

# uBlog

*A blogging web application for all Warcraft communities*



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# 1 Introduction

The goal of the project is to design and implement a blogging web application for all fans from across the world to be able to share ideas, guides, artwork or various other posts regarding the Warcraft Universe. The application allows users to create posts of their own as well as read and interact with other users' posts.

## 1.1 Project Overview

The application is designed around two tables: one table holds the categories of the posts and the other for the posts themselves. The tables hold a one-to-many relationship, meaning that a category can hold multiple posts while each post is only contained within one category.

Each category is defined by a name and a URL handle. A post is characterized by the following attributes: a title, a short description, content area, a featured image URL, the URL handle of the post, the published date of the post, the author and the visibility flag.

## 1.2 Project Specifications

The blogging application was developed using ASP.NET Core Web API for the back-end services and the front-end will be implemented using Angular components, HTML, CSS and Typescript. The application's repository has been created using Entity framework and the data is stored in Microsoft's SQL Server Management Studio. The implementation of the project also respects the MVC architecture. The API has been tested with requests given from the Swagger UI platform which is embedded into the ASP.NET framework.

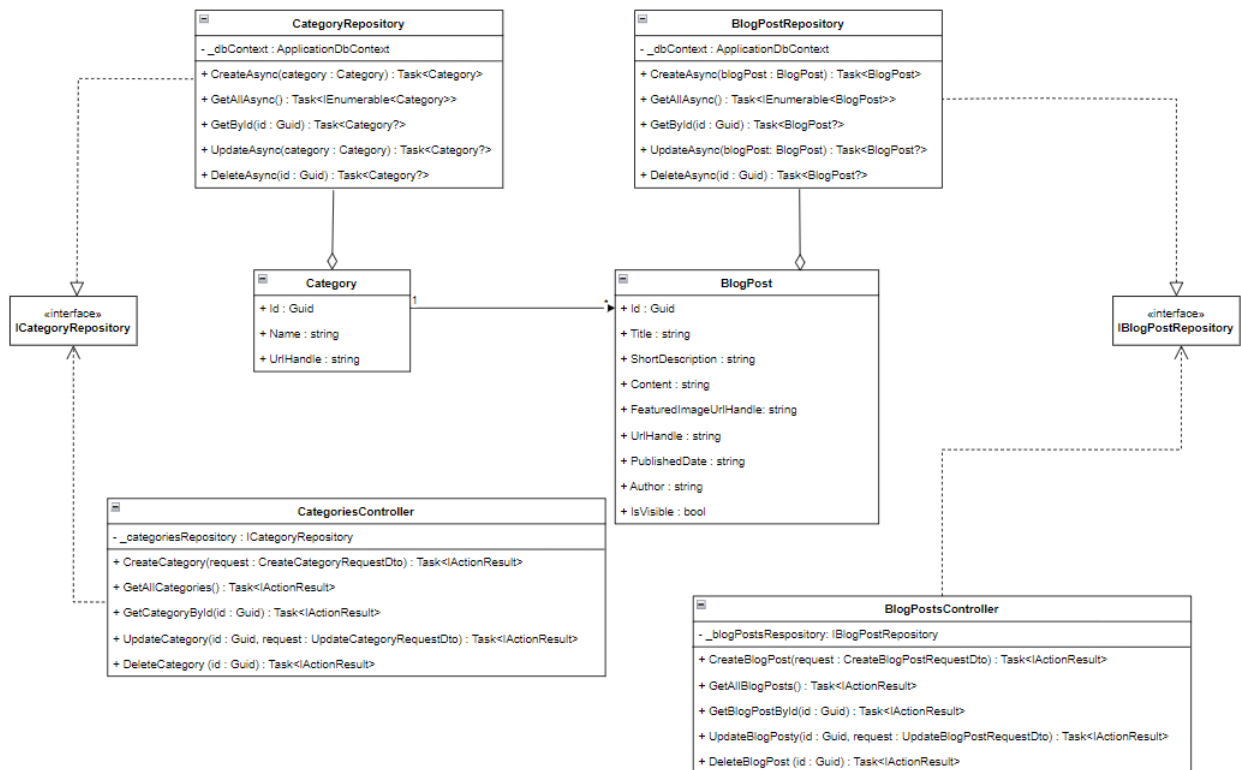


Figure 1: UML Class Diagram