NEW SUMMIT COLLEGE

Tribhuvan University

Faculty of Humanities and Social Science

A PROPOSAL REPORT

On

"Nearby Me: A Frequent Service Finding Platform"

Submitted to

New Summit College

Faculty of Humanities and Social Science

Shantinagar, Kathmandu, Nepal

February 2021

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February, 2022

ABSTRACT

"Nearby Me" is a simple and local service that finds and fixes the application. It is a location-based system. This makes it easier to complete the needy and urgent tasks sometimes within. It gives information about the professionals available in the local area and requests them to provide service on behalf of the client.

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CHAPTER 1
INTRODUCTION

1.1. Overview

The technological age these days has always helped in all fields. There is nothing that is not connected with computer technology. Many services providing apps and services are being built but it is still uncertain what is actually in demand. Every so often, people try to do their work furiously with full flexibility. People can do their bit, help those who deserve it and request those they don't know but are always with them. Hence being more user oriented, we have proposed "Nearby Me" to address the existing issues with respect to the service provider platform.

The proposed system will have several modules to perform its function. The first module is that of the administrator who collects the data and information for further operation, e all systems. Their role is to create multiple work professionals, job categories and tasks. The system administrator updates, manipulates and modifies all system information.

The Second module is the user who search services nearby him. User can filter what service they need with respect to location, time and availability.

1.2. Statement of Problem

The ancient way of getting services has following limitations:

i. Inconvenient and Confusing
ii. Less time friendly
iii. Less availability and accessibility

1.3. Objectives

The main objectives of the project are:

i. To avoid excessive formal work.
ii. To provide fast response.
iii. To ensure the possibility of getting the job done.

1.5. Report Organization

Our report is organized into 5 chapters:

Chapter 1: Introduction

In this section the brief introduction of our project, statement of the problem and its objectives are discussed.

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Chapter 2: Requirement analysis

The previous work related to our projects were studied and different feasibility analysis are summarized in this section.

Chapter 3: System Design

In this section, we have designed the structuring system requirement like system architecture, ER diagram, system flow diagram etc.

Chapter 4: Implementation and Testing

In this section, various implementation method and tools are described. This part also contains the description of various testing and results we got after performing.

Chapter 5: Conclusion and Enhancement

In this section, the actual outcome of entire project according to the objective and the problem statement are summarized. Also the possible future change and enhancement are discussed.

CHAPTER 2
REQUIREMENT ANALYSIS

2.1. Literature Review

2.1.1 FixIT Nepal

FixIT is a mobile marketplace for local services. With the aid of technology, it aim to help customers hire trusted professionals for all their service needs and at the same time assist hardworking service providers to find more jobs. FixIT is a location based application, it ensures swift and timely service for the customers and helps service providers to find jobs in their own locality. [1]

2.1.2 MetLife Nepal

MetLife Nepal customer app is a servicing app for MetLife Nepal's customers. The app allows its users to view their policy details, details of MetLife's plan and products and calculate the premium, send and submit queries and feedbacks to MetLife, etc. It also provides the users the access to all the support information required by MetLife's customers and others.[2]

When the customer is expecting genuine services or support, both tools do not have the capability to acquire work professionals in the field. The proposed system will be useful in ensuring that the service is provided to the customers to overcome the non-availability of the service provider.

2.2. Requirement Analysis

2.2.1 Functional Requirements

Functional requirements identify the provision of the system and the system's reaction to the certain output and how the system should behave in day-to-day basis. This system is mainly focused on providing services.

The functional requirements of "Student Assignment Management System" includes the following tasks: -

1. The user shall be able to login into the system using their unique username and password.
2. The system requires user a complete personal information and queries.

3. The system will allow access to user account after the authentication.
4. The system allows its user to handle and modify the information they provide.
5. The system ensures to get the job done.

