Featurama

A social network that features your life.

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Senior Capstone (CSC490-02) UNCG - Spring 2020

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Project Description

Overview of why it's needed (Ioannis Batsios)

Currently, the Internet is a bit of a mess. No one knows what is real? What is fake? Up, down, left, right, etc. If we want to know what friends are up to, we go to Facebook or Instagram or Twitter. If we want to watch something, we go to Netflix, or YouTube, or Hulu, or Amazon. If we want to sell ourselves to a company, we go to LinkedIn, or Monster, or Indeed, or Handshake. What if, instead of crawling all over the Internet to get what we wanted, we had the Internet come to us? What if we had our own domain that was fed with our specific interests, wants, and desires?

Welcome, Featurama. Featurama is a website that features an individual user's specific interest. A user creates a profile that asks for what the user is interested in. Based on the user's feedback, a website is created for the user that the user can populate it with what they want. It will marry the idea of social networking on Facebook with the pinned boards of Pinterest, but instead of boards, users can create lists that they share and like to create social commentary with other like users.

History (Ioannis Batsios)

One night my friends and I were talking about something we were all passionate about: movies. After the conversation had ended, and I'd gone home, I started to remember all the movies that I'd forgotten to tell them about. I went to Facebook and was going to post a message about it and tag them all in the post, but I didn't. I realized I didn't want a bunch of my other friends seeing the conversation, much like I don't like seeing what my friends are doing every second of the day that doesn't interest me. That's when I realized there was something wrong with Facebook. Sometimes I don't want to share something specific to every single person I know, but only to those that are interested in that topic. That's where the idea of Featurama was born.

Originally, Featurama was going to be a website that was only concerned with movies, but I realized I was missing out on untapped markets. Imagine if someone that was interested in quilting had a place to go? Or fishing? So, over the years, Featurama has blossomed and grown into a high-concept web site that features interests of all kinds of people.

System & Platform Requirements

Requirements Overview

Featurama is a web application, which means that it can be accessed from any modern device that can utilize the Internet. Therefore, the device being used would have to be connected to the Internet, whether that's in the form of cellular data, Wi-Fi, or with a wired connection, and must be connected to Featurama's web address through a supported web browser at all times during usage (see "Software Requirements" for supported web browsers). Devices that are officially supported - assuming they are set up to access the Internet - are desktop computers, laptop computers, tablets, and modern cell phones (i.e. smartphones).

Software Requirements

Currently, the only software requirements to use Featurama are regarding web browsers. Supported browsers are Internet Explorer 11, Mozilla Firefox, and Google Chrome. For the best performance, it is highly recommended to use the latest version of any of these web browsers.

Functional Requirements

- Store and Retrieve User Data: During registration, prompt the user for their information such as email, name, username, password, etc. and store that information into a database. Once that data is needed like for user login, authentication, or displaying information the system will retrieve the stored information to perform the desired task.
- Store, Retrieve, and Display User Posts: Users will have the ability to create posts by entering text into a form and submitting that data into the database. Once that post needs to be used, it will be retrieved by the system to be displayed. Comments, which are a subset of posts, will also be available to users; comments can be "left" on posts and will be associated with them within the database. If the comments of a particular post is requested, the system can retrieve and display them.
- Store and Retrieve Topics: Each user post will be assigned a topic by the user. A post's topic will determine at which time it will need to be retrieved and displayed; in short, when a user opens a certain topic, the posts that match that topic will be retrieved and displayed (in chunks so the browser / system is not overloaded).

- Internet Connection: The supported device of choice will need an Internet connection to connect to, use, and interact with the web application. Without an Internet connection, the device will not be able to reach or use the application at all.
- **Javascript Enabled:** Featurama is developed on Node.js, a javascript runtime environment, therefore JavaScript must be enabled on the user's browser in order for the website to function correctly.

