**YouTube-like system**

* User Management
  + Users must be able to register, log in, and log out securely.
  + Support for OAuth authentication (Google, Facebook, etc.).
  + Ability to manage user profiles (update name, email, profile picture).
* Video Management
  + Users can upload videos with metadata (title, description, category, tags).
  + Support for multiple file formats (MP4, AVI, MKV, etc.).
  + Ability to edit video details (change title, description, privacy settings).
  + Support for private, public, and unlisted video settings.
  + to edit video details (change title, description, privacy settings).
* **Video Playback & Streaming**
  + Implement adaptive bitrate streaming (auto-adjust quality based on internet speed).
  + Support for multiple resolutions (144p, 360p, 720p, 1080p, 4K).
  + Enable fullscreen, captions, and playback speed controls.
* Search & Recommendation System
  + Users can search videos by title, description, tags, and channel name.
  + Implement personalized recommendations based on watch history.
  + Use AI-based trending video detection.
* Interactions (Likes, Comments, Subscriptions)
  + Users can like, dislike, and comment on videos.
  + Implement a reply system under comments.
  + Users can subscribe to channels and get notifications for new content.
* Live Streaming & Chat
  + Users can start live streams with real-time chat.
  + Enable monetization via Super Chat (paid messages).
  + Support for live stream recording and replays.
* Content Moderation & Reporting
  + Users can report inappropriate content.
  + Implement AI-driven automatic content filtering (copyright detection, hate speech, etc..).
  + Manual review system for flagged content.
* Playlists & Watch History
  + Users can create and manage playlists.
  + Track watch history and allow clearing it.
  + Enable "Watch Later" and "Liked Videos" lists.
* Notifications & Alerts
  + Users receive push/email notifications for new uploads, live streams, and replies.
  + Implement bell icon-based notifications.