



Project II

In this document, all rules and requirements on how to proceed about defining and implement the Revature project II requirements are defined.

For this project, a different approach will be applied. You get to decide as a group, what are you going to work on. However, certain rules and requirements must be met.

Project Definition

In the other document, you will find a skeleton where you should:

- Name it as following: *PROJECT_NAME [members initials separated by comma]*.
- Provide a project name and a brief description of your project (*no more than four [4] lines*).
- Define four (4) additional requirements on top of the mandatory ones.
 - Note that there is one of the mandatories that you have to modify.

After the document is approved, you can create a git repository to house the project. Please ensure you invite me to the repository.

The *Project Definition* should be done by the next day this document is presented.

General Rules

- Groups shall be defined by the current Scrum teams.
- Each group should have their project's Java backend in one working pipeline.
- The project must be done **completely**. It must be **clean**, **good looking**, and **user friendly**.
- Have fun but keep it professional and think of this as your own product.
- Validation is important.
- Recommend you to **not** split work by layers. Work on requirements from front-to-back for **full exposure** in all technologies.
- The application must be RESTful except for user login tracking.

Mandatory Technologies

- Angular.
- Logback.
- JUnit.
- Jenkins Pipeline.
- AWS RDS and EC2.
- JSON
- Spring Boot
- Spring Data

Optional Technologies

- Docker

Banned Technologies

- Spring DataREST