

SE1 Team 3: Volunteer Portal

18 December 2025

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Agenda

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- 13. Conclusion**

1. Project Overview

Goal:

- Strengthen community engagement by developing a web platform that aims to connect volunteers with local nonprofit organizations
- Making volunteering more accessible, easy and meaningful

Stakeholders:

- Volunteer (Primary)
- Non-profit Organization (Primary)
- Website Admins (Secondary)
- Local Government (External)
- Developers (Hidden)

2. Requirements - Functional Requirements

Functional Requirements

The system must:

- Allow organizations to create accounts
- Allow organizations to edit their organization profile information
- Allow volunteers to create an account
- Allow volunteers to edit their volunteer profile information
- Allow organizations to create, edit, and delete volunteering opportunities
- Allow volunteers to browse and filter available volunteering opportunities
- Allow volunteers to apply to volunteering opportunities
- Notify organizations when a volunteer applies to an opportunity
- Allow organizations to accept or reject volunteer applications
- Notify volunteers of changes in their application status.
- Allow volunteers to report inappropriate or suspicious opportunities
- Allow administrators to review and verify nonprofit organization accounts

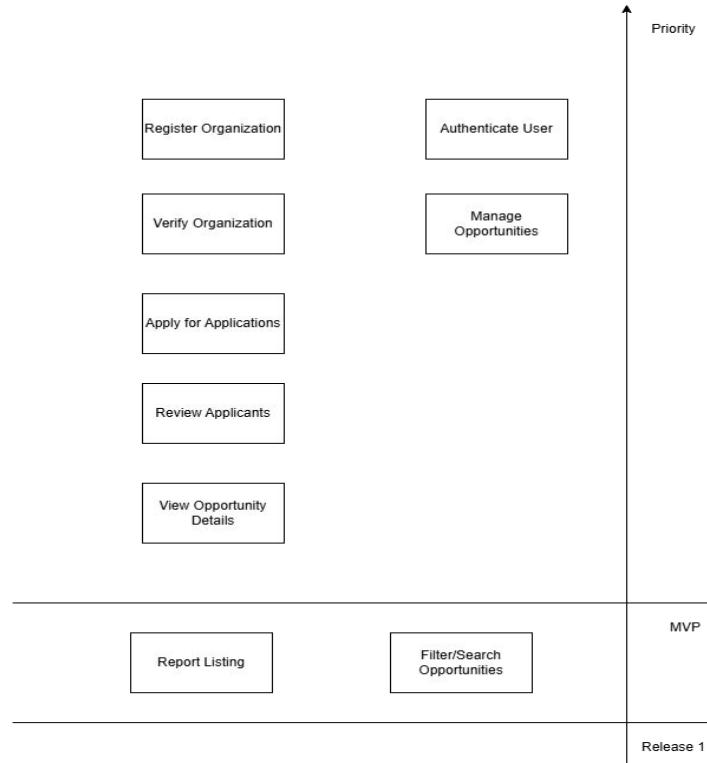
3. Requirements - Non-Functional Requirements

- The system must support at least 100 concurrent authenticated users while maintaining functional availability
- The system must ensure that the Largest Contentful Paint (LCP) occurs within 2.5 seconds for at least 75% of user sessions under normal load
- All client–server communications must be encrypted using HTTPS with TLS 1.2 or higher
- The system must be responsive and usable on desktop and mobile devices, and comply with WCAG 2.1 AA accessibility guidelines
- Access to system functionalities must be restricted based on user roles using server-side authorization checks
- The backend must be structured into independent modules for authentication, user management, opportunity management, and application management, with no direct database access outside each module's data layer
- User-triggered navigation or state updates must provide visible feedback within 200 ms in at least 90% of interactions

4. Use Cases

- UC-01: Moderate Listings
- UC-02: Apply for Opportunity
- UC-03: Filter/Search Opportunities
- UC-04: Manage Opportunities
- UC-05: View Opportunity Details
- UC-06: Verify Organization
- UC-07: Authenticate User
- UC-08: Explore Opportunities
- UC-09: Register Organization
- UC-10: Send Notification
- UC-11: Report Listing
- UC-12: Manage User Access
- UC-13: Review Applicants
- UC-14: Manage Applications

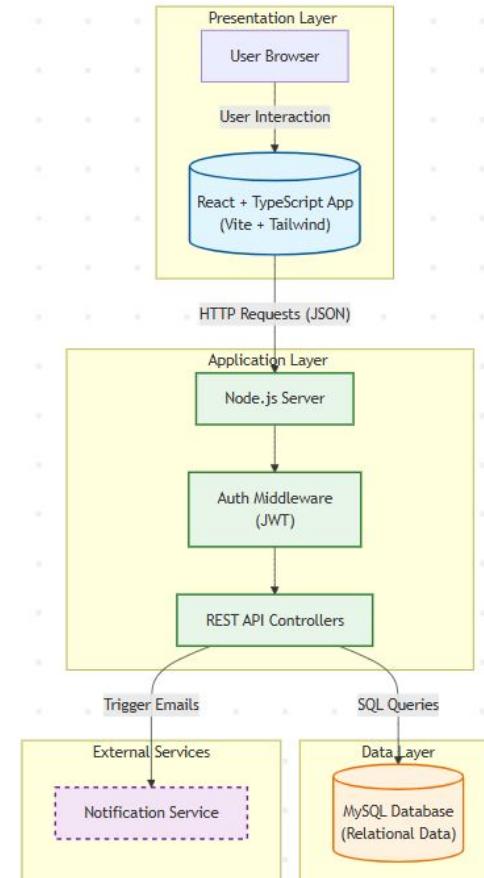
5.Core Use Cases for MVP



6. System Architecture Overview

Architectural Style: Client-Server Architecture (Three-Tier).

