BANNARI AMMAN
INSTITUTE OF TECHNOLOGY
An Autonomous Institution, Affiliated to Anna University,
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Stay Ahead

Project Workflow

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Project Title: Bithack portal

Project ID: 4

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1. INTRODUCTION

The Bit-Hack portal, we envision a platform dedicated to hosting hackathon events, catering to various domains and providing a comprehensive dashboard for team tracking and event management. The website will serve as a centralized hub for participants, mentors, and organizers, offering a seamless experience from registration to submission. the Bit-Hack portal aims to provide a user-friendly and interactive platform for hackathon enthusiasts, fostering innovation and collaboration across diverse domains.

1.1 Problem statement:

The platform should cater to both organizers and participants, providing features that streamline event management, facilitate team formation, and knowledge sharing.

1) **No dashboard:** There was no dashboard to track team performance.
2) **No specific task update page:** There is no specific page for students to update their daily work.

1.2 System Purpose

Facilitate Hackathon Events: The portal serves as a centralized platform for organizing and managing hackathon events, making it easier for organizers to set up challenges, register participants, and track progress.

Promote Innovation: By offering hackathon challenges in various domains, the portal encourages participants to think creatively and develop innovative solutions to real-world problems.

Support Team Collaboration: The portal's team formation and tracking features enable participants to collaborate effectively, form teams based on complementary skills, and track team progress throughout the event.

1.3 System Scope

- **User Management**:

- User registration and authentication (participants, organizers, mentors, judges, sponsors)
- User profile management (personal information, skills, preferences)
- Team formation and management (creating teams, adding/removing members)

- **Event Management**:

- Event details and schedule management
- Domain/track management (adding, editing, and categorizing domains)
- Prize and sponsor management
- Submission management (project ideas, prototypes, code repositories)

- **Judging and Evaluation**:

- Judging panel management
- Evaluation criteria and rubric management

- Scoring and feedback system for submissions
- Winner announcement and prize distribution

2. REQUIREMENT AND USER CLASSES

2.1 Technical components

Technical component	Stack
Backend	Spring Boot
Frontend	React js
Database	MySQL
API	RESTful services

2.2 User classes:

User	*Characteristics*
Student	· **Basic Credentials:** Name, Student ID, Department, Year/Semester · **Attendance:** Attendance record for each course, Overall attendance percentage · **Skills:** Technical skills (Programming languages, Frameworks, Tools), Soft skills (Communication, Leadership, etc.) · **Projects:** Project titles, Descriptions, Technologies used, Roles, and Responsibilities
Faculty	· **Basic Credentials:** Name, Faculty ID, Department, Courses taught · **Student Supervision:** List of students under their supervision · **Skill Verification:** Ability to verify and approve the skills claimed by students under their supervision · **Performance Monitoring:** Access to academic performance and attendance records of supervised students. · **Feedback and Evaluation:** Provide feedback and evaluation for student projects, assignments, and overall performance

Admin	· **Basic Credentials:** Name, Administrator ID · **Student Management system:** All student profiles, academic transcripts, and performance information are accessible. · **Faculty Management:** Access to faculty profiles and their assigned students · **Analytics and Reports:** Generate reports and analytics on overall student performance, task updation, and skill distribution. · **System Administration:** Manage user accounts, access rights, mail settings and system settings

2.3 Requirements Gathered:

- A dashboard to check for teams' performance.
- A daily task update manager for both student and mentors where students update their daily work and the mentor approves or rejects it based on the update.
- A page where we can find the number of teams registered in each problem statements.
- A profile page for all the team member which may help in getting jobs in near future.

2.4 Dependencies:

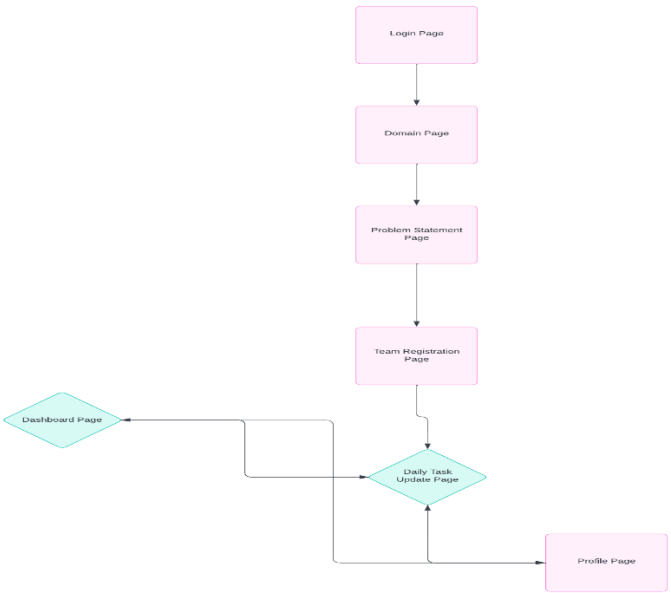
- Integration with Google OAuth for user authentication.
- A domain to deploy the project.

