

# OnlyBruins

Michael Lan, Naketris Kirk, Tom Binford, Benjamin Cruz, Harry Qin  
{michaellan, naketriskirk03, tombinford, benjicruz, qzy57}@ucla.edu

Discussion 1A with Yuxing Qiu

## Purpose

The goal of OnlyBruins is to create a platform for Bruin Creators to connect with others and share unique user experiences. Users can interact with their favorite Creators by subscribing to other people's feeds, tipping BruinBux, and liking posts.

## Features

**Dynamic Data:** each user's home page will show a feed of posts in chronological order. This will include posts from Creators the user follows, as well as random posts from the whole community. The feed will update as Creators add new posts.

**Upload and Persist Data to the Backend:** users can create accounts with a username, profile picture, and blurb. They can create posts with images that will be saved to the server's filesystem.

**Search through Server-Side Data:** users can find profiles of other users by entering their usernames in a search bar integrated into the home page.

**Additional Feature 1:** from a Creator's profile page, users can subscribe to them to see more of their content on the home page.

**Additional Feature 2:** users can earn BruinBux, the in-app currency, through mechanisms like daily logins and referral bonuses for inviting their friends to OnlyBruins. They can use BruinBux to tip Creators for creating quality content.

**Additional Feature 3:** users can view profiles of other users and Creators. Profiles contain a profile picture, username and any posts that have been made.

## Architecture

OnlyBruins will be a web application accessible through a browser. We will target desktop support first but aim to support mobile browsers at some point.

OnlyBruins will be written in Typescript and SQL using Node.js, React, and PostgreSQL. It will be deployed to a cloud server that runs the OnlyBruins API and serves assets (HTML/CSS, JavaScript, and user-uploaded images).

The server will run a PostgreSQL instance to store data for the OnlyBruins application and metadata for images. Assets will be stored on the server's filesystem.