TEAM BLUEBERRY PROJECT REPORT

20
24

TABLE OF CONTENTS

INTRODUCTION

Problem Statement Undertaken: **Tackling Real-World Challenges. An Online Integrated Platform for Student Projects.**

Student projects, while essential for practical learning, often face challenges such as finding mentors, collaborating effectively, and accessing resources. To address these issues, our team, **Blueberry**, from **Vivekananda Institute of Professional Studies (VIPS)**, developed a <u>mobile app concept</u> integrating a platform for student projects. This platform aims to create a centralized hub for project management, collaboration, and resource sharing.

Our project, successfully completed under **Techspectra IIITD HACK'24**, focused on providing students with a comprehensive solution for their project needs.

By connecting students with other colleges, facilitating collaboration, and offering a repository of resources, we aim to enhance the overall project experience and foster a culture of innovation.

TEAM MEMBERS &THEIR ROLES

In our hackathon project, each team member contributed significantly to bringing our concept to life. Some worked on the frontend part creating an intuitive and visually appealing user interface, enhancing the overall user experience. Another key role involved coordinating the team's efforts, managing resources, and ensuring we met all deadlines. Through close collaboration, we successfully delivered a polished and complete project within the hackathon's timeframe.

Sambhav Arora

UI/UX, Ideation and Project Video

Priyanshu Chauhan

UI/UX Designer & Creative Head

Riddhi Soni

Adobe Photoshop, Logo and Project Video
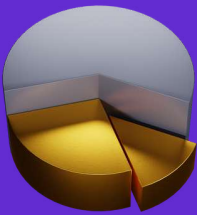
Keshav Madan

Frontend Developer & Video Editor

CHALLENGES OF A COLLEGE STUDENT

Lack of Awareness About Other Batchmates

Their professional fields and recognitions, projects they are working on and Events they are interested to go

Personal Projects & Collaboration

No place for students to post personal college projects or startups & find suitable project partners

Trending Events

No place to view "college centric events" where students can go, explore and socialize.

Active Resource Sharing & Communnities

resource market is all cluttered and no place where students can crete their personal challenge rooms

Team Name: Blueberry — HACK'24 (TECHSPECTRA IIITD)

SOLUTIONS

Problem 1: Lack of Networking and Collaboration

- **Solution:**
  - **Implement a search and filtering functionality to allow students to find potential project partners based on their interests, skills, and project requirements.**
  - **Incorporate a messaging or collaboration feature to facilitate direct communication between interested parties.**

Problem 2: Limited Visibility of Student Achievements

- **Solution:**
  - **Develop a personalized feed or algorithm that recommends relevant connections and activities based on individual preferences.**
  - **Facilitate easy networking opportunities through events, forums, or online communities.**

Problem 3: Difficulty in Finding Relevant Events

- **Solution:**
  - **Provide event details, registration links, and a platform for students to discuss and share experiences.**
  - **Allow students to create and promote their own events.**
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Problem 4: Inefficient Resource Sharing

- **Solution:**
  - **Create online communities or forums where students can discuss topics, ask questions, and share knowledge.**
  - **Implement a system for students to create their own challenge rooms, where they can set goals, track progress, and collaborate with others.**

KEY DECISIONS

Project Scope

- **Core Features: Profile, projects, collaboration, events, resources**
- **MVP: Mentorship, gamification**

Timeline & Milestones

- **September: Design, MVP development**
- **October: Testing, marketing**
- **November: Launch, feedback**

Tech Stack

- **Frontend: Flutter**
- **Design: Figma, Photoshop, After Effects**
- **Backend: TBD**
- **Additional: JavaScript, CSS**

Launch and Marketing Strategy

- **Target: College students in Delhi**
- **Channels: College societies, cafes, social media, campus events**

Resource Allocation

- **Budget: 1-1.5 lakhs(in future, Approx.)**
- **Team: 5 developers, 3 team members**
- **Equipment: Laptops, design software**
- **Amenities: Workspace, internet**

DEVELOPMENT PROCESS

1. Ideation:

This is the initial stage where the app's concept is developed. It involves brainstorming ideas, identifying the target audience, and defining the app's purpose and key features. The goal is to establish a solid foundation for the project.

2. UI/UX:

In this phase, the user interface (UI) and user experience (UX) are designed. The focus is on creating a visually appealing and easy-to-navigate interface that enhances the overall user experience. Wireframes, user flows, and design elements are created to ensure the app is both functional and aesthetically pleasing.

3. Video Shoot:

This involves planning, scripting, and filming videos that will be used for marketing or instructional purposes. These videos help to visually communicate the app's features, benefits, and usage to potential users and stakeholders.

4. Mockup:

Mockups are detailed visual representations of the app's design. They provide a realistic preview of how the app will look and function, helping stakeholders visualize the final product. This step is crucial for gathering feedback and making necessary adjustments before development begins.

5. Landing Page:

The landing page is a dedicated web page that serves as the app's introduction to the public. It's designed to capture the interest of potential users, showcase the app's features, and collect leads or pre-launch signups. It often includes visuals, video content, and call-to-action buttons to drive engagement.

ACKNOWLEDGEMENT

We would like to express our sincere gratitude to **Techspectra '24**, an underbody of **IIITD '24**, for organizing this incredible hackathon and providing us with a conducive environment to work on our project. The supportive atmosphere, valuable resources, and mentorship opportunities offered by Techspectra '24 were instrumental in the successful completion of our project.

We acknowledge that the success of this project is a result of the unique contributions and dedication of our team members. Their individual expertise, combined with their collaborative spirit, has led to the creation of an original and innovative solution. We assert that this work is entirely our own and has not been influenced by any external sources or plagiarized content. This is a genuine and original copy of our project, reflecting our creativity, ingenuity, and hard work.

We believe that the originality of our work lies in our ability to approach the problem from a unique perspective, leveraging our collective knowledge and skills to develop a solution that is both effective and innovative. Our team members have brought their diverse backgrounds and experiences to the table, contributing to the richness and diversity of our project.

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