CS554 Technical Implementation Plan

https://us04web.zoom.us/j/74050995927?pwd=PEdTWP0r5vD1iQs2l0iaIOJ8bcle3h.1

Group Name

Pictogram

Group Members

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Function & Overview

Our goal is to create a social image editing and sharing service. There will be two features to this web application. The first is an image sharing and editing feed. The purpose of this is for users to share images, memes or anything else for others to view. They will have the option to allow other users to edit the image they post if they want…like asking someone to add a meme to an image. The second feature will utilize a canvas/drawing technology to allow users to draw images and post them to the site. The user will add a caption/description of what they drew at the time of posting that will not be visible to other users. Then, other users will be able to guess/solve what the image is that the user drew. Whichever user guesses the drawing correctly first will be awarded a point and it will say "solved by: that user", and no more guesses will be allowed. We will have a leaderboard showing which users have the most correctly guessed drawings. Users must be logged in to post in either feature of the website. Non-authenticated users can view the site, but will not be able to post or comment on posts.

Course Technologies

React - We will use React to format the front end of our application

Firebase Authentication - We will use Firebase to authenticate users and utilize a login functionality as users must be logged in to have full access to the application's features.

Redis/MongoDB - We will use MongoDB to store user data and image data for that user, and redis will be used to temporarily store recently viewed users and category searches

Independent Technologies

Fabric.js - We will use Fabric.js for client-side image manipulation tools
http://fabricjs.com/

Docker - We will use Docker to containerize our web application and package CLI tools.

GitHub Repo URL

https://github.com/heyitsaj/CS554-Final-Project