Non-Functional Requirements

- **User Interface**: Featurama's user interface is composed of tabs which will control which data is displayed to the user. This design is intuitive, clean, modern and quick, which will allow the user to swiftly and efficiently navigate the system and enjoy its features more easily.
- Responsive Design: In addition to the coherent user interface, the entire interface of the system is responsive. Responsiveness is the key to how so many devices will be able to cleanly and easily utilize the software because it will dynamically change based on the screen size.
- Modularity: The system is modular in its design. This not only helps the end-user better
 compartmentalize different components of the system for easier use, but, from a
 development standpoint, this helps make the creation process much easier. Modular
 design helps the developers maintain, reuse, and expand the product to ensure the best
 possible experience for users.

Implementation

Implementation Overview

Featurama will be implemented using the Node.js framework. By using Node.js we can keep the project modular and responsive because Node.js is asynchronous by default which performs faster than other frameworks because it is single-threaded and non-blocking.

• Frontend: Will be developed with a combination of languages and libraries. React.js will be the main library used for the application in addition to HTML. We'll also be using Material UI as a component library for React. Material UI allows us to quickly add CSS styles and components like buttons, tabs, dialog boxes, menus, etc.

- Database: We will use MondoDB to build a database for this project. MongoDB is an open source database management system that uses a document-oriented database model which supports various forms of data. It is one of numerous nonrelational database technologies under the NoSQL banner for use in big data applications and other processing jobs involving data that doesn't fit well in a rigid relational model. Instead of using tables and rows as in relational databases, the MongoDB architecture is made up of collections and documents. MongoDB doesn't require predefined schemas and it stores any type of data. This gives users the flexibility to create any number of fields in a document, making it easier to scale MongoDB databases compared to relational databases. One of the advantages of using documents is that these objects map to native data types in a number of programming languages. Also, having embedded documents reduces the need for database joins, which can reduce costs.
- Security: MongoDB Server brings added security features, an in-memory storage engine, administration and authentication features, and monitoring capabilities through Ops Manager. MongoDB offers various methods to verify a client's identity. MongoDB offers network encryption and can pass through disk encryption to help you protect your database and communications. TLS and SSL are both standard technologies that are used for encrypting network traffic.

Developer Roles

As this project is still in its early stages, we have divided the work according to sections rather than specific features. Features will be assigned to developers over time to help balance the work and they will be assigned to members according to the following list (crossover will occur, but this is a general guide as to who does what).

- Front-End: UI, Styling, Input Forms, Views, etc.
 - Ioannis Batsios
 - Michael McCullough
- Back-End: Business Logic, Send & Retrieve Data, API, Authentication, etc.
 - Christopher Thacker
 - Jamie Weathers
- Database: DB Design, Store Data, Organize Data, Aid Back-End Developers
 - Hieu Vo

Project Timeline

February 6th Initial Project Presentation

Functional Requirements

Non-Functional Requirement

System Design

Timeline

February 20th Project Presentation

Use Case Diagrams

UML Diagrams

Data Flow

Entity Relational Diagram

April 9th Preliminary Demonstration

Unit Testing with Normal, Edge, and Error Cases

Implementation of a Training Plan

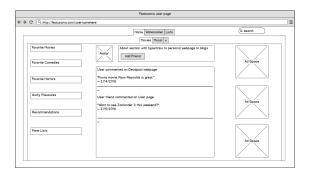
April 23rd Final Demonstration

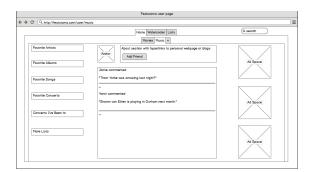
Project Poster

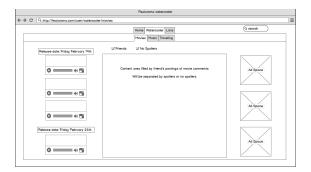
April 30th Final Report Due

Wireframes (Ioannis Batsios)

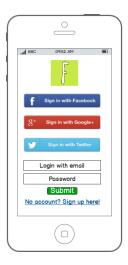


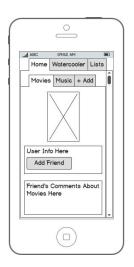


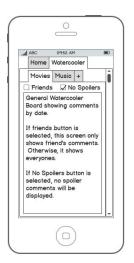














Data Dictionary (Ioannis Batsios)

Below is a list of definitions to help developers and users understand what certain terms mean inside of our application. The following definitions are arranged by the Parent Page and drilled down. Definitions will be repeated, but it's only for clarity on how they are used by the Parent Page.

