OOP-Project Proposal

# Project Title:

**A Hybrid Quantum-Driven Interstellar Management System**

# Project Group Member:

Muhammad Talha

F2024266501

# Introduction:

The aim of this project is to develop a system that simulates interstellar operations with a quantum-driven theme. This system will allow users to explore various interstellar knowledge such as galactic information, astral voyages, and data transmission hubs. The project will be built using simple C++ concepts without advanced features like vectors to keep it easy to understand and maintain.

# Description

This project is a simulation-based interstellar management system built using C++ and Object-Oriented Programming (OOP) concepts. It integrates futuristic modules like the Galactic Nexus, Astral Voyager, and Quantum Operations. The system provides a user-friendly console interface where space missions, quantum data, and travel logistics are managed efficiently. It also consists of a quiz and quantum based scenarios which makes it interesting. It also has a message for the user which is written by the creator of this project. This project has multiple features making it a top-tier app-like project.

# Problem Statement:

Most management systems are boring and hard to use. We need a system that is easy and fun to use while teaching programming basics.

# Objectives:

- To design a user-friendly menu-driven system to simulate interstellar operations.  
- To implement core features like data storage, information display, and simple navigation between modules.  
- To practice object-oriented programming basics in C++ without using complex data structures.

# Scope of the Project:

The project will simulate an interstellar system that includes:

- Menu-driven system with multiple modules

- Galactic Nexus Information Collector

- Astral Voyager for travel time and cost estimation

- Nebula Transmission Hub to gather and store information

- Quantum Paradox: Scenario-based user interaction

- Smooth exit functionality with confirmation

- Data storage using basic arrays and file handling (if required)

- TypeEffect for smooth flow of output

- Colors for enhancing the beauty of code

- Beep sound which makes the project efficient

# Methodology:

- Use basic C++ programming with classes and simple arrays.  
- Design a text-based interface for user interaction.  
- Implement menu options with switch-case statements.  
- Store and retrieve data using arrays and simple file handling if required.

# Expected Outcome:

By the end of this project, the user will be able to:  
- Navigate through different interstellar modules with ease.  
- View and manage information about space travels and galactic hubs.  
- Experience a futuristic themed management system while reinforcing basic programming skills.

# Tools and Technologies:

- C++ language