PLANNING PHASE 1

Purpose Of The project

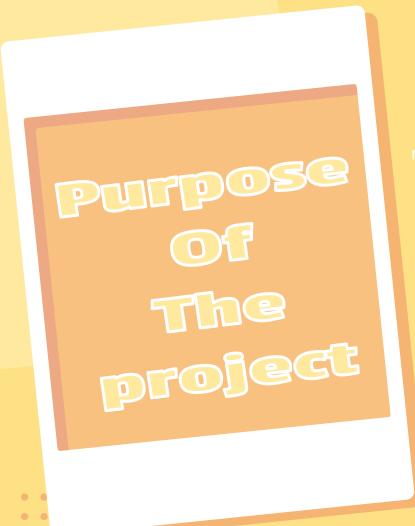**Content**

Many school students, after graduation, still do not know what their career inclinations are, because there are no ways in school to help them discover what they are good at. Students when they have free time, they usually do not do anything that would affect them positively, on the contrary, they do nothing at all. Our application will help students and open the possibilities for them to register in clubs belonging to many fields, such as computer club, science club, engineering club .. etc

Motivation

The main objective of the application is to help students discover their professional tendencies, and help them develop their skills in the areas they prefer, so that a conscious, educated and expert generation in their fields increases in our society

Considerations

After graduation, many students tend to enroll in private institutes to discover their inclinations before entering university, and the other part of students enter the university in a discipline about which they know nothing and later discover that they do not belong to that discipline. Therefore, we believe that our application will solve this problem and reduce the cases of students entering a specialization they are not inclined to when entering university and give experience to students who do not want to complete their university studies because they have already obtained and practiced many professional skills from clubs

Goals Of The project

One of our most important goals is to provide students with a private space away from academic pressures. From this point of view, we sought to create an application that includes multi-themed clubs in order to embrace the talents and creativity of students in various fields. In these clubs, the student exercises activities that refine his talent and contribute to building his personality. There are many talents in various fields, there are students who excelled in making robots that express their mastery of scientific and technical material, in addition to the creativity of students in technical and manual talents, and there are many fields with distinctive talents. Which we want to invest in and elevate it for the sake of a student community that is knowledgeable and capable of all fields and that it employs its talents in the right place.

Preliminary Report

The problem

There are two basic problems. The first is that many students struggle to find their inclinations and spend a lot of time trying many things in the hope that they will be able to find them which sometimes means wasting time and effort for nothing. Second, even if they know what they want or have already found their inclinations, they still cannot practice and get more experience with it, so they suffer from a lack of information about what they tend to be.

Findings

1- Sometimes there is no free time for students to research their interests.
2- There are (non-social) students so they cannot join with people to improve themselves.
3- Time management problems.
4- Lack of equipment.
5- Not being able to attend.
6- Some dangerous materials

Proposed solution

1- Activate virtual reality.
2- Use the empty spaces in schools

Cost & schedule estimates:

Software Processes	Description	Time	Costs
Specification	defining what the system should do	2Weeks	4000SR
Design and implementation	defining the organization of the system and implementing the system	Two month	8000SR
Validation	checking that it does what the customer wants	2Weeks	5000SR
Evolution	changing the system in customer requirements	3Weeks	5500SR
Total:		3Month and 3weeks	22500SR