* The purpose of your system - what is to be accomplished.
* The scope of your project (is **very important** that you are realistic with your project scope).
* The general design of your system.
* What classes you plan to use, and attach a UML Class Diagram.

**Group:** Ogre

**Team Lead:** Emily Elliott

**Team Members:**

Anmole Ghale; Anthony Colley; Coleman J Petras; Eric Jennings

**Purpose:**

The purpose of this Volunteer Tracking System is to efficiently manage and track volunteer activities for an organization. The system aims to simplify the process of registering volunteers, tracking volunteer hours, and managing volunteer information.

**Scope:**

The scope of this project includes:

1. **Volunteer Registration and Profile Management:** Allowing volunteers to register, create, and manage their profiles.
2. **Time Tracking:** Tracking the hours volunteered by each participant.
3. **Volunteer Information Management:** Enabling administrators to manage volunteer information and update profiles as needed.

This project will not cover features such as event management, integration with external systems, or advanced reporting and analytics.

**General Design:**

This Volunteer Tracking system is a console based application for managing volunteer registration, profiles, and hours. It will use text files for data storage. Users can register, log in, and access features based on their role.

**Classes:**

**User -** for basic functions

**Volunteer -** for profile and hour tracking

**Administrator -** for volunteer management

**VolunteerHours -** for logging hours

**Reports** - Generates reports based on volunteer data

<https://github.com/311i0tt07/Final-Project>