- Home Page: This is the first page that is opened when the site is launched in a browser.
 It is the User's homepage and is used to modify their Bio and Lists, add or delete Interests, and can be used to launch comments.
 - Bio: This is a general synapse of the user. It is modified by the user. It will
 contain the user's first name, last name, and a profile picture. The user can add
 to it with an email, their birthdate, social media links, personal webpage, etc.
 - Interests: This is the heart and soul of the website and what makes Featurama different from other social media networks. Once a user adds an interest the interest is linked to the List component, the Post component, and the Ad component, meaning that if a user adds an interest in Movies, and once Movies is selected, a user can only see Lists, Posts, and Ads related to Movies.
 - Lists: Lists are similar to a Pinterest board. Users create a List by giving it a title.
 Then they populate the list with Items that relate to the List. The Lists can be sorted by the user manually or in ascending/descending order.
 - Items: These are added to a List to populate it. The Item can be created with either a hyperlink and/or a title. The user can also add a description to the Item.
 The Items can be sorted by the user manually or in ascending/descending order.
 - Posts: Posts are generated by the user. Posts will be moderated to make sure they are appropriate to the Interest. Some Posts will have additional attributes based on the Interest, e.g., Movie and Book Interests will have a spoiler button to

- warn other users that the Post contains a spoiler. Posts will be linked to the Interest and the specific Post will only be displayed when a specific Interest is selected. There will be no limit to the size of the Post as they can act much like a Blog. Order is by date ascending. On the Home Page, only the user's Posts can be seen. For friend's or everyone's Posts, see Watercooler below.
- Comments: Comments are made on Posts. Comments will also have additional attributes based on the Interest and inherited from the Post's attributes. Comments can also be a "like", "dislike" button click. Comments will also be moderated to make sure they are Interest specific and can only be seen when the specific Interest is selected.
- Ad Space: Ad Space will be targeted by the Interest selected and will change once a user has selected a different Interest. Ads will not target a specific user, but their specific Interest.
- Watercooler Page: The Watercooler Page is where all the users get together to discuss an event, item, topic of Interest. Much like the Home Page, the Watercooler Page is modified by the selection of the Interest tab. If Movies is selected by the user, then Posts, Releases, and Ads will change in accordance.
 - Releases: This section is to help the user see what is upcoming in their Interest. If the user has selected Movie, then upcoming trailers of movies will be displayed by release date. The same with Music, Books, etc. If the user has selected an Interest that isn't governed by something that can be fulfilled by goods, for example, Politics, then the Releases will be filled with articles, television events, etc. that will satiate their needs in that topic. Releases are created and filled by the developers and not users. Space will be rented out to companies wanting to advertise their wares there.
 - Interests: Acts the same as the Home Page Interest tab. Once a user adds an interest the interest is linked to the Releases component, the Post component, and the Ad component, meaning that if a user adds an interest in Movies, and once Movies is selected, a user can only see Releases, Posts, and Ads related to Movies.
 - Posts: This acts exactly the same as the Home Page, but instead of seeing just the user's Posts, the user can see everyone's Posts (unless the friend's button is selected where they'll only see their friends). Posts only shown from a specific Interest. Order is by date ascending.
 - Comments: Exactly as Comments in the Home Page.
 - Ad Space: See Home Page / Ad Space above.
- **Lists Page:** This page is an extension of the List component in the Home Page. The Home Page will have limited space for the List component, so the Lists Page will display as many Lists as the user wants to create.
 - Lists: See Home Page / Lists

o Items: See Home Page / Items

System Capabilities

Stakeholders (Christopher Thacker)

- General public: people who wish to use the platform to socialize or view interests
- Administrators: those who manage the platform/system

Activities of Stakeholders (Christopher Thacker)

- General public
 - Select interests to view
 - o Create, edit, read, and delete their own content
 - o Create, edit, read, and delete content in response to other peoples' content
 - Report other peoples' content that is deemed inappropriate
 - o Create, read, edit, and delete personal lists for favorite content
- Administrators
 - Review reported content
 - Remove inappropriate content
 - Ban users that break the terms and conditions

Context (Christopher Thacker)

 The system will be deployed to a server which will allow the general public and administrators to access it from any device capable of connecting to the internet. This can physically take the form of smartphones, tablets, laptops, or desktop computers and extends to any location that is authorized to access the web address.

