# Objective

To assess how you understand the requirements and design the backend of the application in Laravel.

Please provide an estimate for the hours required to complete a technical plan for this proportion of the project. Our requirements for a technical plan is that it provide sufficient architecture and structure such that a set of technical tasks could be generated.

## Instructions

1. Please start by reviewing this document and asking any clarifying questions.
2. Provide an outline for how you will be approaching the tasks.
3. Create a technical design for the backend of a multi-user image gallery API w/ cross-platform sharing features

# Application Overview

## User Authentication

Users are able to register with a mix of email/password or social media options. The implementation dates for those systems vary depending on the system. All registrations will be required to accept a Terms of Service agreement.

|  |  |
| --- | --- |
| **Register With….** | **Release Goal** |
| Email/Password | Foundation |
| Facebook | Alpha |

To keep registration quick only an email/password or social login is required. Users are given the option to provide the email address of a referral account, which is optional.

#### Password Reset

The system asks for the email address associated with the account, and emails the person a password recovery link. On sign in the person is required to update their password. If the person is registered with a 3rd party login the email will not include a password link, but will tell them which platform they logged in with.

## Gallery

The gallery is the most visited page of the system, holding all the user’s images and action items related to images. All images uploaded to the system via any method are shown in one location.

An image in the system has:

* Upload Date
* User
* Name
* Image Taken Date

#### Gallery Interface

When the immediate information isn’t enough, the user needs to be able to dive deeper and get more detailed information, including:

* Date uploaded to system
* Name of the image

#### Search

Gallery images are searchable based on:

* Date uploaded
* Image name

### Adding an Image to the Gallery

Users are able to add images to the gallery through three methods: upload from computer/device.

#### Upload From Computer/Device

The user is able to select images from their system to upload to the gallery. This supports bulk upload.

## Posting to Social Media

Users are able to post images from the gallery to connected social media accounts

### Posting to Social Media as Image

Posting to social media as an image allows the user to post the image directly to social media. The user is able to post multiple images in a single post as well as post to multiple accounts at once. The process looks like this:

1. Select image(s)
2. Select social media account(s)
3. Select watermark yes/no
   1. Select & place watermark
4. Fill in applicable social media post info
5. Post

### Watermarking Images

No matter how the user is posting the image, they’re given the option to watermark it. There are a number of watermark design options the user can choose from to best suit their image. The user is able to control placement of the watermark as well as color and scaling. There is a minimum scaling to ensure the user is not able to select the watermark option but effectively not show it.

Wireframes

## Gallery

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| **#** | **Components** | **Interactio n** | **Behavior/ Validation** |
| 1 | Upload New Image | Click | Goes to *Upload* screen |
| 2 | Share Selected | Click | Behavior   1. Passes the selected objects in component 3 2. Opens *Share* screen |
| 3 | Image Gallery | Select | More than one can be selectable |
| **Note** | | | |

1. **Upload**

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| **#** | **Components** | **Interaction** | **Behavior/ Validation** |
| 1 | Upload from Device | Click | Behavior  Opens the explorer window |
| **Note** | | | |

1. **Upload - Popup**

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| **#** | **Components** | **Interaction** | **Behavior/ Validation** |
| 1 | Selectable Objects | Click | Validation   1. Multiple images can be uploaded at the same time 2. Explorer window must only show images files such as .jpg, .gif, .png 3. There is no limit to the image size |
| 2 | Open | Click | Behavior   1. Button is labeled as “Open” if the select object in component 1 is a folder 2. Button is labeled as “Upload”, if the selected object in the component 1 is an image |
| 3 | Cancel | Click | Closes Upload Window Popup |
| **Note** | | | |

1. **Share**

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|  | | | |
| **#** | **Components** | **Interaction** | **Behavior/ Validation** |
| 1 | Add Watermark | Click | Go to *Watermark* screen |
| 2 | Social Media | Select | Validation  1. User must be logged in to the social media before the component is selectable |
| 3 | Confirm | Click | Opens confirmation window |
| 4 | Cancel | Click | Go to *Gallery* screen |
| **Note** | | | |

1. **Share - Pop up**

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|  | | | |
| **#** | **Components** | **Interaction** | **Behavior/ Validation** |
| 1 | Confirm | Click | Behavior  1. Uploads the image in the *Share* screen into the social media selected in *Share* screen component 3 |
| 2 | Cancel | Click | Closes the Share Pop Up wiindow |
| **Note** | | | |

1. **Watermark**

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| **#** | **Components** | **Interaction** | **Behavior/ Validation** |
| 1 | Save | Click | Edits the image with the watermark |
| 2 | Remove | Click | Removes the selected watermark and goes to *Share* screen |
| 3 | Select Watermark | Select | Adds the selected watermark to the image |
| **Note** | | | |