

**ASM’S IBMR PUNE – Institute of Business Management & Research**

*MASTERS OF COMPUTER APPLICATION (2022-2023)*

*Project Synopsis On*

**HouseHoldHeros**

**Of**

**MCA – III semester**

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**Date:**

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## **Abstract**

The "HouseholdHeros" mobile application project is dedicated to the development of a versatile and user-friendly platform that serves as a bridge between service providers and service seekers for a wide range of home-related tasks and services. In today's fast-paced world, the need for quick and reliable assistance with household chores, maintenance, and repairs has never been greater. This project seeks to provide a comprehensive solution to cater to these needs by leveraging the power of mobile technology.

The primary objective of this project is to create a mobile application that connects service providers and service seekers seamlessly. The application will empower service seekers to easily find and hire skilled professionals for tasks such as plumbing, electrical work, cleaning, gardening, maintenance, and various other household services. Meanwhile, service providers will have a dedicated platform to showcase their expertise and connect with potential clients, expanding their reach and customer base.

**2.Objective**

* The main idea of this project is to implement an online platform for the customers to get a various services details along with the facility of choosing the different services at the ease of one click, and to provide the best customer service for users.
* It will also provide a platform for the customers for raising complaints on any issue.

**3. Literature Survey**

* **On-Demand Service Apps: Research on apps like Uber and TaskRabbit to understand how they work and connect users with service providers.**
* **Mobile App Development: Learn about creating user-friendly mobile apps for service matching.**
* **User Trust and Safety: Explore how reviews, ratings, and background checks are used for safety and trust.**
* **Location Services: Understand how apps use location for connecting users and service providers.**
* **Payment Systems: Study how secure payment systems are integrated into service apps.**
* **Community Building: Find out how these apps create communities of users and providers.**
* **Economic Impact: Investigate how these apps affect jobs and the gig economy.**
* **Legal and Regulatory Challenges: Explore the legal issues and how these apps deal with them.**

**4.Introduction**

Householdheros project in Android is to create a mobile application that connects service providers and service seekers for various home-related tasks and services. The project aims to address the needs of users who require assistance with tasks such as plumbing, electrical work, cleaning, maintenance, and other household services.

**5. Scope**

The scope of a Householdheros Management App encompasses a wide range of functionalities and features designed to revolutionize the way home-related services are accessed, scheduled, and delivered. This comprehensive system aims to create a user-centric, efficient, and secure ecosystem for service seekers, service providers, and administrators alike.

**User Roles and Features:**

* The system will cater to three primary user roles: service seekers, service providers, and administrators. Each user role will have specific features tailored to their needs. Service seekers can discover, book, and communicate with service providers, while providers can manage their profiles, offer services, and communicate with clients. Administrators will oversee platform operations, user management, and dispute resolution.

**User-Friendly Interface:**

* An intuitive and visually appealing user interface will ensure ease of use and efficient navigation. A user-centric design will be prioritized to enhance the overall experience for all users.

## **6a.Existing System**

* **User Interface Complexity:** The user interface may be cluttered or complex, making it difficult for users to navigate and find the services they need.
* **Low User Engagement:** The application may suffer from low user engagement, leading to underutilization and decreased value for users.
* **Competition and Market Saturation:** In highly competitive markets, the existing system may struggle to stand out and attract users.
* **Lack of User Reviews:** Users may have difficulty evaluating service providers as the app lacks a robust review and rating system.
* **Lack of Real-time Updates:** Users may not receive real-time updates on the status of their bookings or appointments, causing frustration and uncertainty.

## **6b.Proposed System**

* The proposed system for HouseholdherosManagement is an integrated platform that leverages mobile technology to streamline and enhance the entire process of accessing and delivering home-related services.
* This Application will connect service seekers seamlessly with a network of qualified service providers, offering a user-friendly Android application that facilitates service discovery, transparent provider profiles, efficient booking and scheduling, secure in-app communication, and online payment processing.
* It prioritizes data security and privacy, adheres to regulatory compliance, and fosters trust through comprehensive user feedback mechanisms. The system's scalability and monetization strategies aim to create a sustainable ecosystem, providing an end-to-end solution for users, service providers, and administrators, ultimately revolutionizing the home services industry.

## **7.Technology Used**

* + Android studio
  + Language: Java
  + Database: SQLite

## 

**8. Hardware and Software requirements**

* 1. **Hardware Requirements**

PROCESSOR : 64-bit

ROM : 2GB

RAM : 4GB

**8.2 Software** **Requirements**

OPERATING SYSTEM : WINDOWS 8/11

FRONT END : Android

BACK END : JAVA,SQLite

## **9. Limitations**

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1. Design limitations: Depending on the software or platform used for the project, there may be limitations to the designs that can be created. For example, some programs may not allow for certain font styles or graphics.
2. User skill level: If the wedding card maker project is designed for non-professionals, it may be limited by the skills and abilities of the average user. Users may struggle to create high-quality designs without assistance or guidance.
3. Time limitations: Creating custom wedding cards can be a time-consuming process, and if the project is intended to create cards quickly or on a large scale, the design options may be limited or repetitive.
4. Platform limitations: The project may be limited by the platform it is hosted on. For example, if the project is web-based, it may be limited by browser compatibility issues, internet speed, and accessibility issues.
5. Cost limitations: If the project is intended to be free or low-cost, there may be limitations on the features and resources that can be used, which could impact the quality of the final product.
6. Printing limitations: Even if the digital designs created by the project are high-quality, the printed product may be limited by the printing technology used or the quality of the paper and ink.
7. Customization limitations: Some users may want to make more customizations to their wedding cards than the project allows. This could limit the appeal of the project to some users.

**10****.Future Enhancements**

* Consider integration with payment gateways for seamless fund transfers.
* Explore machine learning capabilities for more accurate matching and predictive analytics.
* Plan for platform expansion to other platforms, such as iOS and web.
* Prepare for internationalization and localization to cater to a global user base.