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| **Project Title** | Note Space | | |
| **Project Code** | CSCI313-03 | **Course Name** | Software Engineering |
| **Professor** | Prof. Walaa Medhat Asal | | |
| **TA** | Eng. Rameez Barakat | **Mentor Name** | Text. |
| **Team Name** | Note Space | | |
| **Team Members** | Anas Ahmed Hassan | Ahmed Atef Gamal | Youssef Remah Mohamed |
| Youssef Hisham | Ziad Ahmed ElKady |  |
| **Problem Summary** | "Note Space" is a mobile application that allows students of any discipline to help each other by uploading their notes for everyone to benefit from and contribute to creating a note taking platform.  The application will allow members to view, upload, and browse notes based on category. Additionally, the app will have a rating system where members can rate notes upon their quality.  Users will be able to comment on and report other notes as well. Furthermore, a leaderboard will be available to view the users with the highest rated notes on the platform to encourage them in using the application. | | |
| **Methodology** | Note Space application will have an appropriate user interface design and is a self-contained, independent system. The system has two categories of users. The first one is the user and the second one is the administrator. The system uses the centralized database which contains all the information.  Note Space is developed using flutter to build a cross-platform mobile application. The application utilizes a Firebase cloud Firestore which is a cloud-based NoSQL database to save user data and note information on the cloud. Also, the system will require a functioning Firebase Storage to physically save notes on the cloud.  The deployment of the system is with an android device emulator using Android studio device emulator. Furthermore, the system is developed with Android software development kit (SDK) using Android Studio emulators and visual studio code integrated development environment for android OS on windows.  The system will run on any device with Android version 5.0 (lollipop) using Android SDK 21 or higher. So, any device that supports this version or higher versions can effortlessly run the system. | | |
| **Achievements and Skills Gained** | 1. Communication and task management and standup meetings 2. Learned how to write a software requirements specification (SRS) document 3. Learned software interface designing using Figma 4. Learned how to create a responsive Flutter UI 5. Learned Firebase Services 6. Learned version control using GitHub | | |

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| **Main Results** | Graphical user interface, application  Description automatically generated |
| **Discussion and Conclusion** | According to our observations and data we concluded the following:   1. The mean time between failures (MBTF) should be at least 90 days. 2. The system can only run on Android devices of version 5.0 or higher. 3. The system's response time shouldn't be longer than 2 seconds on receiving data from the server. 4. The system should be able to function 7 days a week, 24 hours a day. |
| **References** | <https://github.com/AnasMations/Note-Space>  <https://www.figma.com/proto/Ebzlj2RwIqAIw5dB9c9CAI/SWE-Note-Space?node-id=1%3A2&scaling=scale-down&page-id=0%3A1&starting-point-node-id=1%3A2> |
| **Future Work and Suggestions** | An admin panel could be implemented and deployed on a separate mobile application that will only be used by the system admins. Also, user communication on the system could be improved by allowing users to reply to other comments on the notes. Moreover, better ways of filtering the note categories could be discovered to improve user experience. |
| **Group Photo** |  |