



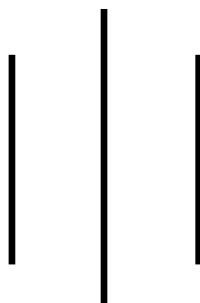
## LA GRANDEE INTERNATIONAL COLLEGE

**Simalchaur, Pokhara Nepal**

A Project Proposal

On

### **“LevelUp : Skill Based Community App”**



#### **Submitted to:**

Bachelor of Computer Application (BCA) Program

In partial fulfilment of the requirements for the degree of BCA under

Pokhara University

#### **Submitted by:**

<b>Name:</b>	<b>Course</b>	<b>Semester</b>	<b>P.U. Registration Number</b>
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**Date:24/09/2025**

## **ACKNOWLEDGEMENT**

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We are grateful to our project supervisor **Mr Ankit Paudel**, our faculty teacher **Mr. Kundan Chaudhary**, and **BCA** coordinator **Mr Kundan Chaudhary**, for the guidance, inspiration and constructive suggestions that helped us in the preparation of this project.

We are also appreciative among each other and have understood that teamwork, the designation of the task per the skillset one portrays, constant synchronisation and monitoring of progress and instilling new knowledge and skill is imperative for the success of any given work.

Sincerely,

Bishal Adhikari

Krishna Bahadur Gurung

Suyan Thapa

**DECLARATION FOR**  
**“LevelUp : Skill Based Community App”**  
**STUDENT’S DECLARATION**

We hereby declare that we are the only authors of this work and that no sources other than the mentioned here have been used in this. We assure you that the work we present here is unique to ourselves and resemblances to another similar project are purely coincidental.

Bishal Adhikari (2021-1-53-0348): \_\_\_\_\_

Krishna Bahadur Gurung (2021-1-53-0354): \_\_\_\_\_

Suyan Thapa (2021-1-53-0371):

Program: BCA, 8<sup>th</sup> Semester

Date: 24/09/2025

## **SUPERVISOR'S DECLARATION**

I hereby declare that the project entitled "**LevelUp : Skill Based Community App**" has been carried out under my direct supervision by **Bishal Adhikari, Krishna Bahadur Gurung** and **Suyan Thapa** during their eighth semester for the partial fulfilment of the requirements for the degree of **BCA(Bachelors of Computer Application)** program under **Pokhara University**

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**Mr Ankit Paudel**

(Project Supervisor)

Date: 24 September 2025

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## 1. INTRODUCTION

LevelUp: Skill Based Community App is your personal growth companion, designed to help you learn new skills, track your progress, and connect with like-minded people. Whether you're at your desk or on the go, LevelUp is available as a web app and a mobile app, so your journey toward growth never stops.

### Why LevelUp?

We all want to grow, but it's easy to feel stuck or overwhelmed. LevelUp makes growth fun, interactive, and achievable. Through a mix of learning, social engagement, and friendly competition, you can challenge yourself, join supportive communities, and see real progress every day.

### What Makes LevelUp Special?

- Communities built around skills  
Whether you're into programming, design, fitness, or language learning, there's a community for you. Share tips, celebrate wins, and learn from others who are just as motivated as you.
- AI-Powered Quests Just for You  
Get personalized challenges and quests created by AI based on your skill level. Every task is designed to help you grow without feeling stuck or bored.
- Clans and Gamification  
Join or create clans in your community to complete quests together, earn rewards, and compete on leaderboards. Learning becomes social, motivating, and most importantly fun.
- Multi-Language Support  
LevelUp speaks your language! We currently support English, French, Japanese, Arabic, Chinese, Nepali, Spanish, and more, so everyone can feel at home.
- Track Your Progress  
Choose plans that fit your goals and watch your progress grow. From completing quests to leveling up your skills, every achievement is visible and rewarding.
- Accessible Anywhere
- Web: Full-featured, responsive experience on desktops and tablets.
- Mobile: Take LevelUp with you on your phone with our React Native app.
- Built to Grow with You

Powered by Node.js, Express, Prisma, and PostgreSQL, LevelUp is fast, reliable, and ready to scale as you and your community grow.

### **Who Is LevelUp For?**

Anyone who wants to learn, grow, and have fun while doing it—students, professionals, hobbyists, and even organizations looking to upskill their teams.