Technology (Christopher Thacker)

- Internet Service
- Desktop Computers / Laptops
- Tablets
- Smartphones
- HTML, CSS, JavaScript, React, Material UI
- Node.js, Express, JavaScript, MongoDB

Non-Functional Requirements (Christopher Thacker)

- Security: stakeholders will be required to login to create, edit, or delete content
- User interface: UI will be tab-based, attractive, and quick for easy use by stakeholders
- Modularity: features will be modular for easy integration with maintenance
- Responsivity: interface will adapt to the device that is being used by stakeholder(s)

Business Benefits

Monetize Specificity (Ioannis Batsios)

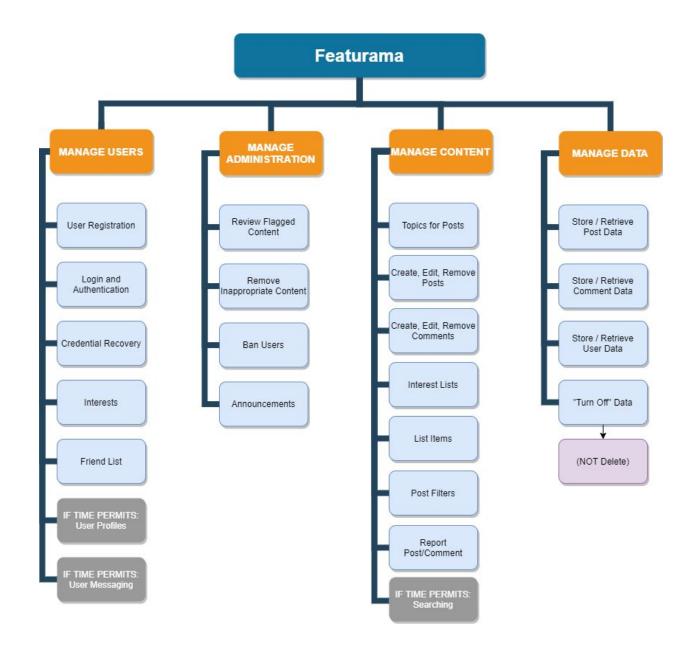
- Advertisers
 - Advertisers will be able to target a user's general interest, e.g., a user has an interest in movies; production companies will be able to offer deals on Blu-rays, DVDs, online-rentals, etc. through targeted advertisement space.
- Companies / Corporations
 - By having a calendar feature inside of the Watercooler page, companies will be able to display presentations to interest users into buying their product. That space will be rented by the companies wishing to advertise.

Time-Saving (Ioannis Batsios)

- Users
 - Users will have their interests and desire for consumption fed more easily by saving them time and energy by not having them looking for more sources for their interests.
 - Users will be able to communicate with like-minded users and be able to offer deals on items of interest to them.

Major Subsystems

Diagram (Christopher Thacker)



Constraints

Implementation Constraints (Jamie Weathers)

- Limited time
 - With a deadline of April 24th, we have to work fast and concise to deliver a Minimum Viable Product on time.
 - There are 64 days at the time of this writing until April 24th, 2020.
- Minimum financial resources available

- A college project made by college students means no money. We'll be optimizing free or close-as-possible-free servers to host our database.
- Appearance, quality and presentation concerns
 - Given the lack of resources and time, we'll focus on implementing a barebones product with the hope that fast execution means more features and better optimization.

