

Software Development Exercise

Objective

Build a website with a database backend for storing a movie collection.

1. Start by getting a [PHP Laravel](#), [Ruby on Rails](#), .NET, NodeJS or (your choice) development environment (try [c9.io](#), [Koding](#)).
2. You will need a [Github](#) account to store your source code. Please commit your working code periodically for progress updates.
3. You will need to deploy your application to a hosting service (Heroku, AWS, Azure, DigitalOcean, etc). Free tiers on any PaaS, IaaS are sufficient.

App requirements

Simple Movie collection

1. Title the app <Your First Name> + " Movie Manager"
2. App can create, read, update, delete, list one movie collection (your first model)
 - a. Each movie item needs the following:
 - i. Title (text, 1min, 50 char max)
 - ii. Format (dropdown picker, text) values "VHS", "DVD", "Streaming"
 - iii. Length (time, minutes, >0 and <500) displayed as "x hr yy m"
 - iv. Release Year (integer, >1800 and < 2100)
 - v. Rating (radio button, integer) values default null, 1,2,3,4,5
3. Make it pretty w Bootstrap (or Foundation or anything)
4. Add a home (at the root \ of the app) splash page with a cool graphic (hyperlink the image to the index page of the movie collection)
5. Add Header\Footer (menu on the Header, links to Home and Movies)
6. Make the design fluid and responsive to screen size (to view on phone, tablet, etc).
7. Make the items list sortable by all columns(title, format, etc)

Extra credit

1. Add **USER** model and authentication with OAUTH support
2. Use JS Framework to transition pages after saves to movie items.
3. Extend your movie collection by mashup → Integrate with a 3rd party web service: (<http://www.programmableweb.com/news/most-popular-apis-least-one-will-surprise-you/2014/01/23>)

Important:

1. Email the URL to your Github repo so we can watch progress
2. Once you get it running, share your instance URL. Don't wait until it's 100% complete or perfect.
3. Ask questions as needed to make progress. This is part of the challenge.
4. Good luck!