2.2.2 Non-Functional Requirements

- **Usability:** The system needs to be usable by every user.
- **Maintenance:** The system needs to be maintainable.
- **Extendable and Scalability:** The system is extendable and scalable for future enhancements.
- **Availability and Accessibility:** The system is available and accessible at any time.
- **Secure**: The system should be secured from unauthorized usage and access.

2.3. Feasibility Analysis

2.3.1. Economic Feasibility

Development of this application is highly economically feasible. The only thing to be done is making an environment with an effective supervision. It is cost effective in the sense that has eliminated the paper work completely. The system is also time effective because the calculations are automated which are made at the end of the month or as per the user requirement.

2.3.2. Technical Feasibility

The system will require any device where browser is supported. So, system is technically feasible.

2.3.3. Operational Feasibility

The system is easy to operate. User requires no special training for operating the system. The system will have three types of users: Admin, Teacher and Student. The system will allow access to users account after authentication.

2.3.4 Schedule Feasibility

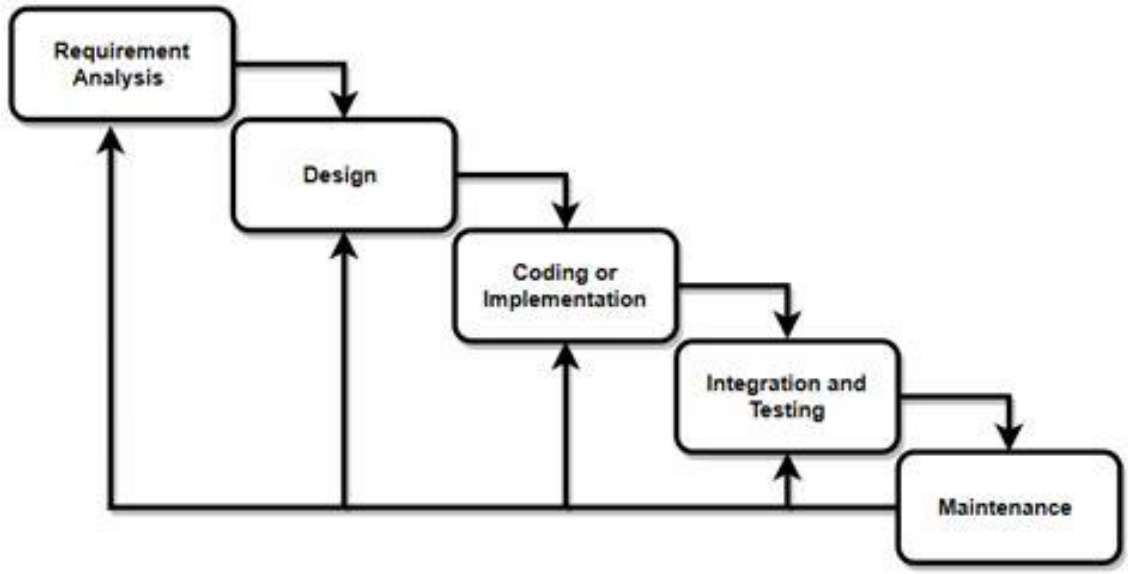
In this we have set our project activity and according to it our project finished on 2nd April and we built our project easily within time and is easily manageable.

Activities/ Working	23th February	3th Jan	5th Mar	15th Mar	27th Mar	2nd Apr
Planning						
Design						
Coding						
Testing						
Operation						
Documentation						

Figure 2.1 Gantt Chart

CHAPTER 3
METHODOLOGY

Waterfall model will be used as SDLC model.



i. Requirement Analysis: The required and necessary things for the proposed system will be gathered here.
ii. Design: The prototype and the system architecture will be built here.
iii. Coding or Implementation: Laravel Language will be used to build the project for backend.
iv. Integration and Testing: Various unit and system testing will be done.
v. Maintenance: Deployment of code for system environment and support.

REFERENCES

[1] https://play.google.com/store/apps/details?id=app.pndc.fixit&hl=en&gl=US

[2] https://play.google.com/store/apps/details?id=com.metlife.nepal.business.consumer&hl=en&gl=US