

Software Dev: Milestone 2

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1 Project Management Tool

The project management tool will be Trello.

Requirements:

1. The number of boards is proportional to the number of sprints
2. Each sprint will have 3 boards.
 - (a) *To-do*: For the tasks that have yet to be done for the sprint
 - (b) *Doing*: The tasks that are being currently developed for the sprint
 - (c) *Done*: The tasks that are done for the sprint.
3. Project Requirements:
 - (a) Users have accounts that hold play list data so users can listen to play lists they have made on other services, or create new play lists with imported songs.
 - (b) Making accounts that user could connect to their Spotify and Google Music using the official Spotify API, and the unofficial Google Music API.

Project Plan:

We currently plan to have 3 sprints, one 3 week sprint at the beginning and two 2 week sprints. In the first sprint we will begin to develop the front end, we will learn to work with the Spotify API, and we will start to create a user database which enables users to log in to the website. In the second sprint we plan to flesh out the front end because we will have the ability to use data from Spotify at that point and so we can begin to organize and improve our layout. We will also import user data from google play music using an unofficial API, and finalize the database so that it can store all the information necessary about

our users. In the final sprint, we will finish up any remaining items that we feel could be improved or that we should add. If we have time, we will try to add in a 3rd music service such as Amazon music. Finally, we will get feedback on our website from our TA and make any changes according to this feedback.



2 Plan Cycle within the Project Management Method

We will add in tasks as we deem necessary, but for now our current Sprint and task layout looks like this:

Sprint Task 1: Spotify & Frontend

Software Dev

Team Visible

SL WW

To Do

Spotify API/Back End - Sricharan, Xingyu, Sofie

Oct 31

Front End - Wylie and Jake

Oct 31

Username / Password Database - Sofie

Oct 24

+ Add another card

Doing

+ Add a card

Done

+ Add a card

Sprint Task 2 - Google Music

Software Dev

Free

Team Visible

SL

To Do

Google Play music API/ Back End

Enhance Front End

Database

+ Add another card

Doing

+ Add a card

Done

+ Add a card

Sprint Task 3 - Finalize

Software Dev

Free

Team Visible

SL

To do

Finish any remaining items

If there is time, add in a 3rd music service

Get feedback on website and work to improve functionality and style

+ Add another card

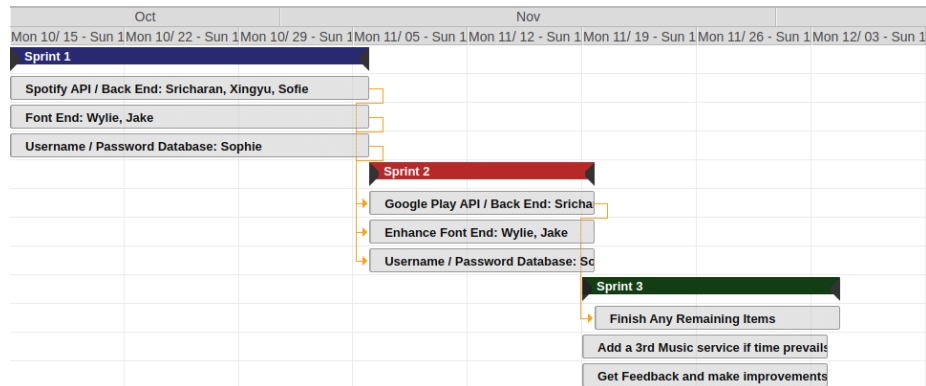
Doing

+ Add a card

Done

+ Add a card

3



3 Agile Methodology

1. We have completed Milestone One, and decided what we task each one of us will be completing during the first sprint. We were planing on using SoundCloud API, but they are not accepting new applications at this time so we will not be able to incorporate SoundCloud into our app. We will use Spotify's API, and a Google Music API. We are planning to start our first sprint in next week, and we have split our teammates into two small groups:
2. Front End : Jake and Wylie
3. Back End: Xingyu, Sofie, and Sricharan
4. For next week's sprint, we have to learn how to design the layout of front end, and learning how to use API, and Node JS for back end.

SCRUM:

Sofie

1. Since the last meeting I have found Passport JS, which is a tool we can use to authenticate users for our app. It works with Node JS so will fit in with our project. It also allows for integrating user authentication through Google.
2. Before the next meeting I will look at examples of using passport and start to practice implementing it if possible.
3. Currently, the only obstacle I feel that I face is a general lack of knowledge about building a back end for our website, so I will continue to learn and research in order to overcome this obstacle.

Xingyu

1. I have found the Express JS that is a web framework from Node JS since the last meeting.
2. I will learned the Express JS, I will figure it out how to use it with React.
3. The lack of knowledge of build back end of our web app.

Jake

1. Since the last meeting I have been thinking about possible layouts for the website as well as possible color schemes.
2. Before the next meeting I will have selected some early layouts as well as possible color choices for the website. I also aim to have some JavaScript knowledge before the next meeting
3. The biggest obstacle I currently feel exists is learning JavaScript and deciding what design layout and color scheme will leave a lasting impression on our users.

Sricharan

1. Since the previous meeting I have learned an introductory level of JS and have enough background knowledge on JS to be able to help with the back end.
2. Before next meeting I will ideally have a much better understanding of JS, and I will know how to integrate the Spotify API with the back end on the surface level at the very least.
3. The largest obstacle that I face is understanding how APIs work, and how to use JS with them.

Wylie

1. Since the last meeting I looked over a previous project I made using Spotify's API and p5.js and reviewed how it works.
2. I will look for any examples of similar homemade apps that already exist that implement the sort of tools we want to use.
3. Our biggest obstacle will be creating a secure and functional user database that utilizes the api's we want.