



**MAL2020
COMPUTING GROUP PROJECT**

INTERIM SUBMISSION

**Minute of Meeting/Summary of the Meeting
(GROUP)**

**LECTURER'S NAME: MS NUR AISYAH NURHADI
SUBMISSION DATE: 10 JANUARY 2025**

NAME OF STUDENT	STUDENT ID
Taarsinii Partheepan	BSCS2406001
Aleeya Maisarah Binti Tan Hun Keat	BSCS2409011
Poh Yang Min	BSSE2409201
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Meeting Title: Project Proposal Meeting

Date: 08-01-2025

Time: 3.00 p.m.

Location/Platform: Microsoft Team

Participants:

1. Mr Shaun
2. Taarsinii
3. Aleeya
4. Yang Min

Agenda:

1. Presentation of the project proposal for a Students Engagement App for Club Activites.
2. Gathering feedback and suggestions to refine the project scope and timeline.

Key Points Discussed

1. Purpose of the Meeting:

- To present a project proposal for a campus communication app aimed at addressing the lack of a centralized communication platform for club activities and events.

2. Problem Statement:

- Current campus lacks a system for efficient communication between students and staff regarding club activities and events, leading to low engagement and participation.

3. Proposed Solution:

- Develop a mobile application to bridge this communication gap and foster a connected campus community.
- Features include:
 - Event Listings: Display upcoming events.
 - Club Registration: Allow students to join clubs.
 - Discovery Page: Provide a space for updates and announcements.

4. Development Plan:

- The app will be built using Flutter and Firebase.
- The team lacks prior experience with these tools but is committed to learning and implementing them.

5. Budget Estimate:

- Estimated costs are approximately \$330/month, covering hosting and app store fees.

6. Timeline:

- The team proposed a 3-month timeline for development and testing.
- The advisor recommended extending the timeline to 6 months to ensure thorough development and quality assurance.

7. Key Benefits:

- For Students: Simplified access to clubs and events, improving engagement.
- For Admins: More efficient management of activities and member information.

Feedback from Advisor:

- Extend the development timeline to accommodate the team's learning curve with Flutter and Firebase.
- Prioritize essential features to ensure a functional MVP is delivered within a realistic timeframe.

Action Items

1. Proposal Refinement:

- Update the timeline to reflect a more feasible development period.
- Adjust the budget section to include detailed cost breakdowns.

2. Skill Development:

- Begin tutorials and hands-on practice with Flutter and Firebase.

3. Feature Prioritization:

- Focus on essential features (event listings, club registration) before implementing optional features like the Discovery Page.

4. Client Feedback Integration:

- Incorporate feedback from the advisor into the project proposal and development plan.