## 

Proposal

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**Lord of the Strings**

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## Topic 1

### 1. Project Title

Gather Up: Real-Time Availability Based Social Interaction Platform

### 2. Problem Definition & Objectives

* **Problem Definition:**

In today’s fast-paced world, people struggle to manage their free time effectively. Between work, classes, and daily responsibilities, individuals who want to engage in social activities often face uncertainty about who to meet, where, and when. This leads to many wasted opportunities for social interaction and personal development, as people either spend their free time unproductively or fail to connect with others who share similar interests.

Existing social media and event platforms primarily focus on broad networking or large-scale events, but they do not take into account users’ real-time availability. As a result, they are ineffective in facilitating spontaneous meetups or personalized activity planning. Even when people try to plan events in advance, differences in schedules and limited visibility into others’ availability often make coordination difficult. This lack of synchronization discourages people from initiating activities, ultimately reducing opportunities for social engagement, collaboration, and building meaningful connections.

A solution is needed that can dynamically match individuals based on their free time and preferences, enabling them to discover, create, and join activities that fit naturally into their daily lives.

* **Objectives:**

 Enable users to log their free time and create events accordingly.

 Provide smart matching with other people who are available at the same time.

 Allow users to organize and share their own events (e.g., basketball, studying, coffeemeetups).

 Support joining other users’ events to encourage community interaction.

 Build a reliable community with post-event feedback and rating systems.

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### 3. Scope

 Users can input their free time into the application.

 The system will suggest suitable matches based on overlapping free time.

 Users can create and host events of their choice.

 Other users can join these events.

 Event feedback (ratings/reviews) will be collected after participation.

 Initially targeted at small local communities, with potential for future scaling.

### 4. User Profile

* **Target Users:**

 University students

 Young professionals

 Individuals looking to expand their social circles

 People who want to connect with others sharing similar interests

### 5. Anticipated Challenges & Constraints

* **Technical hurdles**

 Developing the real-time matching algorithm

 Designing a simple and intuitive user interface

 Ensuring data security and privacy (location sharing, personal information)

* **Time/resources limits**

 Limited project timeline

 Small team size (4 developers)

 Budget constraints requiring an MVP (Minimum Viable Product) approach

* **Ethical or regulatory considerations**

 Ensuring user safety during physical meetups

 Compliance with data protection regulations (GDPR, local laws)

Preventing misuse or harmful behavior within the platform

### 6. Data Sources

 User-provided information (availability, event preferences)

 In-app generated data (created events, participation records)

 Open APIs when necessary (maps, geolocation services)

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## Topic 2

### 1. Project Title

TripTrApp: Dynamic Travel Suggestions Based on Budget and Interests

### 2. Problem Definition & Objectives

* **Problem Definition :**

Planning a trip is often time-consuming and overwhelming, as travelers must consider multiple factors such as budget, accommodation, dining options, transportation, and personal interests. For many individuals, this process requires extensive research across different platforms, comparing prices, and attempting to build an itinerary that fits within both time and financial constraints. This not only complicates the travel planning experience but can also discourage people from exploring new destinations.

Existing travel applications primarily focus on booking services or offering general recommendations, without addressing the unique needs of each traveler. They rarely provide personalized suggestions that align with a user’s specific budget, preferences, and lifestyle choices. As a result, travelers often end up overspending, facing unexpected costs, or missing out on more affordable and enriching experiences.

There is a clear need for a smart, budget-conscious travel planning solution that can simplify this process by integrating user preferences and financial limits into a personalized recommendation system. Such a system would empower travelers to make informed decisions, maximize the value of their trips, and enjoy stress-free planning tailored to their individual circumstances.

* **Objectives:**

 Allow users to input their travel destination, budget, interests, and accommodation preferences.

 Generate tailored recommendations for transportation, food, activities, and accommodations based on the entered budget.

 Suggest affordable dining and activity options to maximize the travel experience.

 Provide a smart itinerary that aligns with budget constraints and user preferences.

 Enhance the overall travel planning process with user-friendly, cost-effective suggestions.

### 3. Scope

 Users will enter destination city, budget, travel dates, and preferences.

 The app will generate a personalized travel plan including accommodation, dining, and activities.

 Recommendations will be optimized to fit within the user’s budget.

 Dining suggestions will include location-based recommendations at specific price points

### 4. User Profile

* **Target Users:**

 Students and young travelers on a budget

 Families seeking cost-efficient travel planning

 Solo travelers who want personalized itineraries

 Budget-conscious tourists looking for maximum value

### 5. Anticipated Challenges & Constraints

* Technical hurdles

 Building a recommendation engine that balances budget with quality.

 Integration of reliable travel, food, and accommodation APIs.

 Designing an interface that simplifies complex travel information.

* Time/resources limits

 Limited development timeframe.

 Small team size with restricted resources.

 Dependency on third-party APIs for travel and accommodation data.

* Ethical or regulatory considerations
  + Ensuring accuracy of cost estimates to avoid misleading users.
  + Managing data privacy when collecting user preferences and travel plans.
  + Compliance with third-party API usage policies.

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### 6. Data Sources (if any)

 Open travel and tourism APIs (e.g., Skyscanner, Booking.com, Yelp, TripAdvisor).

 User-provided preferences (budget, interests, accommodation type).

 Publicly available data sets for cost-of-living and travel expenses.