

PROJECT SYNOPSIS

On

PROJEKT HOUSE

to be submitted by

Aditi Negi (1900300100008)

Aditi Garg (1900300100009)

Akanksha Sharma (1900300100012)

for the award of the degree of

BACHELOR OF TECHNOLOGY

in

Computer Science and Engineering



INDERPRASTHA ENGINEERING COLLEGE, GHAZIABAD

SESSION -2022-23

INDEX

S.No.	Content	Page
1	Title Page	1
2	Index	2
3	Abstract	3
4	Novelty Of Project	3
5	Introduction	3
6	Objective Of Project	4
7	Proposed Methodology	4
8	Literature Survey	4
9	Gap Analysis	5
10	Scope Of Project	5
11	Main Functionalities Of Project	5
12	Hardware & Software Requirements	6
13	Timeline For The Project	7
14	References	7

ABSTRACT

Projekt House is a web platform for all the students and the professors of a university (later can move to zones and states), where Students can upload and share their latest projects , ideas and research papers and Professors can share new research going on and new developments in their fields and new technologies .

Thus students will learn new things as well as get real time users on their projects and feedback in the form of reviews & ratings and can collaborate with professors to make new developments , projects and useful to make human life easy.

NOVELTY OF PROJECT

Our website will not only portray student's projects but also serve as the learning platform for students where both professors and students will share their ideas as well as research papers and these research papers and ideas may serve as a foundation for new projects which will provide students an opportunity to learn and grow.

INTRODUCTION

Some students make projects but they don't reach the right audience and thus they don't get reviews. Thus, making a platform that will help students to remain updated in their respective fields.

This will be a platform to share Project updates, Ideas and Research Papers. Students will learn new things and can work with professors to build something great and showcase their projects to a greater range of audience which will not be limited to their own college with the help of Projekt House and get reviews and users.

OBJECTIVE OF PROJECT

The main objective of this project is to create a platform for the student and by the students Through this project, they can collaborate with other students, teams and professors to work on similar ideas and be a helping hand. We in our student life make a lot of projects that just stay in our local devices and never reach to others for reviews, feedback and real time usage. By this, Students can discuss various new ideas with other students. This project will get real time users within a short span of time.

PROPOSED METHODOLOGY

- Project will be working on 2 servers, 1st would be the backend one and 2nd will be a front end server .
- The backend server will be running on Node and Front end will be React .
- Database would be handled using Non relational database i.e. MongoDB .
- All the libraries or framework are open source and free to use .
- Database free version would be used .
- VsCode will be used to write all the code and for repo management Github will be used to save all the work and update it timely .

LITERATURE SURVEY

LinkedIn, a similar platform for sharing work life updates and job and internship opportunities. It works on a similar pattern, but focuses on career and job opportunities. It also has features like – photo and papers and clips posting , profile making , job posting , messaging. It is built in Java but misses a separate section just for students , more of a corporate thing .

ResearchGate , also a similar platform for professionals to share their research papers and research work. It also works on a similar pattern ,but more professional and focuses on research areas. It has features like – pdfs, papers and photos posting ,profile making . Built in Java. Misses a separate section just for students , more of a researcher and professional platform .

GAP ANALYSIS

- This project can be run by any user .
- Our project can run on a basic computer with minimal technical requirements.
- The UI of our project is kind of simple and there will be no issue for a new user to navigate through different features.

SCOPE OF PROJECT

The project aims to build a web platform which provides a learning opportunity to all the students who wish to learn. Our project bridges the communication gap between the students and professors by building a platform for them to interact with each other and work together creatively. The project helps students to showcase their projects and work on new and ongoing ideas by collaborating with professors.

MAIN FUNCTIONALITIES OF PROJECT

- In this project different modules such as Authentication in which the task is to implement user authentication using MERN stack, Social media features such as like & comment , Chat bot , IDE and rating System are made.
- This platform would allow users to create/delete posts and also users can like and comment on others posts.
- This platform would allow users to follow other users .
- Users can have their own feed, with posts from people they are following.
- This platform will have a home page displaying top creators .
- Also provide users with a search feature where they can search others using their email id .

HARDWARE AND SOFTWARE REQUIREMENTS

Hardware Requirements

Processor	Intel I5 or higher
Space on HDD	5GB
RAM	4GB

Software Requirements

Operating system	windows 7 , windows 10 , windows 11
Coding language	Javascript
IDE	VS Code

TIMELINE FOR THE PROJECT

DATE	EVENTS
October 2022	Project Approval
October 2022	Planning
November 2022	Scripting
December 2022	User Interface Design
January 2023	Backend Design
February 2023	Project Builds
March 2023	Final testing and Hosting
April 2023	Final Report

REFERENCES

[1] Hau Tran, “Developing a social platform based on MERN stack” The main goal of this research paper was to study the basic components of the highly popular MERN stack, 2021.

[2]Dominik Ertl TU Wien, Harald Krapfenbauer, “A case study of developing an IDE for embedded software using open source,”Proceedings of the Software Engineering Advances, 2009. ICSEA '09. Fourth International Conference, 2009.