## 2. BACKGROUND STUDY

Learning something new today can start with just a phone and a few spare minutes. Want to stay active? There is Home Workout. Curious about a new language? Duolingo is ready. Creative courses are on Skillshare, while Coursera and Khan Academy offer academic lessons, and Codecademy makes coding simple.

The challenge is that each of these apps stands on its own. If you are trying to stay fit, practice a language, and learn to code, you have to switch between several different apps, each with separate logins, layouts, and progress trackers. It becomes tiring and easy to lose motivation when everything feels scattered.

LevelUp is designed to bring all of this together. Instead of juggling different apps, you can explore many skills in one place: fitness, technology, creative arts, personal finance, and more, all under a single roof.

Unlike single-focus apps, LevelUp covers many areas at once. It provides one clear dashboard to follow your progress across every skill. Most importantly, it adds a strong sense of community. Users can join interest groups, share their achievements, set up challenges, and encourage each other. Learning alongside others keeps the process fun and inspiring, turning personal growth into a social experience that lasts.

LevelUp blends variety and connection so people can keep learning, stay motivated, and grow without ever leaving the app.

### Quick Comparison

Feature	Single-Skill Apps	LevelUp
Skill coverage	One subject at a time	Many skills in one platform

Community interaction	Small, topic-specific chats	Cross-skill groups, challenges, and live hangouts
Progress tracking	Separate for every app	One clear dashboard for all goals
Motivation boost	Individual streaks or badges	Personal goals plus group challenges and peer support

### **3. PROBLEM STATEMENT**

- **Lack of Motivation:**

Most online learning platforms provide static content with little feedback or gamification, causing learners to lose momentum over time.

- **Fragmented Communities:**

Users often jump between separate apps for courses, discussion, and progress tracking, making collaboration and peer support difficult.

- **Isolation in Skill Development:**

Learning new skills frequently feels lonely because current platforms rarely encourage teamwork, friendly competition, or group challenges.

- **Limited Personalization:**

Existing solutions seldom adapt to a learner's current level or goals, offering one-size-fits-all material that fails to keep users engaged.

- **Missed Opportunity for Gamification:**

Few platforms turn learning into an interactive, game-like experience that rewards progress and fosters healthy competition

## **4. OBJECTIVES**

LevelUp wants to make learning feel exciting and social instead of lonely and routine. By mixing smart personalization with a fun game-like experience, the app keeps people motivated while they build new skills together.

### **1. Create a Community-First Learning Space**

Bring people with similar interests into skill-based groups where they can share progress, form clans, and collaborate as they learn.

### **2. Make Growth Fun and Personal**

Use AI to suggest quests and challenges that match each user's level, rewarding progress with points, badges, and other game-style achievements.

## 5. METHODOLOGY

For To ensure LevelUp evolves with user needs and stays on schedule, the project will follow an **Agile development framework**, specifically the **Scrum** style of Agile. This approach emphasizes flexibility, rapid iteration, and close collaboration between all team members.

### 1. Project Planning & Backlog Creation

- **Define Vision & Scope:** Clearly outline LevelUp's core goals, community-driven learning, AI-generated quests, and gamified progression.
- **Product Backlog:** Break these goals into user stories and features, prioritized by importance and dependencies.
- **Estimation:** Use story points to estimate effort for each backlog item.

### 2. Sprint Planning

- **Sprint Length:** Adopt two-week sprints to balance steady progress with frequent feedback.
- **Team Roles:**
  - **Development Team:** Designers, front-end, and back-end developers share responsibility for delivering sprint goals.

### 3. Iterative Development

- **Design → Build → Test Loop:** Each sprint covers requirement refinement, coding, UI/UX design, and automated/manual testing.
- **Incremental Delivery:** Every sprint produces a working build of the app—such as an early prototype of AI quests or clan features.

### 4. Daily Stand-ups

- 15-minute meetings where the team shares what was done yesterday, plans for today, and any blockers.

- Promotes transparency and quick problem-solving.

## 5. Sprint Review & Demo

- At the end of each sprint, the team demonstrates the new functionality (e.g., a working chat feature or quest generator) to stakeholders.
- Feedback is recorded and turned into new backlog items.

## 6. Sprint Retrospective

- The team reflects on what went well, what didn't, and how to improve processes for the next sprint.
- Encourages continuous improvement.

## 7. Continuous Integration & Deployment

- Code is merged frequently into a shared repository with automated testing to catch issues early.
- Small, frequent releases allow early users to experience new features and provide real-world feedback.