Project Constraints (Jamie Weathers)

User

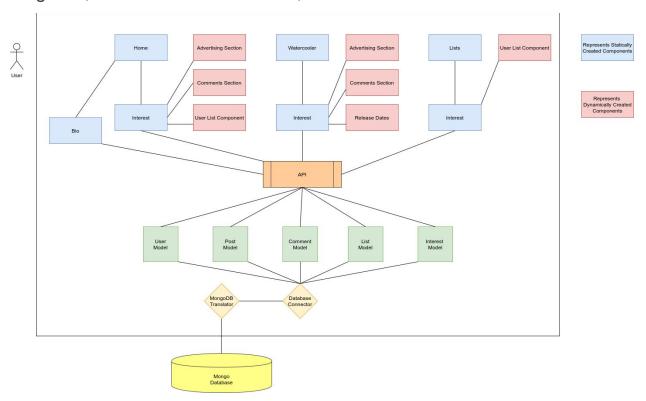
- Users will not be able to add their own interests in the tab.
 - Interests are created by the developer and rolled out once the planning phase has gone through issues and developed attributes to the specific interest.
- Users will not be able to upload photos, videos, or other media into the Lists section.
 - This reduces upload time and increases the website's dynamism.
- Users can not modify the layout of the website.
- Users can not delete any data from the database.
 - When they request to remove an item, the item is hidden from view, but not deleted.

Admin

- Admin will have no discernible effect on any of the layout, features, advertisement, or functionality of the site.
- o Admin cannot delete a user.
- They can only block content the user has posted.
 - The removal of a User goes through a committee, which may be implemented later if time allows.
- Admin does not have access to the database, or read/write permissions.

Data Model

Diagram (Michael McCulloch, Ioannis Batsios)

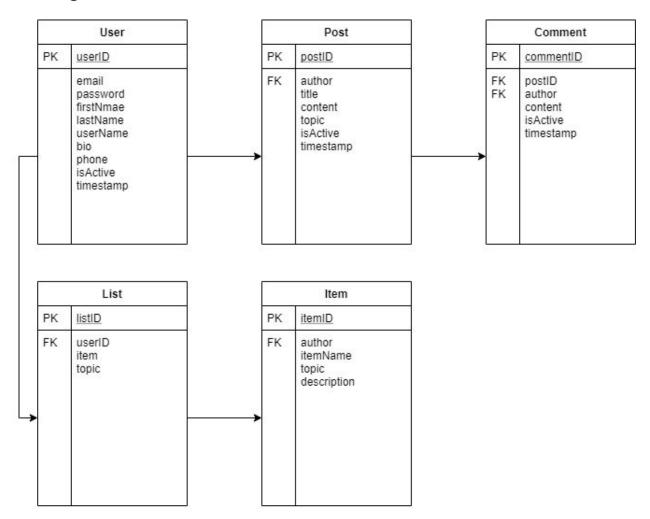


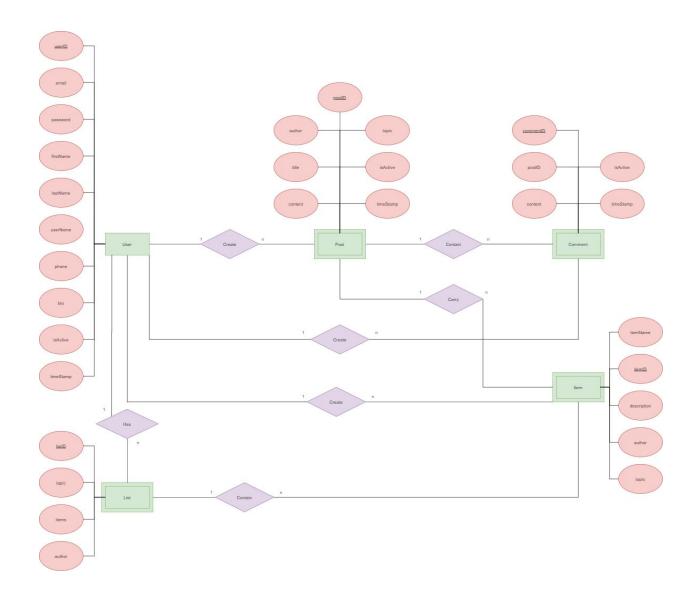
Overview (Michael McCulloch)

This data model diagram represents how the system communicates with itself. Components are called when other components have called them. The data is routed from the models that call the data through the connector. The translator translates the calls and is used in case we want to change our database in the future.

