

# TrackPunch Midterm

## Live Demonstration of Codebase

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# Live Demo of Player Features

- Login / Signup Process with Facebook Oauth
- Search for any Track
- Add a Track to Library
- Add a Track to a Playlist
- Playback of Tracks using different Players
  - YouTube
  - SoundCloud
  - Grooveshark

# Live Demo of Shared Features

- Share to Facebook Wall from the Player
  - 3 click process, allows publishing without the application having the power to publish on your behalf
- Share via Facebook Message from the Player
  - 3 click process integrated into Facebook's Jabber
- Preview of the Shared Player UI & Functions
  - Accessible by anyone you send the track to without them having to sign up for an account

# Future Steps Discussed

- Including Social Data
- Finalizing the Homepage
- Improving the Shared Player
- -- LAUNCH --
- Mobile

# Questions Answered

- Legality?
- How does the Track playback Integration work with JavaScript?
- Operating Costs of TrackPunch Infrastructure?