

# M<sub>2</sub>HOSTEL



**MAKERERE UNIVERSITY**  
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## Problem

The lack of an easily accessible detailed information about places of residency around campus and also long distance travels to book for bed spaces in places of residency.

## Project Objectives

- Design a state of the art mobile app that is interactive and user friendly.
- Design an application that enables users to freely navigate through different places of residency around campus in the perm of their hands.
- Enable users acquire relevant information such prices of rent and services offered at the different areas of residency.

## Project Requirements

- Smart phones
- Computers
- Internet connection

## Target Users

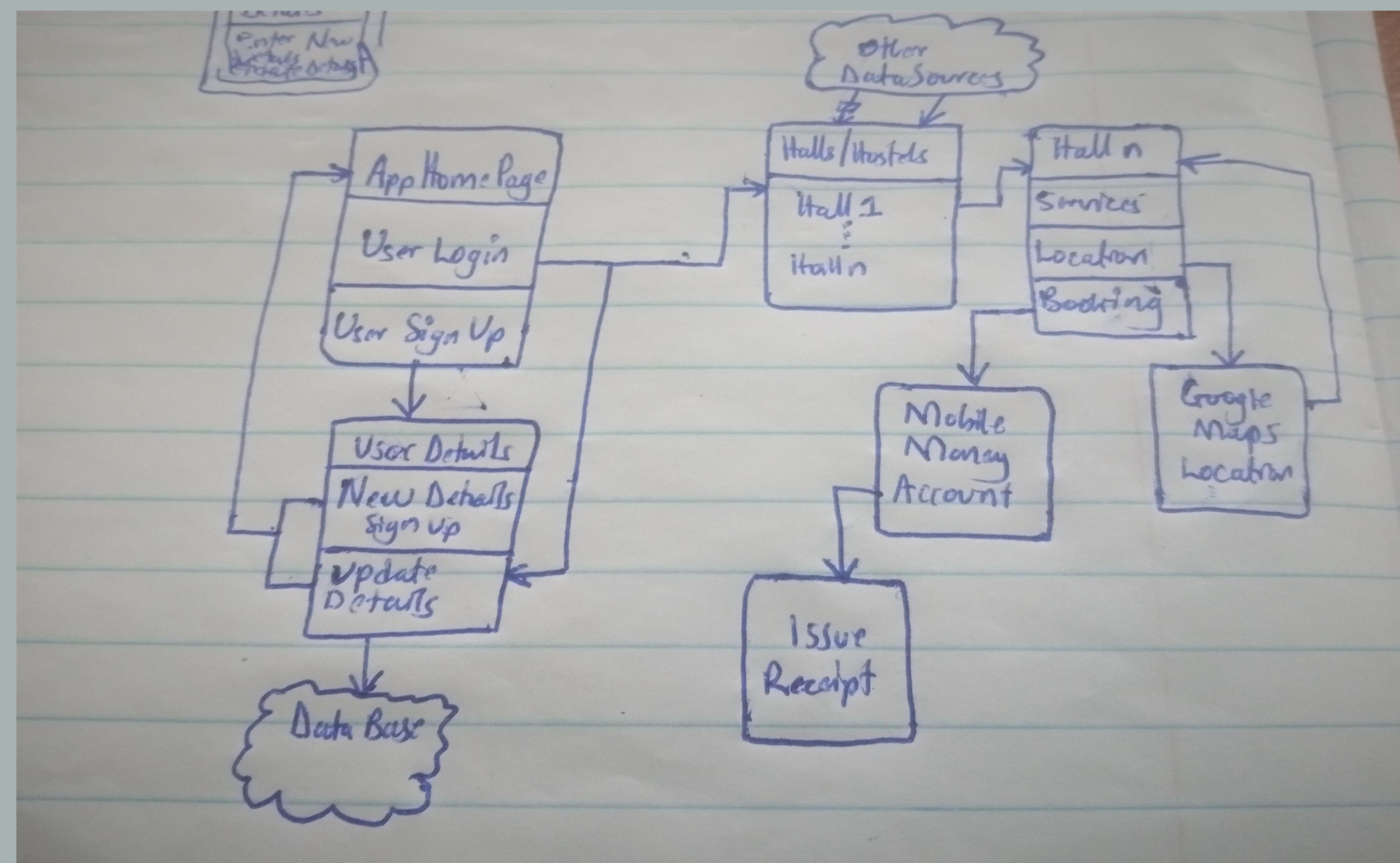
### Hostel Managers

- To receive payments via mobile money.
- To reserve bed spaces for

### University students

- To view hostels.
- To make payments and book bed spaces

## Project Design



## Results

### Step 1



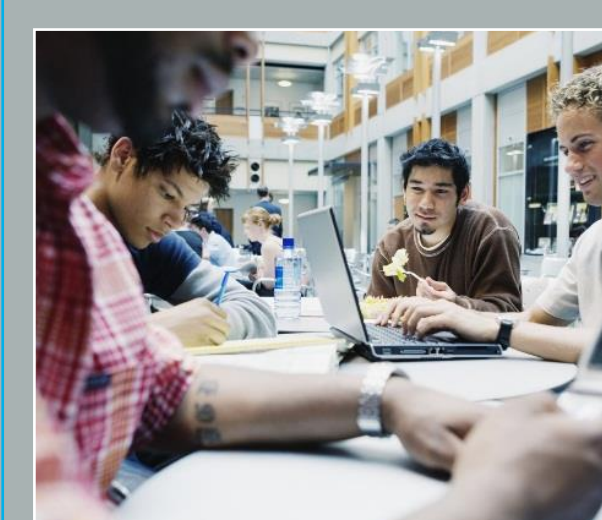
- We came up with the solution to the problem

