



Project Activity 3 – Social Coding

Social Coding Selection

Application Name: CampusNet

- Describe your team's application and its deliverables. What are the specific objectives of this application?

CampusNet is a hybrid social media platform designed exclusively for college and university students. It merges academic collaboration tools with social networking features, allowing users to share knowledge, build study groups, and engage with their campus community.

The main objectives of CampusNet are: To create a unified digital space for students to collaborate academically and socially. To provide tools for organizing study sessions, class notes, and project groups. To foster community engagement through clubs, campus events, and messaging features. To encourage safe, verified student interaction through institution-based registration.

- Record your team member roles and skillsets

Team member	Role/Knowledge/Skillset
Saniya (A00321072)	Product Owner Manages documentation, ensures project alignment with academic goals and maintains overall feature vision.
Shubhdeep Singh (A00321721)	Scrum Master Coordinates teamwork, manages timeline, and leads collaboration strategy.
Chhavi (A00320667)	Front-End Developer Designs user interface mockups, ensures consistent user experience and accessibility.
Gursajanpreet Singh (A00325360)	Back-End Developer Defines data models, handles backend structure, and ensures platform scalability.

Strategy/Project Plan

- Provide a brief description of your team's strategy for completing this project.

Our strategy for completing this project is to follow an **Agile Scrum workflow**. We began with brainstorming sessions to identify essential features, then divided responsibilities based on each team member's strengths. We planned our work in short sprints, reviewing progress during each session. Collaboration tools such as **Trello** and **Slack** were used to track progress and share updates. The design phase focused on modularity and simplicity to allow future expansion.

Each sprint lasted **one week**, with short **stand-up meetings** held to review task completion, identify blockers, and plan the next set of deliverables. This approach helped maintain consistent progress, accountability, and clear communication throughout the project.

Using GitHub for Collaboration

- What is the link to your GitHub repository?

GitHub Repository Link: <https://github.com/A00321721/CampusNet-Design>

- Describe how GitHub is used to:

- a. Create branches

“Each member worked on their assigned branch (e.g., feature-ui, feature-database). Pull requests were reviewed by Shubhdeep before merging into the main branch after successful peer testing.”

- b. Add team members

All four members are added as collaborators in the repository. Each person has defined permissions to push commits to their assigned branches and open pull requests for review.

- c. Do pull requests, code review, merge, etc.

Pull requests are used to integrate completed features into the main branch after peer review. The Scrum Master reviews all pull requests to ensure code consistency and feature compatibility before merging.

Final Deliverables

Presentation

Create a presentation about the project you selected. Your presentation should include:

- Information about your application, covering what features your team included
- The reasons that your team decided on these specific features in your application
- List of future enhancements (backlog)

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- Reflection points – what issues have you faced while working on this activity, how did you find solutions, what have you learned, etc.

This project improved our understanding of **team coordination, version control, and project management** within a real-world workflow. We learned how to use Agile methods effectively through weekly sprints and stand-up reviews. Working collaboratively on GitHub strengthened our knowledge of branch management, peer review, and documentation standards. Balancing design and technical execution under deadlines helped us appreciate the importance of clear communication, time management, and adaptability in software development.

Submitted By:

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