**Chapter 1**

**Introduction and Overview of the Project.**

* Introduction.
* Problem Statement.
* Objectives and Goals.
* Scope of the Project.
* Importance of the Project.
* Approach selected in Development.
* Critical Assumptions made.
* Tools needed for the project.
* Project development team.
* A Gantt chart – Timeline Visualization.

1. **Introduction**

DurusApp - a name coined from *Durus* (Arabic for Lessons) and *App* (Application) – describes a system designed to serve a religious purpose of delivering Islamic Lectures from different mosques on mobile handsets. This report focus on the mobile Application aspect of its implementation. DurusApp is thus a platform where lecturers or scholars from across different mosques, post their content regarding the lessons they offer and generally their weekly schedule while on the other hand, Students access these information on the specifics of Lectures, and participate in them at their convenience.

In this chapter, we thus aim to explain what generally triggered the idea behind the project. We will explain how the problem is rooted in two distinct audiences that the application targets. These opens the path to define its scope – the audience and geographical context of the project. We then present the predetermined goals for the project and how the problems define these goals. Using contrapositive, counter arguments and contradicting our goals, we present how these project proves to be important to our current societal setting.

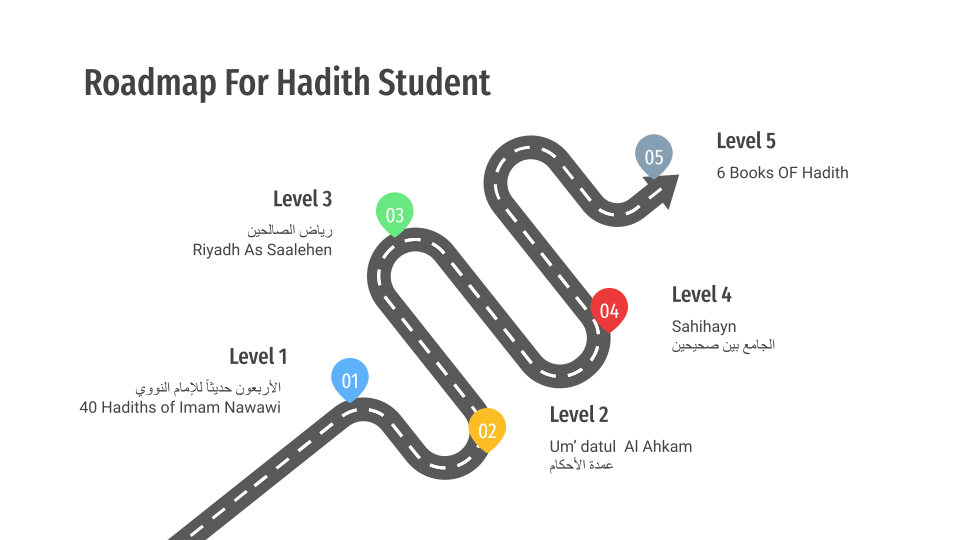
We will then lightly touch on our internal arrangement as a team. What do we exactly need to implement DurusApp? The development paradigm we settled on, and how are we split the project into sub tasks needed accomplish the main mission. The nature of the project though sometimes calls for an environmental setting that might have been inexistent or necessitates immediate resources that necessary were not un available at our disposal. What were these uncertainties? Finally we present a visual representation of this subtasks with their estimated execution periods.

1. **Problem Statement**

While we have enough Universities and lots of religious content on the internet, the gap of Islamic Illiteracy grows bigger and bigger. As Muslims, and the world in general, imbibe more from social Media platforms, they equally detach from Knowledge and their spiritual guidance. The problem of Islamic illiteracy is too general. Narrowing the problem down to two distinct groups, we find a more fundamental problem.

1. **The problem with the Students of Knowledge.**

As students come to seek Knowledge in Sudan and Most Islamic countries, they do so with no prior exposure to Islamic Knowledge setting. As such, a student might need to follow the guidelines laid down by a scholars.



The info graph above shows a typical roadmap. The real challenge happens to be in the following questions

1. Who will guide the student where and when to attend this lessons of books in different lectures?
2. It rarely happens that a scholar will teach all the books in a row, but at any time given, at least a mosque is teaching one of these books. How will this transition happen and smooth the search of Knowledge.
3. **The problem in the Islamic household.**

Muslims, like other societies are facing a challenge in curbing the drastic changes in their households. A child grows up with multiple sources of information. These, as pointed out earlier, takes from these households with the same extent they give to other sources like social media platforms, movies, cartoons and friends. At the same time, the little urge of Study is satisfied and suppressed by the audio and video clips they stumble upon on these platforms. As such, a wide spread of Ignorance and anomie is apparent. As such, Islamic knowledge ought to be presented as early and often to these households: organized and well presented, exclusively meant to be a complete learning and teaching tool for guardians.

1. **Objectives and goals.**

From the above presented problems, we can define our objectives as follows

* Create a mobile application that seeks to collect all the details of all the different Courses going on in Khartoum Mosques sorted into categories and scholars, without merging it up with any other form of Application or social media platforms.
* Register and keep track of all the lessons recorded in DurusApp for access by later students.
* Have a personalized communication between a Scholar and Students following their lectures, whether following from home or physical appearance.
* Notify and inform users of the Application of all sorts of details about the lectures or scholars they follow.
* Provide users with roadmaps by different scholar as curriculums to be used by new students in searching of knowledge. These curriculums can be used by students to decide their journeys before starting in specific fields.
* Lastly, we aim to initiate an open source project on GitHub, after a later release to collaborate with developers on this project until we see it grow with a community that will support and share it with.

1. Importance of the project