## 8. Ongoing User Feedback

- Early beta testers and selected community members will provide input after each release.

Feedback loops ensure features like AI-generated quests and gamification evolve according to actual user need.

## 6. PROJECT GANTT CHART/ TIMELINE CHART

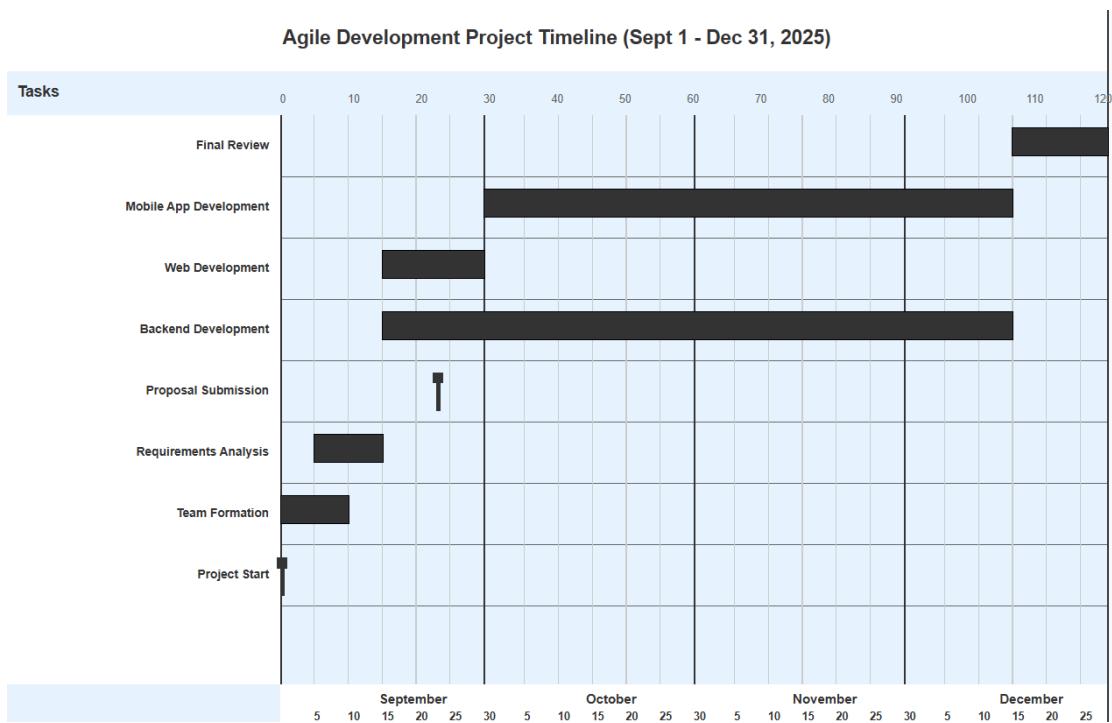


Figure 1: Example of Gantt Chart

## **7. DELIVERABLES**

After the system is created, users and stakeholders can expect a complete, engaging, and functional platform designed to make learning fun and social.

### **1. Mobile App**

A smooth and responsive React Native app for both Android and iOS, where users can take on AI-generated quests, join skill-based communities, and level up through gamified challenges.

### **2. Backend & APIs**

A reliable backend that powers the app, handling user accounts, quests, leaderboards, and real-time chat. APIs will ensure the app runs seamlessly and can scale as the community grows.

### **3. User Profiles & Progress Tracking**

Users will have personalized profiles showing their achievements, levels, points, and badges, helping them see how they are improving over time.

### **4. Community & Collaboration Tools**

Features like groups, clans, and chat will make it easy for learners to connect, collaborate, and share their progress with others.

### **5. Gamification & AI Quests**

Personalized quests and challenges will be suggested by AI, keeping learning engaging and rewarding through points, badges, and leaderboards.

### **6. Testing & Quality Assurance**

Comprehensive testing will ensure the app is stable, user-friendly, and bug-free, with reports documenting all findings and fixes.

### **7. Documentation & Guides**

Clear technical documentation for the system architecture and APIs, along with user guides to help new users get started quickly.

### **Deployment & Future Maintenance**

The app will be deployed on both the Play Store and App Store, with a plan in place for updates, improvements, and scaling as the user base grows.

## **8. REFERENCES**