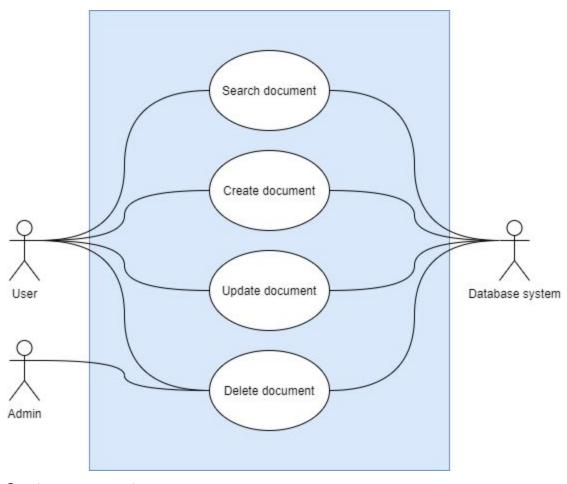
Database Design

ER Diagram (Hieu Vo)





Use-Cases (Hieu Vo)



Create new account

Use-case 1	New account creation
Actor	User
Overview	A user wants to open a new account to start using Featurama
Trigger	A user is interested in Featurama
Precondition	none

Search for an account

Use-case 2	Account searching
Actor	User
Overview	A user wants to search for other user's accounts, their information and interests.

Trigger	A user is interested in someone else's profile or interests.
Precondition	User is authenticated

Update an account

Use-case 3	Account's information updating
Actor	User
Overview	A user can change and update his/her existing information and profile.
Trigger	A user wants to update and edit his/her account's information
Precondition	User is authenticated

Delete an account

Use-case 4	Account deactivation
Actor	User or Admin
Overview	A user or admin deactivate account which removes all of their information from the database.
Trigger	A user is not interested in Featurama anymore or wants to stop using Featurama Admin deactivates accounts that violate the web's policies.
Precondition	User is authenticated

Database System Time Complexity (Hieu Vo)

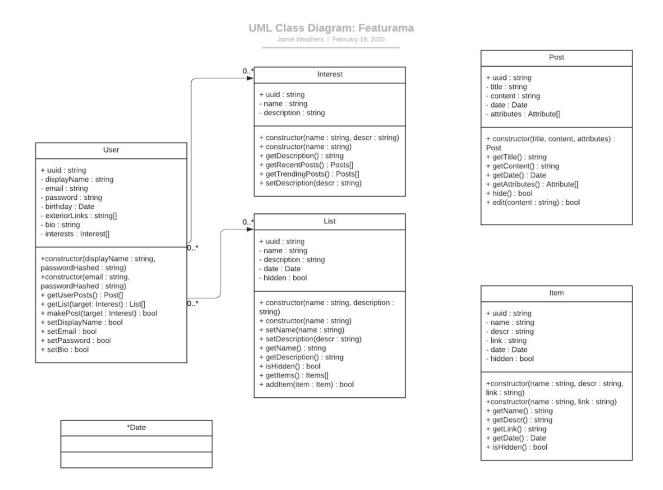
MongoDB is using btree for indexing. So the order of the algorithm is O(log n). O(logn) means that the algorithm's maximum running time is proportional to the logarithm of the input size. So for a million records we only have two levels (assuming that tree is balanced) and that is why it can find the record so fast.

log2(1,000,000) = 20.

UML

Class Diagram (Jamie Weathers)

Adjustments and additions to the UML class diagrams will be updated as the project grows.



^{*}Date is a built-in JavaScript object.

Build Plan

Overview (Christopher Thacker)

Upon completion of the initial documentation and diagrams (i.e. this document), we will immediately begin work on optimizing and finalizing the skeleton code that will be the foundation of the remaining features to be added. Once completed, we will begin working on a single major subsystem from the *Functional Decomposition Diagram* at a time.

Priorities (Christopher Thacker)

- 1. Content Management
- 2. Data Management
- 3. User Management
- 4. Administration Features
- 5. Any extra features for the above categories

Although these categories have been given priorities, they each will communicate with each other and thus will require forethought during the development of any feature to allow for easy integration with any existing or future pieces.

