# Full Stack Development Intern Assignment: RAG Next.js Chatbot

#### Objective

Develop a Retrieval-Augmented Generation (RAG) chatbot using Next.js, Vercel AI SDK, and Supabase. The chatbot should be able to answer questions, authenticate users, and store chat history.

## Requirements

- 1. Setup and Authentication (25%)
- Set up a new Next.js project using the App Router.
- Implement user authentication using Supabase Auth.
- Create a login and signup page.
- Implement protected routes that are only accessible to authenticated users.
- 2. RAG Implementation (30%)
- Implement a RAG system using the Vercel AI SDK.
- 3. Chat Interface (20%)
- Design and implement a user-friendly chat interface.
- Include a message input area and a display for the conversation history.
- Implement real-time message updates.
- 4. Supabase Integration (15%)
- Use Supabase to store and retrieve chat history.
- Implement functions to save new messages and load previous conversations.
- 5. Deployment and Documentation (10%)
- Deploy the application to Vercel.
- Write clear documentation on how to set up and run the project locally.
- Include API documentation for any backend services you create.

#### Bonus Features (Up to 15% extra credit)

- Implement message streaming for a more responsive chat experience.

#### **Evaluation Criteria**

- Code quality and organization
- Proper use of Next.js, Vercel Al SDK, and Supabase
- User experience and interface design
- Effective implementation of the RAG system
- Security considerations, especially regarding authentication
- Documentation quality

## **Submission Guidelines**

- Submit your code via a GitHub repository.
- Include a README.md with setup instructions and any necessary documentation.
- Provide a link to the deployed application on Vercel.
- Submit a brief report (max 2 pages) discussing your approach, challenges faced, and potential improvements.

### Timeline

- You have I week to complete this assignment.
- Submission deadline: 30th July

Good luck, and happy coding!