



Project Description for Recess Practical Development

Department of Computer Science

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Date: January, 14th, 2021

Background:

Fundraising is the process of seeking and gathering voluntary financial contributions by engaging individuals, businesses, charitable organizations or even government agencies. It is usually carried out for non-profit reasons, although it is not to be disregarded, that it could be a source of capital for for-profit causes and enterprises too. In that case, it is usually regarded as crowdfunding. Some of the renown online fundraising/crowdfunding platforms include GoFundMe, Patreon, Kickstarter among others.

Problem Formulation:

Roughly most or all of the fundraising online platforms are based in a developed country. As a consequence, they are not tailor-made for people like us, in developing or African countries. For example, the financial collection mode is based on bank accounts and sometimes newer technologies like cryptocurrencies even, which happen to be somewhat inaccessible by a majority of us. It is to note, that despite the wide spread adoption of mobile money in Africa, hardly any international player has considered embracing this mode as one of its primary payment features.

Also, because these are offshore international platforms, there cost of service is usually high and unjust for the average local. Some charge from over 8% per donation to 15%+.

Solution:

We are building a web based fundraising platform that will utilise mobile money as its primary payment mode. Initially, we shall integrate it with the mtn-momo api. Consequently, we shall also incorporate the payment modes from other telecom service providers like Airtel. With this platform, one will be able to publish, manage and promote a fundraising or crowdfunding project as well as donate to other projects.

Technology Stack:

We are using Reactjs to build the frontend UI and UX. That will comprise of mostly Html, CSS and JavaScript. We have decided to build the backend with Nodejs, which will also run JavaScript. Our choice of database is MongoDB due to its ease of usage, scalability and somehow simple integration with a Nodejs server using Mongoose We shall deploy the production build of our application to Heroku on a free plan. We are using Github as our version control and code management tool. Our source code repository is at <https://github.com/sharifbubuka/recess-fundraising-project>.