# IT5007 PROJECT Proposal

Team: Runtime Terror

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## Project Topic

A community platform for the younger generation to share their life experience with each other. We named it as: Addict.

## Executive summary

Basically, we are trying to implement a content platform with user generated content. The user will be both the creator and the consumer of the content. The key value is to make the everylife experience of the general public exchangeable.

## Problem Background:

Is the problem relevant a year/2-years/5-years/10-years from now?

Yes. We don't think there is a good sharing community or lifestyle platform for people to better share knowledge, experiences and insights and find their own answers. Whenever we want to find a solution to an everyday life problem, we may choose to google it. But most of the time, the answers we get are kind of fragmented or not focused enough. What's more, users cannot easily find a decentralised forum for sharing feedback or insights. The problem is always relevant.

## Solution

The front end will be based on pictures and videos along with text descriptions. The users will be able to post the content and also search whatever they want to know about. The content could also be generated by the platform itself. There could also be recommendation systems in the backend.

WEB+APP (does the framework we use matter? Frontend/backend)

# Milestones

# Some Q&A

- What is the challenging aspect of the problem? Have others not thought of the problem or is the solution difficult to come up with?

  High-quality UGC content and accurate recommendation algorithm to serve users.

- What is your approach to solving it? What is novel about the solution?

  Our solution is based on rich community content. The pictures and text notes combined will create a more attractive window for the users on the front end.

- How will you prevent people from copying your solution? (which you patent it?)

  The core is the content generated by the platform. The content of the platform is protected by intellectual property rights, and the copyright of the answers belongs to the author. The platform will provide all necessary evidence for rights protection.