

University Student Life Management System

- Automatic attendance taking based on the time of entering and leaving class.
 - Could add attendance streaks to gamify and incentivize class participation.
 - Could have streak leaderboards.
- Notification of teachers' arrival to class.
- If a student is unable to log into class (missing ID card), the teacher can manually give attendance. (different access level for teachers)
- Allow teachers to announce quizzes, assignments and respective deadlines through the app.
- A system to associate student accounts with monetary balance.
 - Pay at university cafeteria:
 - Payment is prepaid—no refunds. This is to minimize food waste and incentivize pickup of prepared food.
 - Pay at university pharmacy
 - Request for medicine stock.
 - University merchandise shop payments linked to system.
 - Pay university transport fares:
 - Swiping card books a seat and deducts appropriate amount.
 - Shows number of students booking transport.
 - Notifies if seats are free.
 - If bus not boarded, refunds credit (through interface at the bus line).
 - Hold a history of previous transactions.
 - Payments are made through phone, confirmed with ID. This introduces two-factor authentication and makes it unlikely for bad actors to steal money from students' balance. A pin/password component can also be added for security.
- A feed where all rooms in the university are available and updated along with what is going on in them.
 - All classrooms and what classes and which section.
 - Auditorium events.
 - Multipurpose hall events.
 - Labs.
 - Situation of class/lab based on the data of which students are currently occupying a room that is already available + computers in usage.
 - Connect to existing library membership/management system.
- Connects to campus' central printing system:
 - Keeps track of print quota
 - Can print through app which can access documents from phone and select them to queue from printing.

Wikipedia article connection game

- Randomly generates two articles and challenges the player to find the shortest link between these articles.
- Lists the links on each article's page in a clean and accessible manner.
- Decisions taken cannot be reversed.
- Awards points based on how short the path is.
- Collects user data and hosts a leaderboard
- Creates one unique challenge per day for everyone to play and compete, while also offering practice rounds.

Student-Teacher communication

- Teachers can post materials.
- Teachers can give assignments and take submission through the platform.
- Teachers and students can converse.
- Support for different channels for themed communication.
- Gamification to incentivize learning.
 - Assignment submission leaderboard (how quickly the assignment was submitted).