### Step 2



- We were planning on how to implement the solution

### Step 3



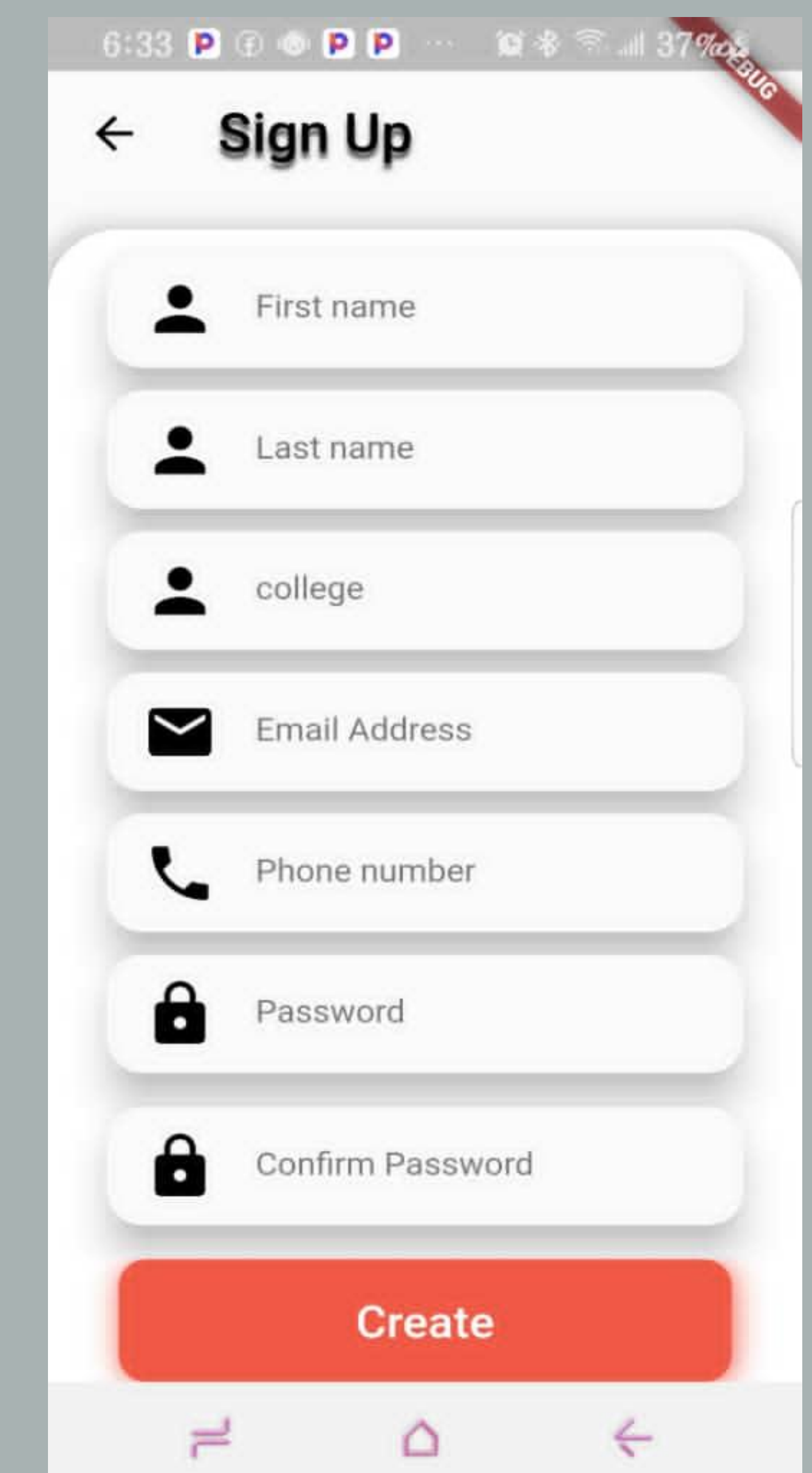
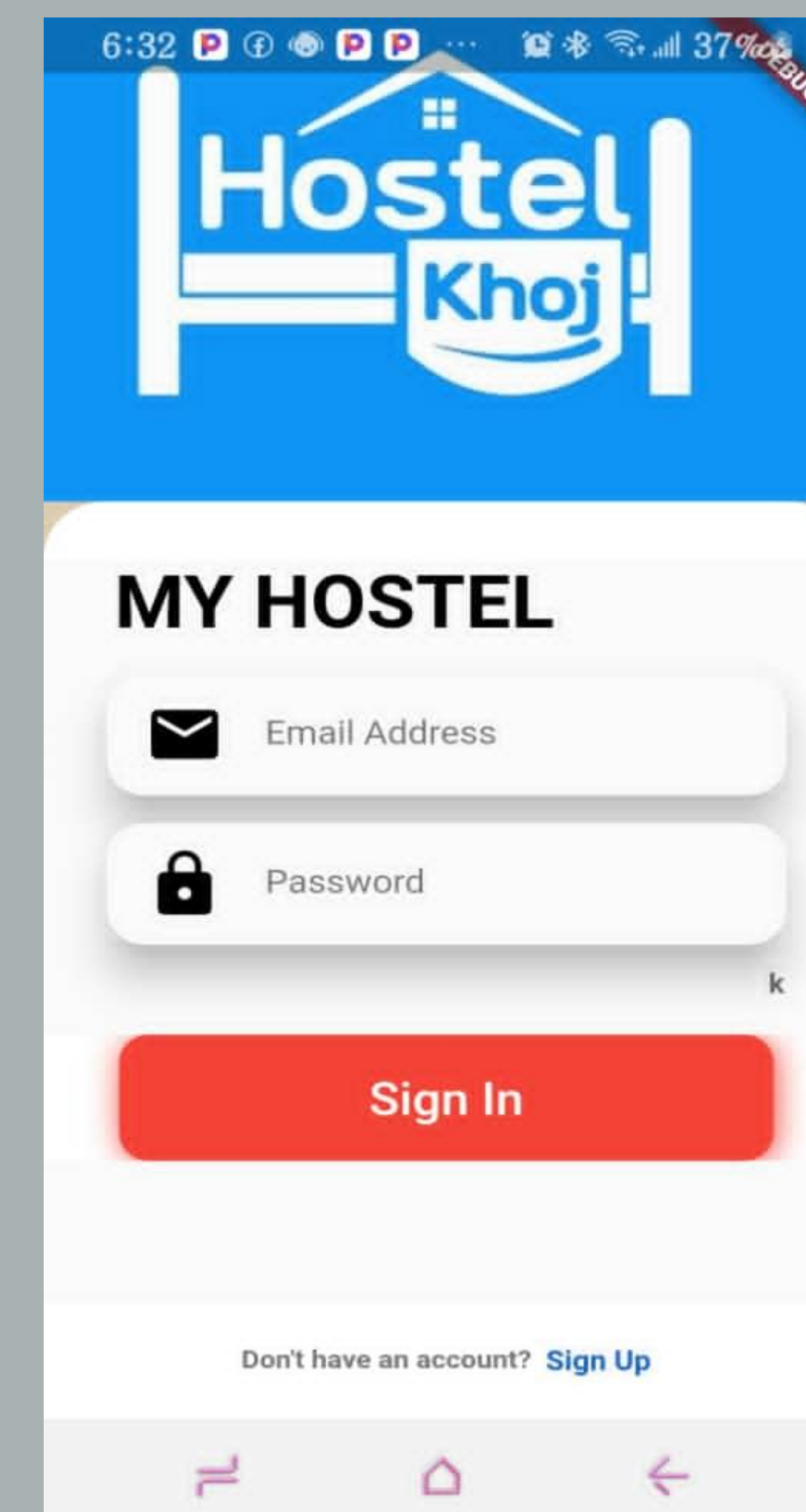
- Designing the application

### Step 4



- We tested the application.

## Results



## Conclusion

- We discovered that there's is an opportunity to bridge the gap between the students and the hostels

## References

- <http://github.com/topics/flutter-login-screen>

## Future Work

To expand it on a national level to cater for students on other universities.

To make it a real estate application for booking and seeing properties.