2.5 Hardware Requirements

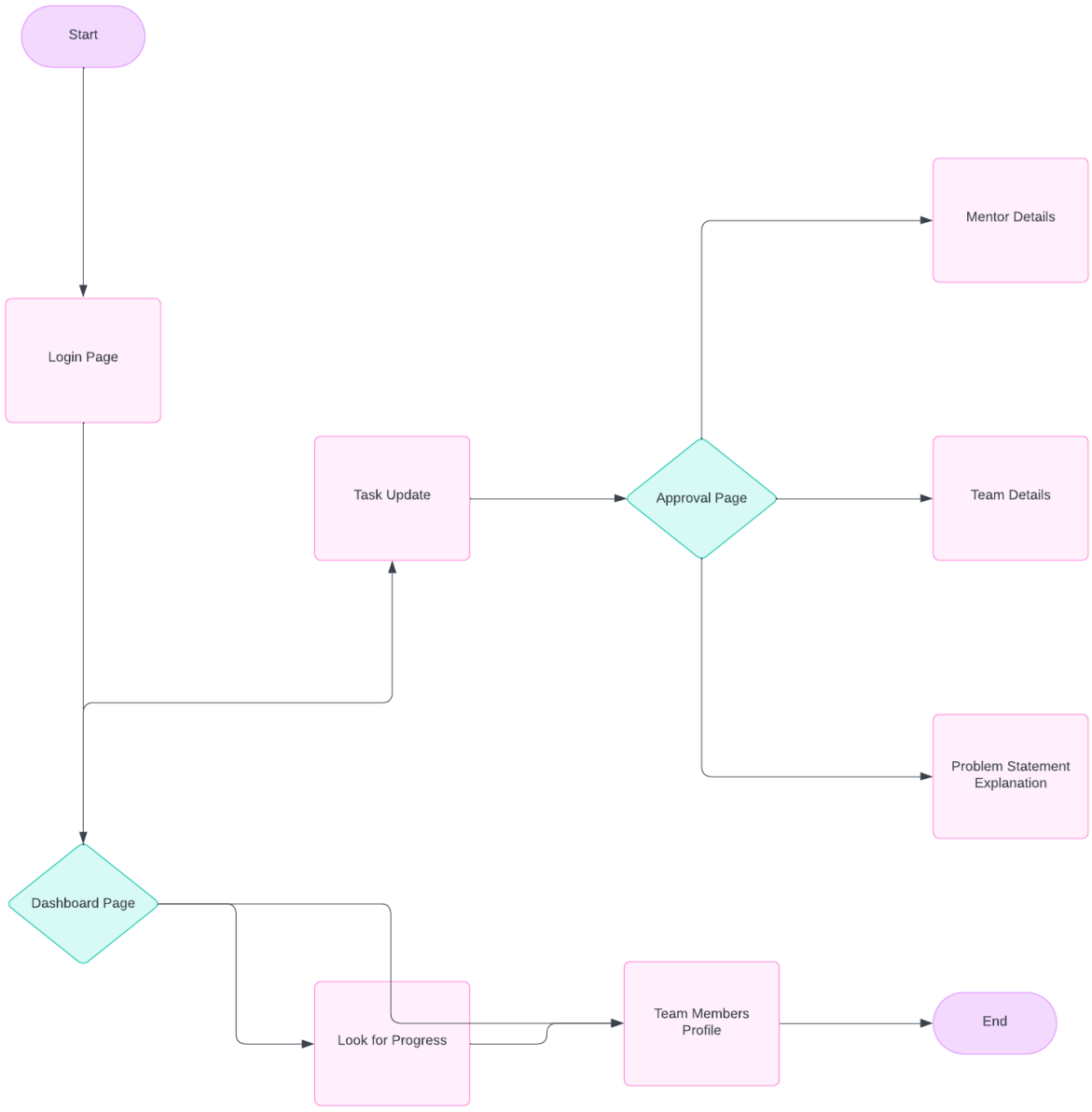
- Network Connection
- Minimum Disk space for downloading dependencies

