

HexHoot: Social Network

This note is about making a peer to peer social network. No server as much as possible.

This is an RFAIN document.

R - Requirements

A social network that

1. Values privacy of the users
2. Collects no data from the users
3. Users own and host all the data on their devices
4. No servers involved, except for routing the data. (No server involved in verifying users as well).
5. Has essential features of a modern social network.
6. Should be less addictive than modern social networks.
7. Personalizable templates, themes, etc.
8. Open-source, so that there would be no trust issues. License could be a Copyleft one - GPL or AGPL.

F - Functionalities / Functional Design

1. Ability to create and share profiles
2. Ability to connect two profiles (add friend or follow) by scanning a QR code.
3. Send private messages.
4. Form groups and send messages.
5. Write a post, share a photo or video that is viewable to anyone whom the profile is connected to.

A - Architecture, I - Implementation, N - Integration

Everything shall be modules, including the engine. Each module will be written in a Model-View-Controller design. Modules shall have an XML file that informs which other modules the module is dependent on.

For message communication, we could use Hyperswarm (based on Hypercore).

UX Design:

