**(Group Patotoya) MindMelt App CS601P 5/20/2025**  
  
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**1. Project Overview**

* **Brief description of the project**This project is a dedicated application designed to catalog, analyze, and share information about internet trends colloquially referred to as "brainrot." The term "brainrot" describes viral, often absurd or surreal online content that spreads rapidly across social media platforms, influencing digital culture in unexpected ways.

The application serves as a centralized hub where users can  
Discover and contribute to a growing database of brainrot trends.

Track the evolution of these trends over time.

Engage with explanations, memes, and discussions surrounding them.

Share their own findings or interpretations with a community of like-minded users.

* **Goals or purpose**Create an engaging platform dedicated to celebrating and sharing the most entertaining and absurd corners of internet culture  
  Foster a community where users can collectively enjoy and contribute to the ever-evolving world of online humor  
  Preserve fleeting digital phenomena that might otherwise disappear from the internet's collective memory  
  Encourage creative expression through meme creation, trend participation, and humorous content sharing  
  Develop an intuitive system that makes discovering new "brainrot" content effortless and enjoyable  
  Promote positive interactions by maintaining a lighthearted, inclusive environment for all users  
  Bridge generational gaps in humor by documenting how internet comedy evolves over time  
  Provide a space where stress relief and entertainment go hand-in-hand through shared laughter

**Main features**

**Post Whatever**

* Share your most brain-rotting pics with a caption.
* Edit or delete your own mess anytime.
* Leave weird/funny comments on others' posts.

**My Cringe, My Rules**

* Check out your own profile and tweak it if you’re feeling cute.
* Scroll through your collection of unfiltered posts.
* (Optional) Stalk—I mean—explore other users’ masterpieces.

**2. Installation / Setup Guide**

**System requirements**

**OS:**

* Windows: 11 (24H2/23H2/22H2 Ent/Edu), 10 (22H2+), Server 2012–2025
* macOS: 13 Ventura, 14 Sonoma, 15 Sequoia
* Linux: Various distros (x64, x86, ARM64/32)

**Hardware:**

* CPU: ARM64 or x64 (quad-core+ recommended)
* RAM: 4 GB (16 GB recommended)
* Storage: 850 MB–210 GB (20–50 GB typical)
* Display: 1366×768 minimum

**Dev Tools:**

* Visual Studio: 2022 Preview 17.8.0+
* .NET CLI: Supported without IDE

**How to clone or download the project  
Option 1: Clone via GitHub (Recommended)**

To clone the project directly into Visual Studio:

* Open Visual Studio 2022.
* Go to File → Clone Repository.
* In the Repository Location field, enter the following URL:
  + https://github.com/zed-koba/FinalProjectCSELE2.git
* Choose a local path where you want the project to be stored.
* Click **Clone.** Visual Studio will automatically fetch and load the project.

**Option 2: Manual Download (ZIP)**

Visit the repository page:

* **https://github.com/zed-koba/FinalProjectCSELE2**
* Click the green Code button, then choose Download ZIP.
* Extract the ZIP file to a preferred folder.
* Open the .sln file using Visual Studio 2022.

**Option 3: Clone via Git Command (for advanced users)**

* If you have Git installed on your machine, run the following command in your terminal or Git Bash:
  + git clone **https://github.com/zed-koba/FinalProjectCSELE2.git**
  + Note: If the repository is private, you will need to log in using your GitHub account credentials that have access to the repository.

**How to install dependencies  
Required Dependencies**

* Mopups – for modal popup support
* CommunityToolkit.Maui – provides cross-platform UI helpers and utilities
* FFImageLoading.Maui – for advanced image caching and loading

**Installation Steps**

**Option 1: Using NuGet Package Manager UI**

* Open the solution in Visual Studio 2022.
* Right-click the project in Solution Explorer, then select Manage NuGet Packages.
* Go to the Browse tab and search for each of the following packages:
  + Mopups
  + CommunityToolkit.Maui
  + FFImageLoading.Maui
* Click Install for each package.
* Accept any license agreements when prompted.

**Option 2: Using NuGet Package Manager Console**

* You can also install the packages via the Package Manager Console (Tools > NuGet Package Manager > Package Manager Console):
  + Install-Package Mopups
  + Install-Package CommunityToolkit.Maui
  + Install-Package FFImageLoading.Maui
* Note: Make sure to clean and rebuild the solution after installing the dependencies to avoid any build issues.

**How to run the project  
Prerequisites**

* Visual Studio 2022 with the following workloads:
* .NET Multi-platform App UI development (.NET MAUI)
* Android development (for emulator or device deployment)
* .NET SDK 8.0 or later
* A physical Android device (with USB debugging enabled) or an Android emulator configured via Android Device Manager
* Stable internet connection

**Running the Application**

**Option 1: Run on Android Emulator**

* Open the project in Visual Studio 2022.
* Select the target platform (e.g., Pixel\_5\_API\_33 Emulator) from the debug toolbar.
* Click Run (▶️ Start Debugging) or press F5.
* The app will be built and deployed automatically to the selected emulator.