3. FLOW CHART

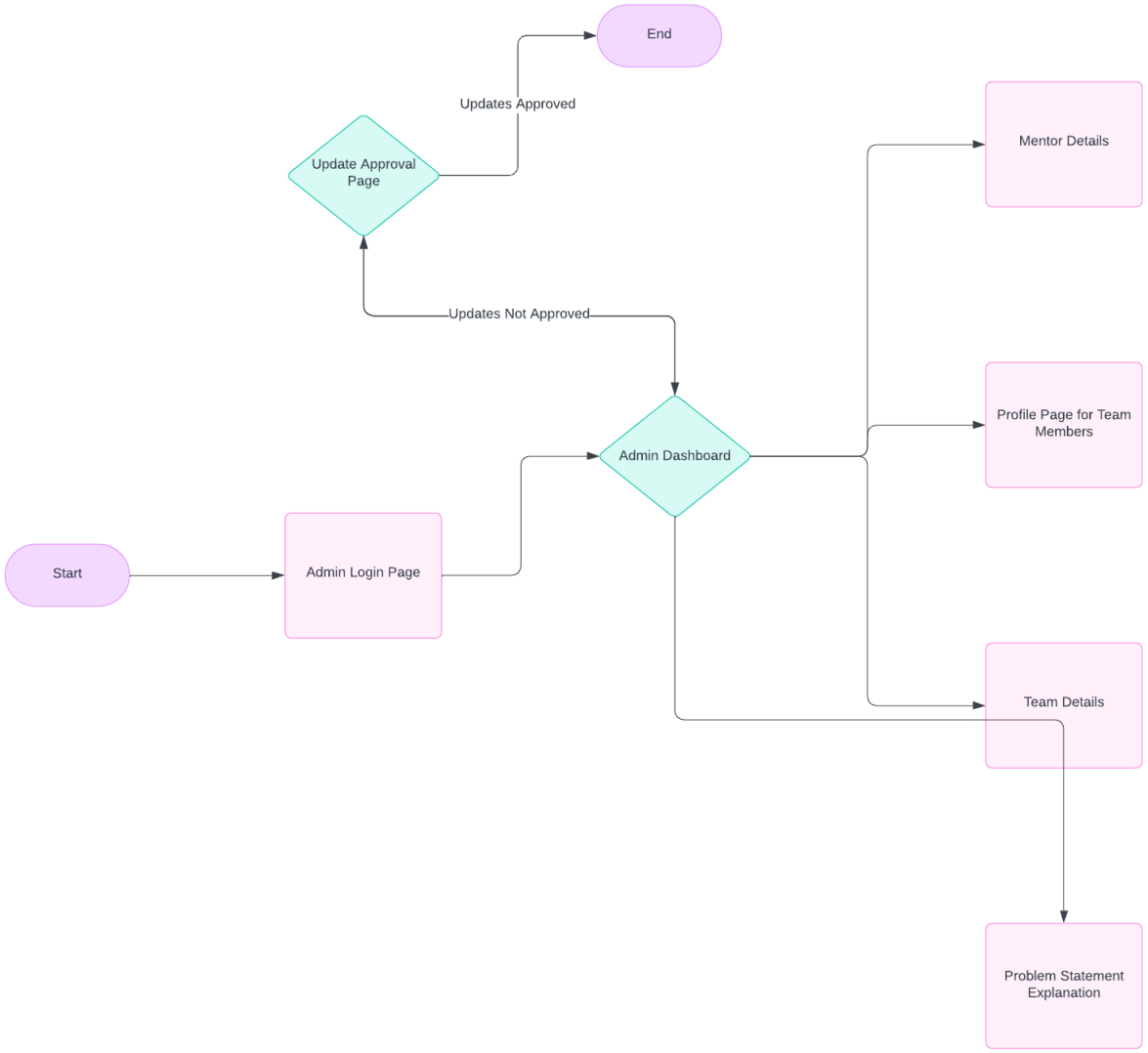
3.1 USER FLOW:



3.2 MENTOR FLOW



3.3 ADMIN FLOW:



3.4 ER DIAGRAM: