

SUPER-APP

“Connecting Bangladesh, Digitally”

Product Requirements Document

Prepared By

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*“A Comprehensive Overview and Vision
for SuperApp– Bangladesh’s
Next-Generation Multi-Feature Platform”*

Version 1.2

Only for Development Purpose
Managed By: Development Team
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1. OVERVIEW

This document outlines the core functionalities and user experience flow for the **Education section** of the Super-App. The purpose is to guide the development team in building the system architecture, UI/UX, and feature logic according to specifications suitable for scalable production.

2. MAIN HOMEPAGE (INITIAL VIEW)

Components Present on Home Page (Open State):

- **Top-Level Feature:**
 - **Education** button (Primary CTA)
- **Bottom Navigation Bar:**
 - **Home** button
 - **Chat** button
 - **Call** button
 - **Community** button

These buttons should remain persistent across all major pages for navigation.

3. EDUCATION MODULE STRUCTURE

Upon clicking the **Education** button, users will be directed to a three-option interface:

3.1 Library

- Users can **browse and read books** uploaded by app .
- Include:
 - Search and filter functionality
 - Categories (e.g., Academic, Business, Programming, etc.)
 - Offline access for saved books (Optional for MVP)

3.2 Mentorship

Sub-sections:

3.2.1 Solving Hub

- A **Q&A-style community** similar to Facebook timeline:
 - Anyone can post a question, problem, or content.
 - Others can comment to offer solutions or feedback.

- Features:
 - Like, comment, and report buttons
 - Option to categorize posts by tag or topic (e.g., Math, Coding)
 - Sorting by recent, most engaged, or unsolved

3.2.2 Mentor Sessions

- A list of **verified mentors** offering services:
 - Profile view (Name, Skill, Availability, Charges, Reviews)
 - Booking system (Scheduled only)
 - In-app chat and call with mentor

3.3 Community (Education-Focused)

- Modeled after **Facebook groups** – any user can create a community.
- Must include approval system and admin roles.

Core Features:

3.3.1 Groups

- Users can join and participate in group discussions.
- Admin control over chats, members, and moderation.
- Group types: Public, Private, Invite-only

3.3.2 Resources

- Document/resource sharing space.
- Users can upload PDFs, links, notes, or tools.
- Supports preview and download.
- Version control and update logs.

3.3.3 Live Class Tools (Premium Feature)

- Only available to **mentors with paid access**.
- Tools include:
 - Whiteboard (collaborative drawing/text)
 - Video sharing like google meet
 - Screen sharing (one-way share)
 - Comment box (for interactive notes during session)
- Limited by session duration and number of attendees (configurable)

4. COMMUNICATION SYSTEM

4.1 Chat System

- **One-on-One Messaging**
 - All users can message other users privately
 - Chat history, emojis, file/image sharing
- **Community Messaging**
 - Community-based discussion threads and replies
 - Admins/mods can pin, delete, or report messages

4.2 Call System

- **Audio Calls Only**
 - Available in personal chat
 - No video feature will be implemented

5. USER ROLES

Role	Access & Privileges
Regular User	Access to Library, Solving Hub, Community (basic), Chat & Audio Call
Mentor (Free)	Listed in mentor section (without sessions), access to solving hub, create community
Mentor (Paid)	Access to all mentor tools including session booking, Live Class Tools, priority visibility
Admin	Moderation access to all posts and community content, manage system settings