

**North South University**

Department of Electrical & Computer Engineering

**Project Proposal**

**Group No: 02**

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**Project Name:** Mukto Batash

**Course No:** CSE 299 **Sec:** 03

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**Git Repository:** https://github.com/NSU-FA20-CSE299-3/Group02

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**INTRODUCTION**

We all have our limitations. But if we can control ourselves, and run through a routine life, we can go beyond our boundaries. To be in typical life, first, we have to leave behind our inertias. One of them is addiction. Things, whether good or bad, are being done excessively is addiction. To help people get rid of these outrageous things, we have come up with this web application Mukto Batash.

Our goal is to be with those who are tired of doing something they aren't supposed to be doing. This app will help them track activities and share their thoughts and feelings in their hard time to benefit themselves as well as others.

Users will be given some tasks and challenges to pull them out of their limited boundaries to overcome addictions. On the homepage, users can see their dashboard, where they will find how long they’re far away from their targeted goal and completed challenges. There will be a weekly report where users can see their weekly improvement. Also, they can choose the report date the way they want. The community section will help them be inspired by other people to get rid of their addiction. Besides, there will be a section named motivation where users will find quotes from famous persons that will influence them to get rid of their addiction. At the end of the day, users will be asked to review the whole day.

Mukto Batash is a web application built with the latest technologies, promising addicted people to get rid of their addiction.

**FEATURES**

* Sign-In/Sign-Up - Simple Sign-up process using email address.
* Evaluation - New users will be asked a few questions to determine their addiction level. This data will be used to determine what type of challenge will be appropriate for them.
* Customizable profile – a user can update their profile photo, necessary information, and contact information.
* Community Section - In the community section, users can share their thoughts and feelings, which will help them along with other existing users.
* Streak and Sober - from this section, users will know how long they are away from their addiction. This will help them be motivated.
* Activity Section - User can check their progress report here.
* Payment - Users can buy some premium features using their cards or bKash, Rocket.
* Review of the day - Users will be asked about his days. This data will be used to analyze their improvement.
* Challenges - There will be new and exciting challenges to divert users from his addiction.
* Rank - There will be a public rank position filtered by streak and sober.
* Motivational Quote - Motivational quotes from famous influential persons will generate automatically every day to prevent addiction.

**TECHNOLOGY**

To give users a better experience, we decided to go with the latest technology for developing this application.

*Frontend*

For the front-end, we will be using HTML, CSS, Bootstrap. This enables cross-platform development, which allows the web app to be compatible with both PC and mobile platforms. It also gives a more premium user interface and smoother experience.

*Backend*

Python’s web framework - Django will be used as the website’s backend. Django ensures rapid development providing high security and maintenance.

*Database*

We will be using MySql as the database. MySql uses JSON to store data and provides high performance, availability and automatic scaling.

*Payment method*

For collecting payment, we will use Python’s Stripe Library. This API is designed with python and allows custom ways to take payments – Credit cards, Gift cards etc. We will be using this API to ensure that users can pay using their Visa Cards,bKash, Rocket, Nogod, American Express, and MasterCards.

*Additional technologies*

Django will be used to allow users to login using their Facebook and/or Google account.

**Monetization:**

Maintaining this web application and maturing this will cost money. For this purpose, Users have to buy subscriptions with a minimal amount of money. As this web application is developed for a community group, some basic features will be free of charge for use. There will be some premium features available for paid users, which will be our costing’s source income.

**Database:**

For the database part, we choose to go with MySQL. MySQL is the most popular Open Source Relational SQL Database Management System. MySQL is one of the best RDBMS being used for developing various web-based software applications.

**Social Impact:**

People with more severe forms of mental illness have smaller social networks than others and have more family members than friends in their social circle. People with smaller social networks, with fewer intimate relationships, find it more difficult to manage social situations. To overcome this problems our web-App will help people to get rid of mental illness .