(https://profile.intra.42.f

# SCALE FOR PROJECTCAMAGRU (/PROJECTS/CAMAGRU)

You should correct 1 student in this team

Git repository

## Introduction

To ensure this evaluation goes smoothly, please respect the following set of rules :

- Please remain courteous, polite, respectful and constructive at all times during this exchange. The trust bond between the school's communauty and yourself depends on it.

- Should you notice any malfunctions within the submitted project, make sure you take the time to discuss those with the student (or group of students) being graded.

- Keep in mind that some subjects can be interpreted differently. If you come accross a situation where the student you're grading has interpreted the subject differently than you, try and judge fairly whether their interpretation is acceptable or not, and grade them accordingly. Our peer-evaluation system can only work if you both take it seriously.

## Guidelines

- You may only evaluate whatever is in the GiT submission directory of the student you are grpading.

- Make sure to check wether the GiT submission directory belongs to the student (or group) you're grading, and that it's the right project.

- Make sure no mischievous aliases have been used to trick you into correcting something that is not actually in the official submitted directory.

- Any script created to make this evaluation session easier - whether it was produced by you or the student being graded - must be checked rigorously in order to avoid bad surprises.

- If the student who is grading this project hasn't done the project him/herself yet, he/she must read the whole topic before starting the evaluation session.

# Attachments

☐ Subject (https://cdn.intra.42.fr/pdf/pdf/778/camagru.en.pdf)

☐ Sujet (https://cdn.intra.42.fr/pdf/pdf/595/camagru.fr.pdf)

# Préliminaries

## Preflight Check

Before you start this evaluation, check the following points:

- This application is devellopped in PHP
- It uses no framework, micro-framework or external libraries.
- It does not need any package manager like "npm" or "composer"
- The following files are present and correctly configured
* index.php
* config/database.php
* config/setup.php
Those files should be already there, and don't need any generation thought some kind of "setup wizard".
- Queries must be manager through a PDO instance, configured with the PDO::ERRMODE_EXCEPTION error mode.

If any of the points above is not valid, this evaluation stops.
Except for the missing configuration for PDO error mode, where it gives a "Crash" Flag and a 0, every point missing count as a "Cheat".
So, it's up to you to set the correct flag before leaving.

☐ Yes ☐ No

# Features

*When you evaluate this project, keep an eye on the web console and the log file of the server. Except for getUserMedia related warnings, every log, warning or error on one of both side is a "Crash". Stop the evaluation and set the "Crash" Flag.*

## 3..2..1..Ignition

Start the webserver that should serve the app. The server must produce no errors. You can go to the served address without any errors.

If it's not the case, this part is count as false and you can stop this evaluation right here. The webapp must work as is, by simply starting the server.

☐ Yes ☐ No

## User Creation

This application have a registration form if the user wants to create a new account. An user have to fullfill it with :
- a username
- a secure password ( a simple word in lowercase must be refused by the app )
- a mail address.

The form have validators on inputs and server-side to make sure the correct data are well transmitted. At the end of the registration, it should be completed with the sending of a account confirmation mail, that should contains a unique link.

The user can't connect itself, unless he confirms it via this unique link.

If one of these points is not valid, this part is count as false and you go to the next part.

☐ Yes ☐ No

## User authentification

The user can connect with his credentials, once it confirmed its account.
It can reset its password somehow, by receiving a password reinitialisation mail.

There's always a way to logout when the user is connected.

If one of these points is not valid, this part is count as false and you go to the next part.

☐ Yes ☐ No

## ft_snapchat.php

Once logged in, a user can go to the editing view.

It should have a decent view, with a header, a main section and a footer.

In the editing view, you should have the editing workspace that must contains:
- A webcam preview
- A list of the previous edited pictures as thumbnails
- A way to save the final edited picture
- A list of 'stickers'
- A way to upload a base image instead of the webcam

You can save and upload a photo only if a base media is loaded ( webcam or uploaded image ).

You can upload an image with no stickers, one sticker or some stickers ( all the cases must be handled)

The image editing pipeline must be started server-side

If one of these points is not valid, this part is count as false and you go to the next part.

☐ Yes ☐ No

## ft_instagram.php

There's a public gallery view in the app, that can be accessible with and without authentification.

The gallery displays all of the images took by app users, ordered by creation date.

The list is paginated with at least 5 images per pages

Every pictures is like-able and commentable.

For each comment, the user must receive a notification mail, only if the user preference for mail notification is true. No mail should be sent if this preference is set to false.

If one of these points is not valid, this part is count as false and you go to the next part.

☐ Yes ☐ No

## User Preferences

Once logged in, a user can modify with no errors :
- its username
- its password
- its mail address
- the notification mail preference

Every modification made on those fields should have repercussions on the user's data and authentification. Change values, logout and try to login with new credentials.

If one of these points is not valid, this part is count as false and you go to the next part.

☐ Yes ☐ No

## CanCanCan

Now it's all about user rights:

An user can delete its own editing but not the others.

The editing view is only accessible if the user is correctly logged in.
Trying to reach the view anonymously redirects you to the login view.

Gallery is public, but only a logged user can like and comment photos.

If one of these points is not valid, this part is count as false and you
go to the next part.

☐ Yes ☐ No

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# UI / UX ???

*Let evaluate the creative mind behind this project.*

### Compatibility

The app must be compatible on Firefox( >= 41 ) and Chrome ( >= 46 ). All features aboves must work, without any warning, error or log ( except as always for getUserMedia ).

If this point is not valid, this part is count as false and you
go to the next part.

☐ Yes ☐ No

### Mobile

When you set the app on mobile mode ( you can do it on Chrome ), elements must not overlap each other and have a correct layout.

If this point is not valid, this part is count as false and you
go to the next part.

☐ Yes ☐ No

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# Security

*We insisted on this: SECURITY FIRST DAMNIT !!!!*

### Babysteps - Cryptic passwords

Deepdive into the database either in command-line, or with something like PHPMyAdmin or Adminer.

Check the Users table and verify the password is crypted.

If this point is not valid, this part is count as false and you go to the next part.

☐ Yes ☐ No

### Childish steps - XSS

Go on a form containing inputs that generates displayable HTML ( like, comments... ), add this and submit :

```
<script type='text/javascript'>alert('THE GAME');</script>
```

On reload, no alertbox should appear. Otherwise... you failed, this part is count as false and you go to the next part.

☐ Yes ☐ No

### Human steps - SQL Injection

Log out.
Once logged out, try to log in with this as a password ( without braces ):
[ blahblah' OR 1='1]

If you can authentify, this app is not protected against SQL injections.
This part is count as false and you go to the next part.

☐ Yes ☐ No

## Bonus

### AJAX

Did exchanges between client and server are AJAX-ified ?

☐ Yes ☐ No

### Apercu live

Do you have a live preview of the webcam ?

☐ Yes ☐ No

### D'autres bonus

You can count up to 5 bonus, where the usefullness and legitimity are up to your own judgement.

For instance, here's some bonus :
- Infinite scroll for the gallery part
- Share across social networks
- Render it as an animated GIF
- ...

**Rate it from 0 (failed) through 5 (excellent)**

# Ratings

**Don’t forget to check the flag corresponding to the defense**

☐ Ok ☐ Outstanding project

☐ Empty work ☐ Incomplete work ☐ No author file

☐ Invalid compilation ☐ Norme ☐ Cheat ☐ Crash

# Conclusion

**Leave a comment on this evaluation**

**Finish evaluation**