

Campus Connect.

# Product Requirements Document

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|  | Author(s) | Person |  |
|  | Collaborator(s) | Person Person Person |  |
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# Executive Summary

*Campus Connect is a campus-first community hub where students can network, chat, and collaborate. It brings students together through groups, clubs, announcements, and shared experiences.*

# Goals and objectives

***Why are we building this product?*** *To create a dedicated digital space for students to connect, collaborate, and stay updated within their campus.*

***What are the goals of the product?***

* *Enable seamless networking and communication among students.*
* *Provide clubs and groups with a centralized hub for activities and announcements.*
* *Foster a stronger sense of campus community and engagement.*

***What problem are we trying to solve?*** *Currently, student communication is fragmented across WhatsApp groups, physical notice boards, and unofficial channels. This leads to missed updates, poor engagement, and lack of a unified community experience.*

***What is the business impact we want to have?*** *By streamlining communication and engagement, Campus Connect can increase student participation and improve campus culture.*

# Success metrics

* ***How are we going to measure the success of this project?***

*Percentage of students and clubs registering and using the platform.Daily/monthly active users, number of events promoted and attended via the platform, and quantity of interactions (likes, comments, group activities).*

*Semester-to-semester retention and results from user satisfaction surveys. Increase in the number of active groups and participation in discussions or organized activities.*

* ***Are there any specific targets you are trying to hit? ( a volume of customers, engagement, satisfaction, or revenue if relevant, etc)***

*Onboard at least 60% of students and 80% of campus clubs/organizations within the first year.Achieve event promotion of at least 50% of all campus events through the platform.*

*Reach an average satisfaction score of 3.5 out of 5 or higher from user feedback and surveys.Retain at least 70% of the users semester-over-semester after onboarding.*

* ***What are the important metrics to track to ensure your product works as intended?***

*How many students, faculty, and clubs register and use the platform.Daily and Monthly Active Users.The percentage of users who continue to use the platform over multiple semesters.Average rating from user surveys and feedback forms.*

*Growth in the number of active clubs/groups and the frequency of their posts or discussions.*

# Target audience

* *Students who want to network, chat, and stay updated.*
* *Clubs and societies that need a centralized hub for activities and announcements.*

# Use cases

| User role | Product use case |
| --- | --- |
| | **Student** | | --- |  |  | | --- | | Create a profile, connect with peers, join clubs, chat 1:1 or in groups, post & engage. |
| | **Club Leader/Admin** | | --- | | Create/manage club groups, post announcements, organize events, moderate discussions |
|  |  |

# Requirements

***Major components required:***

1. ***Authentication & Onboarding*** *– Secure login via student email/ID.*
2. ***User Profiles*** *– Name, dept, year, profile pic, basic bio.*
3. ***Chat System*** *– 1:1 chat, group chat, presence (online/offline).*
4. ***Groups & Clubs*** *– Create/join groups, post announcements, events.*
5. ***Posts & Engagement*** *– Text/media posts, likes, comments.*

***Key differentiators:***

* *Campus-first focus (verified student accounts).*
* *Unified hub replacing scattered WhatsApp groups and notice boards.*

## Non-functional requirements

*Non-functional requirements define the system behavior, features, and general characteristics that affect the user experience. They do not affect the basic functionality of the product, they focus more on user expectations. For this section, important to keep the following questions in mind:*

* *What OS, browser, mobile devices to support?*

*Compatible with all the browsers*

* *What tracking events do we need to add?*

*Track new user sign-ups, login frequency, and active use.*

*Post Activities,Group Actions*

* *How many users do we need to support?*

Plan for support of approximately 500 to 1000 active users, typical for a mid-sized college or university campus.

* *What countries will we launch the product in?*

*Restricted to college.*

* *What are the performance and latency requirements?*

The system should ensure fast response times with page load and API latency under 2 seconds for seamless user experience under normal load*.*

* *Any important security requirements?*

Important security requirements include data transmission via HTTPS, role-based access control, and secure user authentication

# Dependencies and potential risks

*Think of this section as a pre-mortem address of the things that could go wrong during development and deployment.*

* *What are the main risks that may block or slow down your launch?*

Main risks that could block or slow down the launch include delays in backend API development or integration.

potential scalability issues with increasing user load

* *Are there any notable dependencies your product relies on?*

They include the MongoDB database for data storage, backend frameworks like Node.js and Express for API development, cloud hosting providers for deployment, and frontend frameworks or libraries for the user interface.

# Appendix

*Links to additional docs and files*

* *Roadmap/Project plan*
* *Eng doc*
* *Mockups/ UI/UX Design*
* *Test plan*
* *…*