Winter Assignment 2Y

> **Welcome to the Winter Assignment 2025, a** journey through Greek mythology and modern development.

Table of Contents

Overview

In the age of Greek heroes, individuals sought different forms of excellence. Some found wisdom in temples and solace in healing sanctuaries, understanding that strength rose from reflection and companionship. Others competed in great

games and formed warrior guilds, channeling the spirit of competition and the bonds of shared victory.

This assignment offers two distinct paths, each drawing inspiration from these ancient traditions:

MindBridge – Circles of Support (Web) invites you to create a modern sanctuary, a web application where people can join supportive communities, reflect on their mental wellbeing, and share experiences in a safe, structured environment. Inspired by mythic gatherings and sacred circles, this platform blends personal journaling, simplified daily mood tracking, and community-driven discussions into a single cohesive experience.

Clan Forge – Competitive Gaming Social Platform (Mobile) channels the competitive spirit of ancient Greek games and the camaraderie of warrior guilds. Build a mobile application that brings gamers together to compete, connect, and celebrate their achievements. Track statistics, form friendships, discover new games, and engage in the vibrant world of competitive gaming through an intuitive social platform.

> 💡 **Note:** Members of IMG will always be available for guidance, discussions, and doubt solving throughout the assignment. You are also free to use any tech stack or libraries you prefer. The main expectation is that your application works correctly, follows the requirements, and shows consistent effort.

Whether you choose the path of reflection and support or the arena of competition and camaraderie, this assignment challenges you to think deeply about user experience, interface design, and the careful balance between individual expression and community connection.

Step forward, your quest begins now.

Problem Statements

2.1 MindBridge – Circles of Support (Web)

Overview

Your task is to build **MindBridge**, a web application that allows users to join support Circles, share posts, write journals with fine-grained visibility control, track their daily mood in a simple structured way, and discover communities aligned with their interests.

The goal is to create a safe and intuitive environment where individuals can reflect, express, and connect, much like seekers once did in ancient temples and Greek sanctuaries.

Essential Features

Your web application **must** include the following:

1. Authentication & User Profiles

- Users can sign up/log in using a unique email/username and password.

- Option to upload a profile picture or use a default avatar.

- Users can edit their profile details:

  - Display name

  - Bio

  - Interests / tags (e.g., anxiety, productivity, mindfulness)

2. Dashboard

After logging in, users must see:

- Recommended Circles based on their interests

- Updates from Circles they have joined

- A prompt to fill today's Mood Log (if not already filled)

- Quick access to Journals

3. Circles (Community Groups)

a. Circle Management

Each Circle contains:

- Title

- Description

- Tags

- Visibility: **Public** (join instantly) or **Private** (join request)

- Optional cover image

Users can view Circles, join public ones instantly, or request access to private ones.

b. Circle Admin Tools

- Circle creator becomes admin

- Admins can:

    - Approve/reject join requests

    - Edit Circle details

    - Remove members

    - Promote members to admins

c. Circle Feed

- Members can create posts (title, body, optional attachment)

- Members can comment on posts

- Users can edit/delete their own posts and comments

4. Daily Mood Log

Each user completes a simple **daily mood** entry:

- **Good Day**

- **Neutral Day**

- **Bad Day**

- **Not Added** (auto-filled if inactive for the day)

Rules:

- Only one mood entry per day

- Users are prompted to fill today's mood if missing

- Users can view/edit today's entry

- Past entries can be viewed in a calendar or list

Visibility options per entry:

- **Private**

- **Shared to specific Circles**

- **Public**

5. Journal Entries

Each entry consists of:

- Title

- Body (markdown/plain text)

- Date (auto-filled)

Visibility options:

- **Private**

- **Shared to specific Circles**

- **Public**

6. Search & Discovery

Your application must include a unified search system that allows users to:

- Search for **Circles**

- Apply **tag-based filters** to refine results

7. Notifications

Your application must provide in-app notifications for:

- Comments made on a user's own posts

Polling-based notifications are acceptable.

Advanced Features (Brownie Points)

You may attempt **any** of these in **any order**, depending on your comfort level.

- **Resource Directory inside each Circle**: A curated section where admins can add and manage helpful links, files, or materials for Circle members.

- **Content Reporting & Admin Moderation Tools**: Users can report posts or comments; admins get controls to review flags, remove content, and manage members.

- **Circle Q&A Section**: A structured area where members can ask questions, post answers, and upvote helpful responses.

- **Anonymous Posting**: Allows users to hide their identity when sharing sensitive posts in supported Circles (admin can choose whether a particular circle supports this).

