CMSI 4072: Written Status Report

Week 7

Yuchung Wu (Troy) - Archived

Accomplishment since last report

- Accomplishment 1: Allows user to upload mp3/wav file to the firestore database along with user inputted information (beat name, uploading beat cover art (jpeg/gif), beat description)

- Accomplishment 2: fetch all beats in firestore database onto the app feed to display

- Accomplishment 3: basic UI of profile section, including producer/artist/user bio, filter bar, and posted content

- Accomplishment 4: Basic UI of artist opens, including display of cover art (jpeg/gif) and artist basic bio information

- Accomplishment 5: Allow users to sign up/ log into the app. For sign up, users are required to input username, display name, profile picture, profile tag, and email address. For log in, an option of 'forgot password?' UI is created

- Accomplishment 6: Basic UI of notification is set up

- Accomplishment 7: Basic direct messaging page is set up - it displays all users in the firestore database including their display name, username, and profile pictures

Scheduled tasks to be done by next report

- Task 1: Set up basic UI of bidding and purchasing beat (March 2nd)

- Task 2: Integrate MarqueeText into the displaying of page within the app (March 5th)

- Task 3: allows users to like and bookmark a beat. When user likes or bookmarks, the like and archive counter are updated in the backend of firestore firebase (March 7th)

- Task 4: improve overall UI and smoothness of the app (e.g. color change, rearrangement of elements) (March 7th)

- Task 5: Allow the upload function to be applicable to artist open and not just beat (March 7th)

- Task 6: allow user to input hashtag when he/she is uploading beat in the upload page (March 7th)

- Task 7: Set up basic backend of integration with Stripe/Apple Pay (March 12th)

Noteworthy risks, concerns, or problems:

1. Risk/Problem 1: Spring Break from March 3rd-March 7th, may have limited time to complete scheduled tasks. I'll modify my scheduled tasks accordingly

2. Risk/Problem 2: need to look into a tutorial of integration of Stripe into the app. I may need to look into alternative solutions if Stripe is too much effort or time commitment to pursue.