

Beginner Backend Project Guide

Project 1: Fintech Digital Wallet System (PayFlow)

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Objective 1: Fintech Digital Wallet System (PayFlow)

Build a backend for a simple digital wallet system where users can register, log in, and send money to other users.

Main Features:

- User registration and login (JWT)
- Wallet auto-created on registration
- Money transfer between users
- View wallet balance and transactions

Schemas:

1. User name, email, password, wallet reference
2. Wallet user reference, balance

3. Transaction sender, receiver, amount, type, timestamp

Endpoints:

- POST /auth/register
- POST /auth/login
- GET /wallet
- POST /wallet/transfer
- GET /transactions

Project 2: Supermarket E-Commerce Backend (FreshMart)

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Objective 2: Supermarket E-Commerce Backend (FreshMart)

Create the backend for an online grocery store.

Main Features:

- Admin/user roles
- Browse products, place orders
- Admin product/category management

Schemas:

1. User info + role
2. Category name

3. Product name, price, stock, category

4. Order items, total, user, status

Endpoints:

- POST /auth/register
- POST /auth/login
- POST /categories (admin)
- POST /products (admin)
- GET /products
- GET /products/:id
- POST /orders
- GET /orders

Project 3: Real Estate Listing Platform (HomeFinder)

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Objective 3: Real Estate Listing Platform (HomeFinder)

Backend for listing and saving real estate properties.

Main Features:

- Agent/user roles
- Property listings by agents
- Users browse/save listings

Schemas:

1. User info + role
2. Property title, price, location, agent
3. SavedProperty user, property

Endpoints:

- POST /auth/register
- POST /auth/login
- POST /properties (agent)
- GET /properties
- GET /properties/:id
- POST /saved
- GET /saved

Project 4: E-Learning Platform Backend (EduCore)

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Objective 4: E-Learning Platform Backend (EduCore)

Backend where instructors manage courses and students enroll.

Main Features:

- Role-based access
- Course creation by instructors
- Enrollment and progress tracking

Schemas:

1. User info + role
2. Course title, description, instructor
3. Enrollment user, course

Endpoints:

- POST /auth/register
- POST /auth/login
- POST /courses (instructor)
- GET /courses
- POST /enroll (student)
- GET /enrollments
- GET /courses/:id/students

Project 5: Sports Betting Platform (BetWise)

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Objective 5: Sports Betting Platform (BetWise)

Betting system where users bet on games with virtual funds.

Main Features:

- Admin creates games and odds
- Users place bets, view results
- Payout based on outcomes

Schemas:

1. User info, wallet balance
2. Game teams, odds, result
3. Bet user, game, outcome, stake, payout

Endpoints:

- POST /auth/register
- POST /auth/login
- POST /games (admin)
- GET /games
- POST /bets
- GET /bets

- PATCH /games/:id/result
- GET /wallet