# Web Services and Cloud Technologies – Practical Teamwork Project 2014

## Sample Projects:

Your application can be one of the following:

* **Web chat** application
  + Users send messages between each other
  + Users can send files
  + Users can have a profile picture
  + Users receive notifications when another user sends them a message
* **Foursquare-like** application
  + Users can see a set of predefined places with coordinates
  + Users can check-in at a place near them
  + Users can post a comment about a place
  + Users can upload an image of the place
  + Users can create a place
  + Users receive notifications about people, checking in the place they are in
* **Image gallery** application
  + Users can own a gallery
  + The gallery can have albums
  + The albums can have sub albums
  + Users can upload images in the gallery or in any of the albums
  + Images have title
  + Users can leave a comment about an image
  + Users receive notifications when somebody comments an image of theirs
* **Chess** game
  + Users can join a random game
    - The engine decides which two players to start the game
  + Users can perform moves in a started game
  + Users can have a profile picture
  + Users receive notifications when a user in a game of theirs has made their move
* **Crowd-sourced** **news** application
  + Users can publish a news article containing images
  + Users can comment news articles
    - Comments can be nested
  + Users can vote for and against news articles
  + Users receive notifications when a new news article is published
* **Recipe** application
  + Users can upload recipes containing images and preparation steps
    - Preparation steps have completion time (e.g. bake potatoes for 5 minutes at 200 degrees)
  + Users can like and comment a recipe
  + Users can start cooking a recipe
    - Notifications are delivered when a preparation step's time has elapsed
* **Another application** by your choice
  + The only condition is to follow the Requirements