Development Approach (Christopher Thacker)

The proposed development process for Featurama is an Agile approach. Given the short timeframe of the semester and the learning curve with some of the technologies being used, this methodology will allow us to learn by doing and will give us the opportunity to change design flaws or the direction of features on the fly, if necessary. This will be achieved with small teams of two or three people and consists of planning, developing, launching, and maintaining assigned features throughout the week coupled with consistent communication remotely and with meetings at the end of each week to review our work, and to decide where we should focus our resources into next.

Team Structure

Overview (Christopher Thacker)

Team Members:

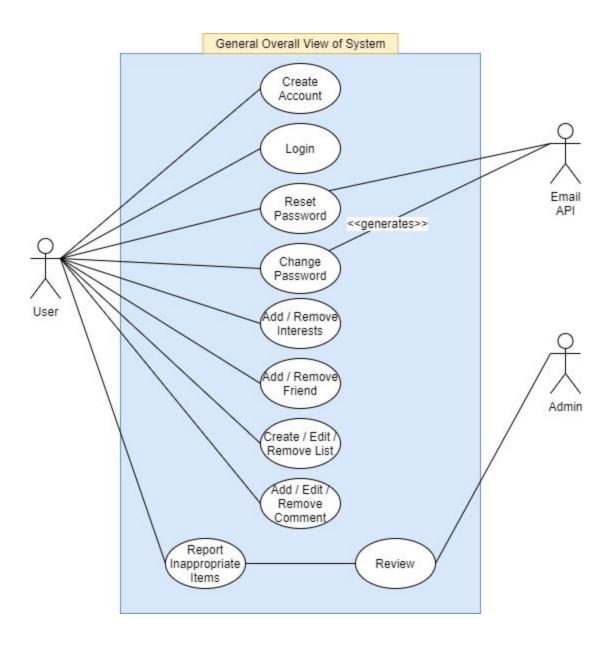
- Ioannis Batsios (Visionary; Front-end Developer)
- Michael McCulloch (Front-end Developer)
- Christopher Thacker (Back-end Developer)

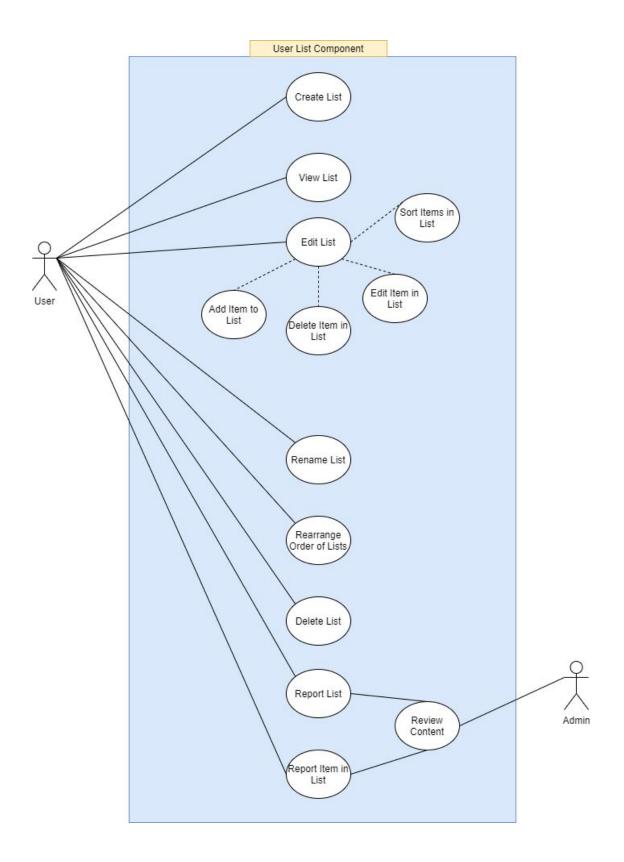
- Hieu Vo (Database Design; Back-end Developer)
- Jamie Weathers (Back-end Developer)

As a team, every person listed above will contribute to the project (code, documentation, presentations), will keep in constant communication with other team members and will attend the weekly meetings if they are able to. All ideas and suggestions will be taken seriously, will be considered, and will be available for discussion with the entire group to create the best possible outcome or decision. Each member will be responsible for their assigned area of duty listed next to their name above, but there will be some cross-over between roles depending on the task at hand.

