This document describes the **teamwork assignment** for the **ASP.NET MVC** course at Telerik Academy.

# Project Description

Design and implement an **ASP.NET MVC application**. It can be a discussion forum, blog system, e-commerce site, online gaming site, social network, or any other Web application by your choice.

The application should have **public part** (accessible without authentication), **private part** (available for registered users) and **administrative part** (available for administrators only).

## General Requirements

Your Web application should use the following technologies, frameworks and development techniques:

* Use **ASP.NET MVC 5** and **Visual Studio 2013**
* You should use **Razor** template engine for generating theUI
  + At least **3 Kendo UI widgets** should be used (using the ASP.NET MVC Wrappers)
  + ASP.NET WebForms is not allowed
  + Use at least one section and at least one partial view
* Use **MS SQL Server** as database back-end
* Use **Entity Framework** to access your database
  + Using Unit of Work and Repository pattern is not mandatory
* Use at least **one MVC Area** in your project (e.g. for administration)
* Create at least **two tables with data** with **server-side paging** and **sorting**
  + You can use Kendo UI Grid or generate your own HTML tables
* Adapt the **default ASP.NET MVC site template** from Visual Studio 2013
  + Use responsive design based on **Twitter Bootstrap**
  + You may change the standard theme and modify it to apply own web design and visual styles
* Use the standard **ASP.NET Identity System** for managing **users** and **roles**
  + Your registered users should have at least one of the two roles: **user** and **administrator**
* Use at least **one AJAX form and/or SignalR communication**
* Write **few unit tests** for your controllers logic
* Apply **error handling** and **data validation** to avoid crashes when invalid data is entered
* Handle correctly the **special HTML characters** and tags like **<br />**
* Prevent yourself from security holes (XSS, XSRF, Parameter Tampering, etc.)
* Use a **source control system** by choice for team collaboration.

## Public Part

The **public part** of your projects should be **visible** **without authentication**. This public part could be the application start page, the user login and user registration forms, as well as the public data of the users, e.g. the blog posts in a blog system, the public offers in a bid system, the products in an e-commerce system, etc.

## Private Part (User Area)

**Registered users** should have personal area in the Web application accessible after **successful login**. This area could hold for example the user's profiles management functionality, the user's offers in a bid system, the user's posts in a blog system, the user's photos in a photo sharing system, the user's contacts in a social network, etc.

## Administration Part

**System administrators** should have administrative access to the system and permissions to administer all major information objects in the system, e.g. to create / edit / delete users and other administrators, to edit / delete offers in a bid system, to edit / delete photos and album in a photo sharing system, to edit / delete posts in a blogging system, edit / delete products and categories in an e-commerce system, etc.

## Optional Requirements

* Nice looking UI supporting of all modern and old Web browsers
* Good usability (easy to use UI)

## Deliverables

Put the following in a **ZIP archive** and submit it (**each team member** submits the same file):

* The **source code** (Controllers, Views, Models, C# files, images, scripts, styles, etc.)
* **Don't submit the** **NuGet packages**! They are not needed and take too much disk space.
* Optional: brief documentation (few sentence **readme** file).

## Public Project Defense

Each team will have to make a **public defense** of its work to the trainers (in 5-10 minutes). It includes:

* Live **demonstration** of the developed Web application (please prepare sample data).
* Explain application structure and its **source code**: Controllers, Views, Data Models, C# code, etc.
* Show the **commit logs** in the source control repository to prove a contribution from all team members.

## Give Feedback about Your Teammates

You will be invited to **provide feedback** about all your teammates, their attitude to this project, their technical skills, their team working skills, their contribution to the project, etc. The feedback is important part of the project evaluation so **take it seriously** and be honest.