UE21CS341A - Software Engineering
Synopsis / Project Proposal

CAMPUS COMPASS : Navigating College Life Together

Team Member 1	PES1UG21CS564		Team Member 3	PES1UG21CS574
Team Member 2	PES1UG21CS568		Team Member 4	PES1UG21CS599

Proposed Project Description: CampusCompass - Navigating College Life Together

In the fast-changing landscape of higher education, college life can often feel overwhelming. Students encounter a multitude of challenges, ranging from academic coursework to personal growth. The project is initiated with the intent of addressing the challenges that college students face in finding and sharing educational resources, connecting with peers, accessing mentorship, and staying updated with important announcements.

Introducing **Campus Compass: Navigating College Life Together** — a vibrant and exclusive peer to peer online community meticulously crafted for college students within a specific institution.

This innovative platform is dedicated to fostering knowledge sharing, mentorship, and community engagement among students, all within the digital realm of their academic journey. It serves as a gathering place for college students to unite, exchange materials and books, offer mentorship, seek clarification for doubts, and access vital announcements within their college community.

Project Objectives

1. Facilitate resource sharing among college students.
2. Create a mentorship network for students seeking guidance.
3. Provide a platform for students to clarify doubts and discuss coursework.
4. Enable colleges and universities to share announcements and events efficiently.

Users:

1. **College Students**: The primary users of the platform, including undergraduate and graduate students from various disciplines.
2. **Mentors:** Experienced students or alumni willing to provide mentorship and guidance.
3. **Educational Institutions**: Colleges and universities interested in using the platform to communicate with students and share important information.

Functional Features

1. **Knowledge Sharing**: Campus Compass provides a sophisticated platform for students to exchange educational resources, textbooks, and study materials, easing the financial burden often associated with higher education.
2. **Community Engagement**: The platform serves as a hub for academic discussion, allowing students to seek clarification on doubts, engage in meaningful dialogues, and access essential announcements within their college community.
3. **Mentorship and Guidance**: Connect with experienced seniors who willingly serve as mentors. Seek insightful guidance, career advice, and unwavering support for academic endeavors. Engage in mentorship sessions and Q&A forums to enhance your learning experience.
4. **Doubt Resolution**: Quickly resolve academic uncertainties by posting questions and receiving responses from peers and mentors. Cultivate a cooperative atmosphere that encourages the sharing of knowledge.
5. **Exclusive Resources Repository**: Gain access to an exclusive collection of resources and presentations generously shared by community members. Delve into a comprehensive archive of lecture slides and study aids.
6. **Year-Based Roles**: Roles within the community are thoughtfully assigned based on your year or level of study. Seniors take on mentorship roles to provide guidance and support to junior students. This structured hierarchy fosters a productive and nurturing environment.
7. **Vital Announcements**: Stay well-informed about essential college announcements, academic deadlines, and upcoming events. Receive timely updates on community initiatives and activities.

8. **Inclusive and Respectful Community**: Uphold a culture of respect, inclusivity, and collaborative learning. Encourage constructive interactions while discouraging spam or inappropriate content.

Plan of Work

Week 1-2: Project Kickoff and Planning

During the first two weeks, we will convene to discuss the project's objectives and scope, form project teams, and gather initial user requirements. Additionally, we will create a comprehensive project plan and schedule to guide our activities.

Week 3-4: Design and Prototype

In the following two weeks, our focus will shift to the design phase. We will develop wireframes and design concepts for the user interface of the campus compass. Simultaneously, we will create a small functional prototype to demonstrate core functionalities.

Week 5-6: Architectural Design and UML Diagrams

During weeks five and six, our team will define the system architecture, including components like user profiles, resource sharing, and mentorship. Additionally, we will create UML diagrams to illustrate the structure and behavior of the system.

Week 7-8: Development and Coding

Weeks seven and eight will mark the beginning of the development phase. We will commence coding activities, starting with the front-end, back-end, and database components of the community hub.

Week 9: Testing and Documentation Kickoff

In the ninth week, we will initiate testing procedures to ensure the functionality, usability, and performance of our community hub. Additionally, we will commence drafting project documentation.

Week 10: Testing, Finalization, and Presentation

The final week of our project will be dedicated to rigorous testing and issue resolution. Simultaneously, we will finalize project documentation. Lastly, we will prepare for the project presentation, where we will showcase the fully functional "Campus Compass".

Product Ownership

Team Member 1:
Weeks 1-2 (Project Initiation): Requirement gathering and initial team formation.

Weeks 5-6 (Development): Assist with front-end development.

Weeks 7-8 (Testing and Refinement): Participate in functional and user acceptance testing.

Week 9 (Project Completion): Contribute to documentation and the final presentation.

Team Member 2:
Weeks 1-2 (Project Initiation): Requirement gathering and initial team formation.

Weeks 5-6 (Development): Assist with back-end development.

Weeks 7-8 (Testing and Refinement): Participate in bug fixing and optimization.

Week 9 (Project Completion): Contribute to documentation and the final presentation.

Team Member 3:
Weeks 3-4 (Project Initiation): Focus on design planning and user interface design.

Weeks 5-6 (Development): Participate in front-end development.

Weeks 7-8 (Testing and Refinement): Engage in usability testing and design improvements.

Week 9 (Project Completion): Contribute to documentation and the final presentation.

Team Member 4:
Weeks 3-4 (Project Initiation): Focus on design planning and user interface design.

Weeks 5-6 (Development): Participate in back-end development.

Weeks 7-8 (Testing and Refinement): Assist with functional and user acceptance testing.

Week 9 (Project Completion): Contribute to documentation and the final presentation

Gantt Chart