Spotter models’ documentation

CS411 group 8

var artist = new Schema {[

a\_name = string, // **key**, **required**, name of artist

twitter = string, // twitter handle of artist

popularity = int, // **required**, popularity of artist, value between 1-100

num\_plays = int, // artist’s number of hits

top\_tracks = array[track] //**required**, artist’s top tracks represented as an array of track objects

avg\_danceability = float, // how suitable artist’s top tracks are for dancing, values between 0.0-1.0, 1.0 being most danceable

avg\_energy = float, // perceptual measure of average intensity and activity based on artist’s top tracks, values between 0.0-1.0

avg\_valence = float, // average musical positiveness (e.g. happy, cheerful) of an artist based on top tracks, values between 0.0-1.0, low valence sounds being more negative (e.g. depressed, angry)

avg\_loudness = float, // average loudness of artist based on top tracks, values between -60-0 db

avg\_speechiness = float, // average presence of speech in artist’s songs based on top tracks, values between 0.33-0.66 being speech and music, below 0.33 being entirely music, above 0.66 being entirely speech

}

var track = new Schema{[

name = string // **key**, **required**, name of track

rank = int // **required**, popularity of a track

id = string // **required**,unique Spotify id used for gathering audio features

}