CS 353 Fall 2020

Brief Description of Project Topics

The following is the list of project topics. Explanations are given for you to have a basic idea about what to design. You are EXPECTED to come up with additions regarding the context you have. Note that you are also EXPECTED to implement different entity and relation types that you learn in the class. If you are not sure what to add to the project, you are highly ENCOURAGED to discuss your project topic with your respective TA. All projects will be web-based systems. You are free to use any environment or programming language you would like to use for the project.

Video Game Digital Distribution Service (i.e. Steam)

You are going to implement a video game distribution service. There are users, developer and publisher companies, curators and so on. Users should be able to buy a video game, return a game they bought before, comment on games they have, add friends, see friends' activities and follow curators. Developer companies should be able to ask publisher companies to publish the games they develop. After a game is published, its developer should be able to update the game. Curators review and suggest games for their followers. Moreover, users can build mods for specific games and download mods built by others.

Media Services Data Management System (i.e. Netflix)

In this project, you are going to implement a data management system where media files (movies, series) are provided. There are users, movies, series, genres and so on. Users should be able to provide their feedback on movies, by leaving likes and/or comments on them. Users can also specify their preference for genres. Movies having the same genres should be listed as a suggestion to a particular user. Users can have friends, and see their activities on their wall. Users can create multiple channels in which they pick different movies to be followed. In this project, you are going to simulate the watching action, you don't need to upload videos for demonstration.

Music Track Data Management System (i.e. Spotify)

In this project, you are going to implement a data management system where you keep track of users, songs, artists, albums, genres, playlists, and so on. Instead of subscriptions, users have to buy either songs or albums to be able to play them individually or in a particular playlist. Users can create multiple playlists and categorize them according to their preference of genres. Artists can create their albums and songs inside the albums and determine their prices to be bought by the users. Users can send friend requests to other users and see their activities. Users can leave feedback on songs/albums that they bought.