**Option 2: Run on Physical Android Device**

* Connect your Android phone via USB.
* Ensure Developer Options and USB Debugging are enabled on the device.
* Your device should appear in the Visual Studio debug target list.
* Select your device and click Run or press F5.

**3. Usage Instructions**

**How to Use the Application**

**Sign Up / Log In**

* Create an account by filling out the required details.
* Log in using your registered credentials.

**Profile**

* Set up your profile with a username and avatar.
* Edit your profile anytime.
* View your own posts from your profile page.

**Posting**

* Share images with captions.
* Edit or delete your own posts.
* View and comment on posts from other users.

**Walkthrough of features or UI**

**1. Login / Sign Up Screen**

* Users land on a simple screen with options to Log In or Sign Up.
* New users can register by providing their username, email, and password.
* Existing users can log in to access their feed.

**2. Home Feed**

* After logging in, users are directed to the Home Feed.
* **Here, they can:**
  + Scroll through posts made by other users.
  + Tap on a post to view full image, read captions, and see comments.
  + Leave a comment under any post.

**3. Create Post**

* A visible “+” button or Post tab lets users create a new post.
* **Users can:**
  + Upload an image.
  + Add a caption.
  + Submit the post to appear on the feed.

**4. Post Management**

* On their own posts, users can:
* Edit the caption or image.
* Delete the post if they no longer want it shown.

**5. Profile Screen**

* Accessible via a profile button (top navigation bar).
* **Shows:**
  + User’s avatar, username, and optional bio.
  + A list/grid of the user’s own posts.
  + Option to edit profile (change avatar, user details).
* **Sample inputs/outputs if applicable**

**4. Tech Stack**

* **Languages, frameworks, libraries, tools used**C#, .Net Framework 8.0, XAML, .Net MAUI, Visual Studio 2022, CommunityToolKit, FFImageLoading, Mopups, CodeMaid(Extension/tool), JSON Formatter(Extension/tool)
* **Reasons for choosing them (optional)**

**5. Project Structure**

**File/folder organization**

**Views**

* Contains all the UI components (pages, user controls, or screens).
* Responsible for displaying the interface and receiving user input.
* Example: **MainPage.xaml, Registration.xaml, Homepage.xaml**

**ViewModel**

* Holds the logic and data-binding between the UI (View) and the backend data (Model).
* Processes user actions, updates data, and reflects changes to the view.
* Example: **AuthenticationViewModel.cs, PostViewModel.cs**

**Model**

* Defines the data structures used in the app.
* Contains classes that represent user data, posts, or other entities.
* Example: **AuthenticationModel.cs, PostModel.cs**

**Features**

* Stores helper functions or utility classes that enhance functionality.
* For example, the TimestampConverter.cs file help convert date/time formats (like converting Unix timestamps to human-readable format).
* These are reusable across the app for formatting or calculation purposes.

**What each major file/module does  
View**

-These files define the user interface (UI) components.

* AddNewComment.xaml – UI for adding a new comment on a post.
* EditAvatar.xaml – Screen for changing or uploading a new profile avatar.
* EditPost.xaml – Interface to edit the content or image of an existing post.
* EditProfile.xaml – Screen for updating user information like name or bio.
* Homepage.xaml – Main feed showing all posts.
* LoadingScreen.xaml – Displayed while the app or data is loading.
* LoginViewLoading.xaml – Loading screen specific to the login process.
* OptionsPopup.xaml – Popup with options (e.g., log out, settings).
* Post.xaml – View to create and view individual posts.
* PostComment.xaml – View for adding and viewing comments on a post.
* ProfileOptionsPopup.xaml – Popup menu for profile-related actions.
* ProfilePage.xaml – Displays user's profile info and their posts.
* Registration.xaml – UI for user registration.

**ViewModel**

-These handle application logic and connect Views to Models.

* AuthenticationViewModel.cs – Logic for login and registration functionality.
* PostCommentViewModel.cs – Handles logic for commenting on posts.
* PostViewModel.cs – Manages post creation, editing, and retrieval.
* ProfileViewModel.cs – Manages user profile data and actions (e.g., edit profile, load posts).

**Model**

-These represent the data structures used in the app.

* AuthenticationModel.cs – Defines data for login and registration.
* CommentModel.cs – Represents a user comment.
* LikeModel.cs – Represents likes on a post (if implemented or for future use).
* PostModel.cs – Represents a post, including image, caption, and metadata.
* UserInteractionModel.cs – Tracks or defines interactions like likes, follows, etc.
* ViewAllCommentsModel.cs – Holds the structure for displaying multiple comments.
* ViewAllPostModel.cs – Holds the structure for displaying multiple posts.