- **Real-Time Circle Feed & Direct Messaging**: Live updates for Circle posts/comments and real-time one-to-one chat between users.

- **Insights**: Visualizations like mood trend charts or simple Circle activity analytics.

- **Recommendations**: Smarter Circle suggestions based on interests, activity, or behavior.

- **Authentication Enhancements**: Support for Google OAuth and/or Channeli OAuth.

- **Hosting**: Deploy your application online and share a public URL for others to access.

2.2 Clan Forge – Competitive Gaming Social Platform (Mobile)

Overview

Your task is to build **Clan Forge**, a mobile application that brings players together into a unified competitive ecosystem. Users will create unique gamer identities, discover opponents through matchmaking, track their rankings and achievements, form friendships or groups, and enter game lobbies where real-time interaction and competition take place.

Essential Features

Your mobile application **must** include the following:

1. Authentication & Onboarding

- Users create an account with a unique Gamer Tag and password

- Upload a profile picture or choose a default avatar

- Select preferred game genres for personalized recommendations (multi-selection allowed):

    - Action, Adventure, Puzzle, Strategy, RPG, etc.

- Set competitive preferences:

    - Preferred time to play (availability windows)

    - Skill level preferences

    - Other gaming preferences

2. Dashboard

After logging in, users must see:

- **Player Status:**

    - Current rankings/ratings (overall and per-game)

    - Notifications and friend requests from other players

- **Matchmaking & Queue:**

    - Genre-based game suggestions tailored to user preferences

    - Friend matchmaking and invitation functionality

- - Player availability indicators for games
- **Social Feed:**
  - Online status of friends
  - Quick access to chat with other players
  - Browse other users' profiles
- **New Releases:**
  - Recently released games
  - Community reviews and posts about new games

3. Game & Lobby Interface

Game Integration (choose one approach):

- **Native Implementation:** Game logic is built directly within the mobile application
- **WebView Integration:** External game clients are embedded via a WebView

Lobby Features:

- Display lobby details: game type, match status, current turn
- Show player list with profiles and ranks of all players in the match
- Real-time lobby updates

4. Player Profile

Each player profile must display:

- **Personal Information:**
  - Gamer Tag
  - Profile picture
  - Bio
  - Social media links (optional)
- **Game Statistics:**

- Detailed Win/Loss records

- Highest rank achieved

- Preferred genres

- Match history

5. Notifications

Your application must provide in-app notifications for:

Competitive Notifications:

- Match ready/found alerts

- Game invites from other players

Social Notifications:

- New friend requests and accepted requests

- Chat message notifications

- New game releases and community posts

Advanced Features (Brownie Points)

You may attempt **any** of these in **any order**, depending on your comfort level:

- **Enhanced Authentication:** Alternative authentication methods:

  - Channeli OAuth

  - Email/phone number with OTP verification

  - Google Play Games API integration

- **Real-Time In-Game Chat:** Live messaging between players during active matches

- **Group Functionality:** Create groups/clans of users to play games together

- **Leaderboards:** Global and genre-specific ranking systems

- **Achievement System:** Badges and rewards for milestones

- **Tournament Mode:** Organized competitive events with brackets

- **Spectator Mode:** Watch live matches of other players

- **Hosting:** Deploy your application and share it for others to download/access

How to Participate

1. Fill out the Registration Form

Provide your details and select the problem statement you will work on.

Form Link: https://channeli.in/forminator/forms/78/fill

2. Join the Discord Server (Mandatory)

All announcements, doubt sessions, updates, and submission instructions will be shared only through Discord.

Discord Invite: https://discord.gg/MECptjcHEq

> ⏰ The Winter Assignment will run for **3 weeks**, and **late submissions will not be accepted**. All submission-related details and deadlines will be communicated through the Discord server, so make sure you join it as soon as you register.

Frequently Asked Questions (FAQ)

1. Is prior development experience required?

No. Beginners can start with the essential features and build up gradually.

2. Is this an individual or group project?

It is an **individual** project.

3. What tech stack can I use?

Any tech stack of your choice.

4. Can I follow tutorials?

Yes, but do not copy projects directly. Learn, understand, and build your own implementation.

5. Is hosting mandatory?

No. But it gives you **brownie points**.

6. Do I need to complete advanced features?

No. They are optional.

> 💬 **Still Have Questions?**
> Join the Discord server and post your doubts there. Mentors and fellow participants will be happy to help.

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> 🎉 **All the best!** May your journey reflect the wisdom of Athena and the competitive spirit of the ancient heroes. Choose your path and forge something remarkable.