object
- Move to game select screen

2) Select game-mode

- Select game-modes
 - Generate a random song
 - Given a playlist
 - random song is stored on the backend
- song object on backend

3) Game loop

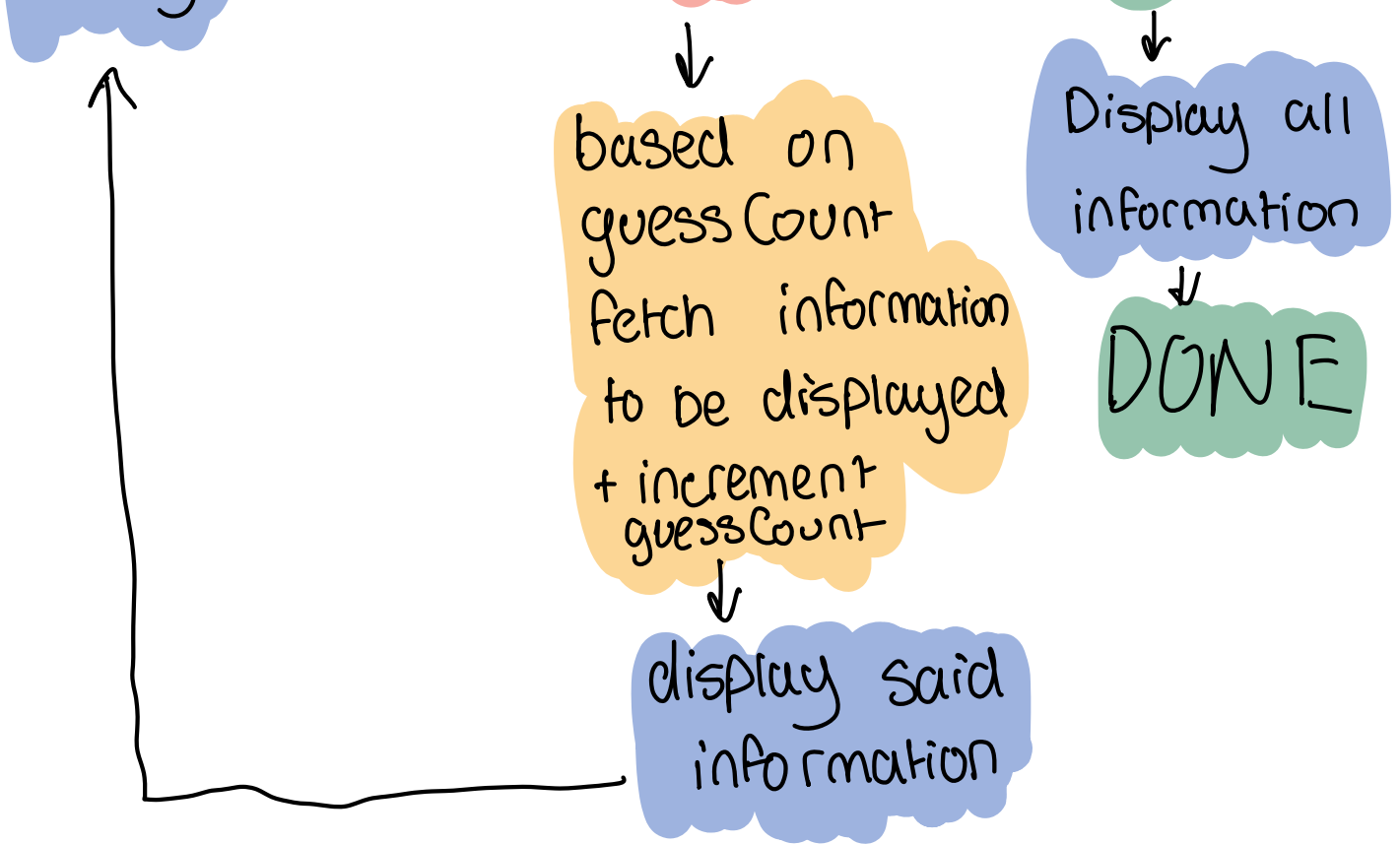
- guessCount variable instantiated

User guesses song

is Game Over?

No

Yes



- 5) Store game stats + song name into database
- guessCount
 - Song.getName()

Backend Classes + Functions

Class: Song

class variables:

Song.title

Song.album_name

Song.artist

Song.year

Song.clip

Song. genre

Song. image_url