

## **Reward-Based Social Media App**



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## 1.Introduction:

**FnFtime (Friends and Family Time)** is a reward-based social media app designed to foster meaningful relationships between family members and friends. The app incentivizes users by awarding points for chatting, adding family members, and spending quality time together. These points can be redeemed for exciting rewards such as gift cards for brands like Puma, Levi's, Fastrack, Flipkart, etc.

The app aims to address the growing disconnect in personal relationships caused by excessive screen time on unrelated platforms, using tangible rewards to motivate users toward stronger bonds.



## 2. Problem Statement:

In today's fast-paced digital world, personal relationships often take a backseat as individuals spend significant time on social media platforms that do not emphasize meaningful connections. This has resulted in reduced family interactions and a sense of isolation.

The challenge is to create an engaging platform that promotes interactions with family and close friends while offering incentives to keep users motivated. By addressing this problem, **FnFtime (Friends and Family Time)** provides a solution that combines social connectivity with rewards, creating a win-win for both digital engagement and real-life relationships.



### 3. Proposed Solution:

**FnFTime** is a social media app that rewards users for spending time with their family and friends. Key features include:

1. **Reward Points System:** Earn points for activities like chatting with family members, adding new connections, and spending time on the platform with loved ones.
2. **Redeemable Rewards:** Points can be exchanged for gift cards from popular brands such as Puma, Levi's, Adidas, Flipkart, and others.
3. **User-Friendly Design:** A seamless interface for users to manage their connections, monitor rewards, and track interaction time.
4. **Real-Time Features:** Instant messaging, notifications for rewards, and reminders for daily challenges.



## 4. User Stories:

### User Story 1:

- **As a** registered user,
- **I want to** chat with family members and friends through the app,
- **So that** I can earn reward points for meaningful interactions.

### User Story 2:

- **As a** user,
- **I want to** add family members to my connections,
- **So that** I can increase my interaction circle and earn additional rewards.

### User Story 3:

- **As a** user,
- **I want to** view my reward points and redemption options,
- **So that** I can exchange points for gift cards.

### User Story 4:

- **As an** admin,
- **I want to** monitor user activity and manage reward systems,
- **So that** I can ensure fair usage and system integrity.

### User Story 5:

- **As a** user,
- **I want to** participate in daily or weekly challenges,
- **So that** I can earn bonus points and maintain streaks.



## 5. Technology Stack:

### **Frontend:**

React.js (for dynamic and responsive UI),  
Material-UI & Bootstrap (for design).

### **Backend:**

Node.js with Express.js (for RESTful APIs and server logic).

### **Database:**

MongoDB (to store user data, chat history, and rewards tracking).

### **Authentication:**

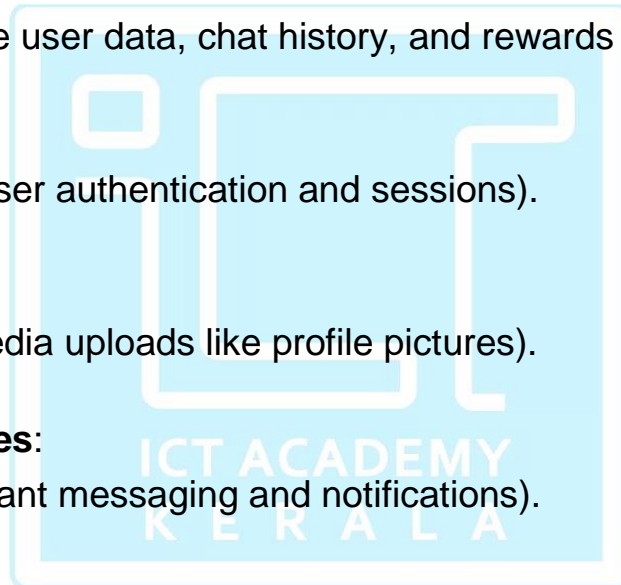
JWT (for secure user authentication and sessions).

### **File Storage:**

Cloudinary (for media uploads like profile pictures).

### **Real-Time Updates:**

Socket.IO (for instant messaging and notifications).



## 6. Development Environment:

**IDE:** Visual Studio Code

**Version Control:** Git and GitHub for version management and collaboration.

**Database Tools:** MongoDB Atlas for cloud-based database management.

**Testing Tools:** Postman for API testing, Jest/Mocha for backend tests.

**Other Tools:** ESLint and Prettier for maintaining code quality and style.





## 7. Project Timeline: Milestones and Reporting

### Milestones and Reporting

Total estimation of man hours: 190

Milestone	Tasks	Reporting	Hrs	Date
1 – Analysis				
1.1	Data gathering, mockup creation	None	15	19/01/2025
1.2	Architecture design	None	10	22/01/2025
1.3	Design work plan (task timeline)	Mentor meeting to review plan	10	24/01/2025
2 – Development				
2.1	Database Setup	None	20	28/01/2025
2.2	Backend API Development	None	30	07/02/2025
2.3	Frontend Development	None	35	15/02/2025
2.4	Integration of real-time features	Mentor meeting	25	21/02/2025
3 - Testing				
3.1	Alpha and Beta Testing	None	25	26/02/2025
4 - Deployment				
4.1	Hosting and final deployment	None	20	03/03/2025