Revature’s Social Network

In this social network, everyone is friends with everyone. Each group gets to choose their own Social Network name (keep it professional and try to make it catchy).

The main objective of this project is: Design and implement a simple social network that handles multimedia consuming S3.

## Requirements

### **Users can:**

• Register

• Login/Logout.

• Reset their password.

o Email feature.

• Modify their information.

• Upload a profile picture (using AWS: S3).

• Search other people.

• Create a post.

o Images can be added to these posts (using AWS: S3).

• View their own profile.

o Including posts.

• View others’ profile.

o Including posts.

• See their feed.

o Posts of everyone should show here.

• Like someone’s post.

o Old school Facebook, only one type of like.

### **Optional:**

• Users can comment in posts.

• Users can add a YouTube link to their post.

o It should use YouTube API to display it.

• Users get notifications

### **General Info:**

• Groups of four (4).

• Each group should have their project in one working pipeline.

• The project must be done completely. It must be clean, good looking, and user friendly.

• The security of your application is important (password hashing, page validation, etc)

• Have fun but keep it professional and think of this as your own product.

### 

### **Mandatory technologies:**

• Spring MVC (no spring boot).

• Hibernate or SpringORM (no SpringData).

• Angular4+.

• Log4j.

• JUnit.

• Javadoc (Documentation).

• Jenkins.

**Project 2 due 04/26/2019. You will be presenting on this day. Please have all requirements done.**

(Note: there are only two weekends during the project duration. I know it may be appealing to relax the first weekend after project 1...but I think you all know that isn’t a good idea. Especially since the rest of the bootcamp will not slow down for any reason.)

**NOTE:**

If you come up with a different idea (instead of a social media platform) that fulfills all of the requirements, you ARE ALLOWED to proceed with it **if you run it by me first.**