1. Overview

Social networks have been growing rapidly in recent years. Famous social networks such as Facebook, Twitter, Instagram, TikTok, ... are popular around the world. Besides, e-sports are also a popular topic nowadays. With the idea of integrating both in the same project, I will develop a social network dedicated to e-sports, where the gaming community can exchange experiences as well as capture information about tournaments.

In my project, HTML, CSS and JavaScript are the technologies that I use for web development because it has libraries that can support well for web programming, besides it also provides Web services aim to help the website operate in the most optimal way, Besides, i also use some libraries like: bootstrap to support developent easier

Explain some major keyword:

* HTML:
* HTML: HTML stands for Hyper Text Markup Language
* HTML is the standard markup language for creating Web pages
* HTML describes the structure of a Web page
* HTML consists of a series of elements
* HTML elements tell the browser how to display the content
* CSS:
  + CSS stands for Cascading Style Sheets
  + CSS describes how HTML elements are to be displayed on screen, paper, or in other media
  + CSS saves a lot of work. It can control the layout of multiple web pages all at once
  + External stylesheets are stored in CSS files
* JavaScript:
  + JavaScript is the programming language for the Web.
  + JavaScript can update and change both HTML and Css**.**
  + JavaScript can calculate, maniputate and validate data.
* Bootstrap: Bootstrap is the most popular CSS Framework for developing responsive and mobile-first websites.

1. Aims

* Learn how to create user interface of social networking site

1. Objectives

3.1. Investigation about the operation of social network

3.1.1. Activities

- Evaluate and compare the user interfaces of social networks like Facebook, Instagram, TikTok, …

- Study the main and necessary functions in operating a social networking site

- Learn how to design a social network

3.2. Leaning how to use CSS in website

3.2.1. Activities

- Learn how to apply css to website

- Lean how to write css to correct

- Use bootstrap to replace css

3.3. Pratice design: Layout, component, page, RESTfull API

3.3.1. Activities

- design layout using css and html

- Design RESTfull API (api method) send to server

- Design UI, UX friendly for user

- Make route to create separate page

3.4. Coding: Functions and Methods

3.4.1. Activities

- Implement function like: login, signup, feed, chat

- Validate data

3.5. Testing project

3.5.1. Activities

- Create test cases, test log

- Test project function is followed by test case

- Fix bugs, update function if necessary

3.6. Evaluating the HTML, CSS, JavaScript support for website

3.6.1. Activities

- List the advantages and disadvantages of HTML, CSS, JavaScript in development web page.

- List of benefits and constraints of Web API in managing data

3.7. Writing and Demonstrate project

3.7.1. Activities

- Write a report to talk about the project

- Presentation project demo

4. Legal, Social, Ethical and Professional

4.1. Legal

- Regarding legal issues, I will comply with the legal regulations on social networks. Preventing articles with illegal, reactionary, opposing content, contrary to social standards, preventing individuals and organizations with illegal intentions in accordance with the law on network security.

4.2. Social

- Regarding social issues, my project is also a social network, so I need to make sure the user interface and functions are in line with social norms. For eSports, issues to be aware of include: Hack mods, cheats, scams,

4.3. Ethical

- Our project only promotes MOBA games like: Arena of Valor, Legend of Legend, DOTA 2 and some other legal titles like PUBG etc. We do not promote unethical games such as: games related to gambling, betting, etc.

4.4. Professional

- Our project only promotes MOBA games like: Arena of Valor, Legend of Legend, DOTA 2 and some other legal titles like PUBG etc. We do not promote unethical games such as: games related to gambling, betting, etc.