**Features**

- Utility/helper functions that enhance app functionality.

* TimeStampConverter.cs – Converts Unix timestamps to readable date/time format and vice versa, used to display when posts or comments were made.

**6. API Documentation (if applicable)**

* **Endpoints, methods, parameters**

**MockAPI**

**Base URL : https://6821fa55b342dce8004c96f3.mockapi.io/**

**Endpoints**

|  |  |  |  |
| --- | --- | --- | --- |
| **Endpoint** | **HTTP Method** | **Parameters** | **Description** |
| /UserDetails | GET | None | Retrieve all users |
| /UserDetails/{id} | GET | id (path parameter) | Retrieve user by ID |
| /UserDetails | POST | JSON body (user data) | Create a new user |
| /UserDetails /{id} | PUT | id (path), JSON body | Update user by ID |
| /UserDetails /{id} | DELETE | id (path parameter) | Delete user by ID |

**Imgur API**Base URL : <https://api.imgur.com/3/image>

**Upload Image Endpoint**

|  |  |  |
| --- | --- | --- |
| **HTTP Method** | **Parameters** | **Description** |
| POST | image (base64 or binary) | Image file to upload |
|  | type (string, e.g., "base64") | Specify type of image data |
|  | title (optional) | Image title |

* **Authentication requirements**

**MockAPI**

* + No authentication or token required for this MockAPI.
  + Use endpoints directly with the base URL.

**Imgur API**

* + Requires Client-ID in request header.
  + Header format:
    - Authorization: Client-ID YOUR\_CLIENT\_ID
* **Sample requests/responses**

**MockAPI**

using System;

using System.Net.Http;

using System.Threading.Tasks;

class Program

{

static async Task Main()

{

using HttpClient client = new HttpClient();

var response = await client.GetAsync("https://6821fa55b342dce8004c96f3.mockapi.io/users");

var json = await response.Content.ReadAsStringAsync();

}

}

**Imgur API**

var client = new HttpClient();

client.DefaultRequestHeaders.Authorization = new AuthenticationHeaderValue("Client-ID", "YOUR\_CLIENT\_ID");

var base64Image = Convert.ToBase64String(File.ReadAllBytes("path\_to\_image.jpg"));

var content = new MultipartFormDataContent();

content.Add(new StringContent(base64Image), "image");

content.Add(new StringContent("base64"), "type");

var response = await client.PostAsync("https://api.imgur.com/3/image", content);

var jsonResponse = await response.Content.ReadAsStringAsync();

**7. Known Issues / Limitations**

* **Current bugs or incomplete features**

**Slow Image Caching**

* + Image loading may be delayed due to limited or inefficient caching mechanisms, especially when images are fetched from external sources like Imgur.

**Slow Data Fetching**

* + Data retrieval can be slow under the following conditions:
    - Poor or unstable internet connection
    - Large volume of data being fetched simultaneously

**Performance Issues with Large Datasets**

* + The application may experience lags or decreased responsiveness when handling a large amount of stored data, particularly if optimization techniques (such as pagination, lazy loading, or efficient data structures) are not implemented.
* **What doesn’t work (yet)**
  + Forgot Password Feature (not completed nor started)

**8. Future Improvements**

**Planned Enhancements**

* Implement the ability to delete and edit comments
* Add upvote/downvote functionality for posts

**Stretch Goals**

* Introduce private messaging between users
* Enable friend or connection requests (add friends feature)
* Support video media uploads, if feasible

**9. Credits / Contributors**

* **Team members**Cedric Vhon Pidlaoan – Full Stack Developer  
  John Michael Borromeo – Frontend Developer  
  Morel Tirambulo – UI Designer  
  John Fritz Selloria – Documentalist  
  Nathan Pabingwit – Flower Boy
* **External resources or libraries used  
  Libraries / Packages (via NuGet)**

|  |  |  |
| --- | --- | --- |
| **Name** | **Purpose** | **Author / Source** |
| **Mopups** | Modal popups in .NET MAUI | Jonathan Peppers |
| **CommunityToolkit.Maui** | UI utilities and controls for .NET MAUI | .NET MAUI Community Toolkit Team |
| **FFImageLoading.Maui** | Fast image loading with caching support | Daniel Luberda |

**API and Services**

|  |  |  |
| --- | --- | --- |
| **Name** | **Purpose** | **Author / Provider** |
| **MockAPI** | Simulated backend for testing | [mockapi.io](https://mockapi.io/) team |
| **Imgur API** | Image upload and hosting service | Imgur Inc. |

|  |  |  |
| --- | --- | --- |
| **Name** | **Purpose** | **Author / Source** |
| **Poppins** | Primary font used for UI | Indian Type Foundry, Google Fonts |
| **Font Awesome** | Icon set for UI elements | Fonticons, Inc. ([fontawesome.com](https://fontawesome.com/)) |

**Fonts and Icons**