**Project 1: SC2 Build-Order Assistant**

**Goal: Have the MVP Ready by May 8th!**

* Note, keep a Git repository going for this project
  + To get the project on your remote server, pull from Git
* Implement using the Django framework (you already did a long tutorial on it)
* Frontend HTML/CSS/JS, Backend in Python
* **Features:**
* Persistently store Users, Build Orders (posts) inside a default database
* Allows comments on posts, upvotes/downvotes, embed videos in posts/comments
* Has a follow-along feature
* **Can scrape build orders from Reddit???? (Web Scraping)**

resources that I will need:

<https://www.w3schools.com/howto/howto_js_popup.asp> (How to create popup window, use this later on in the project)

<https://www.youtube.com/watch?v=zPmYyLLGjmU> (How to run multiple webapps on the same Apache Server (do this on my remote Linode Server)

<https://docs.djangoproject.com/en/3.0/howto/static-files/deployment/> (How to serve static files in production)

<https://docs.djangoproject.com/en/3.0/topics/class-based-views/generic-editing/> (How to incorporate forms into class-based views)

Error Log:

* Forgot to add forum app to list of installed apps
* Forgot to run py manage.py migrate, so the new model I made for build was
  + Never entered in the database…
* Should I automatically sign users in once their account is created?
* Having trouble using class based views to update user profile