Use-Case

Diagrams (Michael McCulloch, Ioannis Batsios)





Create List Use-Cases (Michael McCulloch)

Use Case 1	User creates a new list for an interest
Actor	User
Use Case Overview	A user is interested in creating a list containing their favorite Movies, to share with friends and other users. The user navigates to a desired interest and selects add option, then gives the list a name and list items.
Trigger	A user wants to create a list of interests.
Precondition	User is authenticated

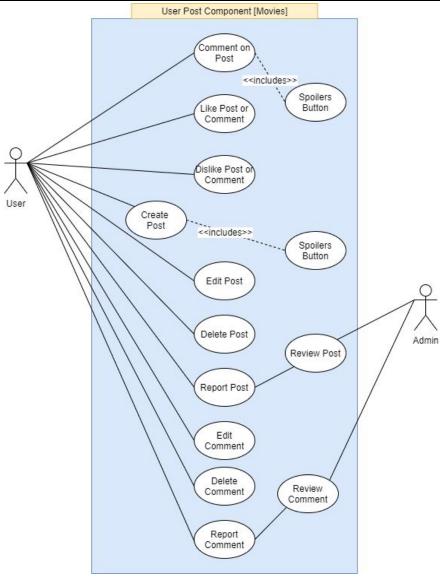
Edit List Use-Cases (Michael McCulloch)

Use Case 2	User edits an existing list.
Actor	User
Use Case Overview	A user wants to rename a list and add a new item to the list. The user navigates to the list to be edited and enters edit mode. After providing a new name for the list, the user adds a new item to the list.
Trigger	A user wants to rename a list for an interest and add new list items.
Precondition	User is authenticated

Delete List Use-Cases (Michael McCulloch)

Use Case 3	User deletes a list.
Actor	User

Use Case Overview	A user no longer wants to share a particular list with friends and other users of the site. The user navigates to the undesirable list and removes it.
Trigger	A user no longer wants to share a list.
Precondition	User is authenticated



Posts Use-Cases (Michael McCulloch)

Use Case 4	User Post

Actor(s)	User
Use Case Overview	A user makes a comment on the site.
Trigger	A user has something worth commenting on.
Precondition	Users are authenticated
Alternative Flow 1	If the user wants to modify their post, the user can edit the post.
Alternative Flow 2	If the user decides to remove the post, the post can be removed by the user.

Comments Use-Cases (Michael McCulloch)

Use Case 5	User Comment
Actor(s)	User, Admin
Use Case Overview	A user finds a comment on the site.
Trigger	Another user has made a comment.
Precondition	Users are authenticated
Alternative Flow 1	If the user likes the comment, the comment can be flagged as liked.
Alternative Flow 2	If the user dislikes the comment, the comment can be flagged as disliked.
Alternative Flow 3	If the user thinks the comment is offensive, the comment can be flagged for review by the admin.

Report Use-Cases (Michael McCulloch)

Use Case 6	User reports offensive content

Actor(s)	User, Admin
Use Case Overview	A user finds an offensive list, post, or comment. The user flags the content, then the content is made available to the Admin for review. The admin decides whether or not to remove the content.
Trigger	A user finds content offensive.
Precondition	User is authenticated

Training Plan

Overview (Ioannis Batsios)

Below is an overview of how the user interacts with our site.

- How to register
- How to login
- How to access pages
- How to add a post
 - How to edit post
 - How to delete post
 - How to add to interest
 - How to report a post
- How to add a comment
 - How to like a comment
 - How to remove a comment
 - How to edit a comment
 - How to report a comment
- How to add a list
 - How to view a list
 - How to edit a list
 - How to delete a list
 - How to report a list
- How to add an item
 - How to view a item
 - o How to edit a item
 - How to delete a item

o How to report a item