

CS 353 Fall 2016

Brief Description of Project Topics

The brief description of your projects are mentioned below. We do not discuss all features of them, you need to improve the ideas, discuss the database with your group mates and develop the entities, relationships etc. We expect and believe you all will have a complete and neat project, participate to group work!

1. Online Accommodation System (e.g.¹ Airbnb)

In this project, you are going to implement a system that people can look for accommodation from local hosts, where locals rent their houses. Hosts can rent room/s or the entire house. There are many properties to consider in house description i.e. number of rooms, beds, available areas like kitchen and bathrooms, washing machine, internet etc. Users can search for places, make reservation, edit or cancel reservation, write reviews and give rankings for their trips. The search operation should be done for a specific location and dates i.e. Barcelona between 21.10 - 25.10 and it should allowed to be filtered by price, goodness of hosts and properties of the house such as number of beds, TV, kitchen etc. The goodness of the hosts and travellers are calculated based on their rankings and it should be seen in search results.

2. Gaming Platform (e.g. Steam)

You are going to build a gaming platform which provides user to search for games, buy play a game, give rating and write reviews about the game. There are single player and/or multiplayer games and they might belong to many categories such as strategy. The games should be sorted by filters. Users can socially interact with each others, become friends, play together, and send gifts. There might be achievements, progress etc. Users can create groups to play together or chat. When a user look for his game, he should see the friends who has the game. You don't need to implement the game, random scores will be assigned when people play the game.

3. Social Network and Forum for Researchers (e.g. ResearchGate)

In this project, you are expected to develop a social network for researchers. Here, you will both connect people (follow/unfollow features like in Twitter), and provide discussion facilities(even there is no following/follower relationship). One person can upload an article, ask a question, follow, comment, or like a question or article. Moreover, she can see the updates of her followings (such as a posted article). Articles and questions must have *tags*, e.g., Bioinformatics, for the interested people in that area. Also, a person should indicate her favorite topics and areas as well as her institute, department etc. You can develop the ideas, as a recommendation, you can register and follow some people in ResearchGate.

¹ For the ones who does not know the phrase: e.g. is the abbreviation for "exempli gratia" in Latin, which means **for example**.

4. Online Real Estate Agency (e.g. Trulia)

In this project, you are going to implement an online real estate agency. There are three type of users: agents, users, and owners. Owners can register to the system, load the information of their homes, and request to an agent to sell the homes. Users can search the places in a specific area, to buy or rent. They can follow a specific area to be informed about new places added to system. Agents and owners are also users, which means they can do users' stuff in the system like searching, following etc. There are many attributes a home can have such as neighborhood crime, pet allowance, etc. Users can send messages to agents, request to visit the place. Also they can start a discussion about a neighborhood to ask other people their opinions. Of course, the discussions can be commented with like and dislike options for others. You can look at Trulia to develop your ideas.

You all need to contribute your project, otherwise your project score may not be the same as all others in your group. Teamworking is great, do it ;)