

CHAROTAR UNIVERSITY OF SCIENCE AND TECHNOLOGY (CHARUSAT)				
DEVANG PATEL INSTITUTE OF ADVANCE TECHNOLOGY & RESEARCH (DEPSTAR)				
DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING				
PROJECT PROPOSAL SUBMISSION (Review 1)				
Semester:	3rd Semester	Div.:-	CSE1	Course Name: SGP
Course Code: CSE204				Date: 15-7-2024
Details of Project Team				
Group No. (if any):				
Sr. No.	Student's Roll Number	Name of Student	Student's e-mail Address	Student's Contact No.
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Sr. No:	Parameters:	Description:
a	Project Title	Hostel management system for students
b	Domain of Project Definition	The Hostel Management System is designed to streamline and optimize the administration of hostels catering to students. This system aims to provide an efficient, user-friendly, and integrated solution for managing bookings, accommodations, payments, and other hostel-related services.
c	Problem Statement: A problem statement in a project clearly defines the issue that needs to be solved. It explains what the problem is, why it matters, and show the problem's impact. This helps focus the project and guides the development of effective solutions.	Students often face significant challenges when searching for affordable accommodation options. This issue is exacerbated by the lack of a centralized platform that offers a streamlined and user-friendly solution for finding budget-friendly rooms quickly and efficiently. The current market is fragmented, with information scattered across various sources, leading to a time-consuming and frustrating experience for travelers and also for student.
d	Project Objectives and Scope: Project objectives are specific, measurable goals that the project aims to achieve. They provide a clear direction and serve as benchmarks for evaluating the project's success. Scope: The project scope outlines the boundaries and deliverables of the project, detailing what will and will not be included. It sets the context for what the project will accomplish and helps manage stakeholder expectations.	Develop an intuitive, user-friendly interface that allows users to navigate easily and find information without frustration. Implement advanced search and filter options to help users to find hostel to search for available rooms, make bookings, and receive confirmations. Allow new users (students) to sign up and existing users to log in facility. Implement features to automate booking, check-in/check-out, and room allocation processes. Collect and manage feedback from verify guests to improve services. Provide comprehensive customer support through multiple channels (live chat, email, phone, feedback) to assist users with their queries and issues.

e	Background Study of Existing System The background study involves an examination of the existing relevant systems or technology that the project seeks to improve or replace. This includes an analysis of its architecture, functionalities, strengths, and weaknesses.	The current system at Youth Hostel Ahmedabad primarily relies on traditional methods for managing bookings, guest information and other administrative tasks. It may include the components like Manual Records, Physical Front Desk. In this system, all bookings are available offline mode.
f	Methodology and Approach Methodology: The methodology section outlines the systematic procedures/method/workflow/flowchart/architecture and techniques that will be used to conduct the project. This section also describes the practical steps and strategies that will be implemented to achieve the project's goals.	Understand the project scope, objectives, and user needs. Gather requirements through surveys and research. Develop the user interface using HTML, CSS, JavaScript, Node js, React js and PHP.
g	Tentative Project Plan, Timeline and individual role The project timeline provides the project schedule, highlighting key milestones, deadlines, and the duration of each phase.	Week 1-2: Requirements Gathering and Research about project ideas or details Week 3-4: Designing the UI and UX of website Week 5-8: Frontend Development (HTML, CSS and JS) Week 9-10: Backend Development (Optional) Week 11-12: Final Page Design and Integration Week 13: Testing and Bug Fixing Week 14: Finalization
h	Innovation and Originality Innovation: The innovation aspect of the project refers to the novel features, methodologies, or technologies introduced to address the problem in a new and effective way. Originality: Originality emphasizes the project's uniqueness and contribution to the field. It involves the creation of new knowledge, concepts, or products that have not been previously developed.	The Hostel Management System for Students stands out due to its innovative features and original approach. By addressing the specific needs of students, integrating technologies and fostering a sense of community and sustainability. Through its unique contributions and forward-thinking solutions, the system aims to revolutionize the way affordable accommodation is managed and experienced.

Sr. No.	Date	Suggestions by mentor	Comments/remarks based on the suggestions received (to be mentioned by student)	Comments/remarks by mentor