

1. Project Description

First thing a person search for while planning to migrate from one place to another is a place to stay after reaching the destination. A room/apartment is mostly preferred by the students and working professionals who constantly need to travel from one place to another. However, there is no reliable platform for you to find a room/apartment of your choice. This complicates things a lot as you cannot shift to a new place without finding a home to stay and searching on the physical site may not be possible for most people.

The product being built for this project is room/apartment finding web application which will help the customers to negotiate or make a deal the property directly with the owner and to make the user experience as effective and efficient as possible this project will have maximum time limit/expiry-date of 1 month on the ads of the property posted by the user. A user can be a customer and seller as he/she can buy a property and sell their own property.

2. Aims and Objectives

The aim of this project is to create a room finding web application. Which can solve the abovementioned problems people are facing while finding the rooms in major cities of Nepal.

The objectives which are the basis of the completion of the project are:

- To learn about web application and their workings.
- To use build a room finder web application at the end of the project
- To understand and implement usage of database along with web application.
- To learn about user interface.
- To understand about API programming.
- To deliver a complete functional product at the end of the project

3. Planning Skeleton

Initial and basic plan to develop the project on time was made in this phase below mentioned points are the plans that were made in the initial phase as the mind map before starting the project.

1. Determine the project requirements and specifications:

Create a detailed document that outlines the features, functionality, and user experience of the app.

2. Determine the target audience, market, and competition.

Decide on the technologies, tools, and platforms that will be used for development, testing, deployment, and maintenance.

3. Create a wireframe and design:

Develop a user interface (UI) and user experience (UX) design based on the project requirements and specifications. Create a wireframe of the web app that outlines the layout, navigation, and content of each page.

4. Develop the frontend:

Build the frontend of the web app using React, Bootstrap, HTML, CSS, and Implement responsive design to ensure that the app works on different devices and screen sizes. Implement the features outlined in the project requirements document.

5. Develop the backend:

Choose a backend technology stack such as Node.js, socket. Build the backend of the app that interacts with the database, handles user authentication, and implements the features outlined in the project requirements document. Implement RESTful API endpoints for data exchange between the frontend and backend.

6. Implement database:

Choose a database technology such as MongoDB, PostgreSQL, or MySQL.

7. Design and implement the database schema.

Implement CRUD (Create, Read, Update, Delete) operations to manage the data.

8. Test and Debug:

Test the app's functionality, performance, and security.

Debug and fix issues discovered during testing.

Test the app on different browsers and devices.

9. Create a detailed report of the project.

.