

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