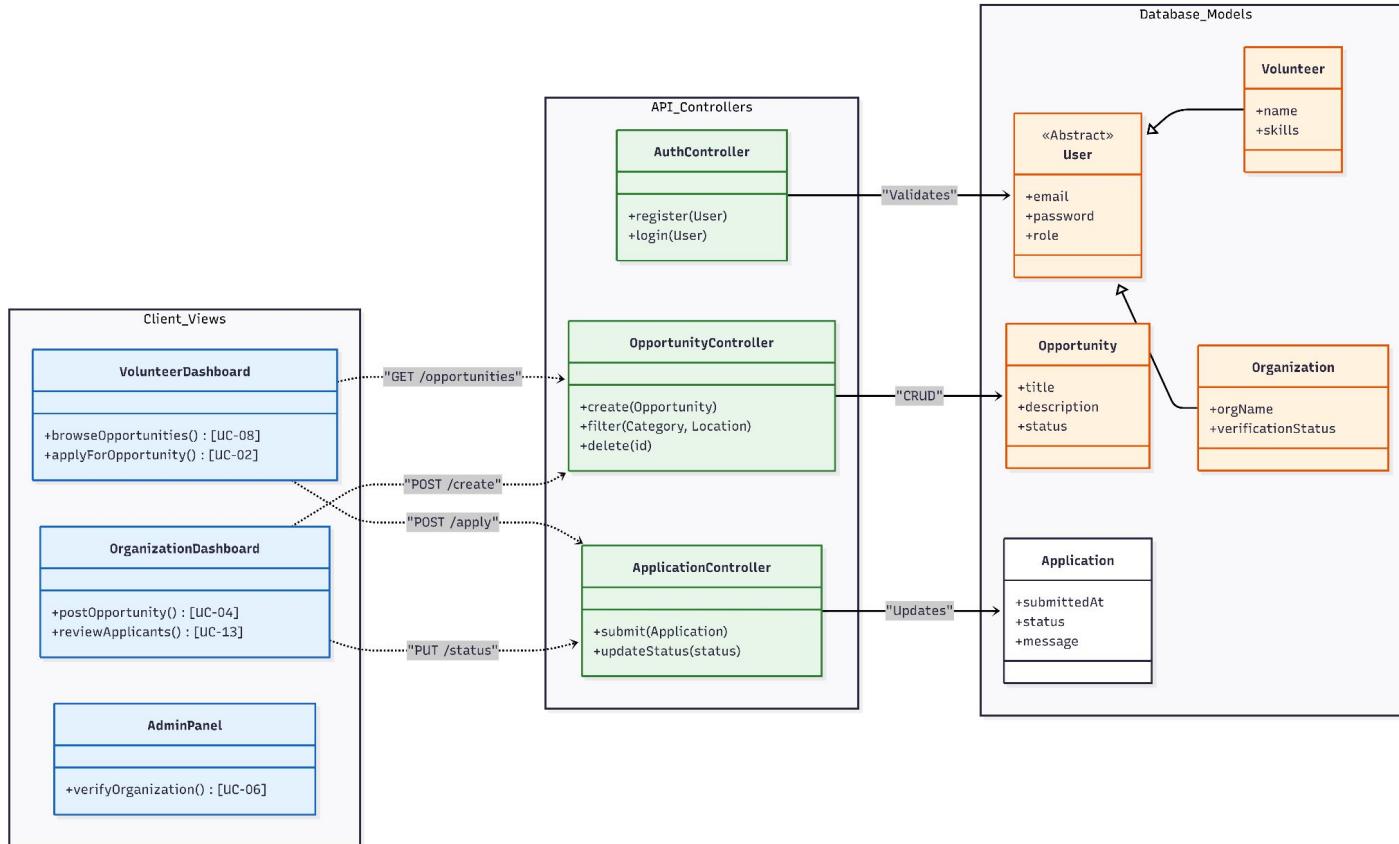
- **Frontend (Presentation Layer):**
 - **Framework:** React + TypeScript (ensures type safety and component reusability).
 - **Responsibility:** Handles user interactions (Volunteers browsing, Organizations posting) and communicates with the backend via REST API.
- **Backend (Application Layer):**
 - **Runtime:** Node.js.
 - **Responsibility:** Processes business logic (e.g., verifying organizations, handling applications) and manages authentication.
- **Database (Data Layer):**
 - **System:** MySQL.
 - **Responsibility:** Stores persistent data including User profiles, Opportunities, and Application statuses.
- **Data Flow:**
 - Frontend sends **HTTP Requests** (GET/POST) → Backend processes logic → Database executes **SQL Queries**



7. Architecture - Component Structure

- **Backend Structure (MVC Pattern):**
 - **Models (Data Entities):** Directly mapped from the Domain Model:
 - `User` (Abstract parent for Volunteer/Organization)
 - `Opportunity` (Attributes: title, location, status)
 - `Application` (Association between Volunteer and Opportunity)
 - **Controllers (Logic):**
 - `AuthController`: Handles login/registration and role-based access.
 - `OpportunityController`: Manages posting, editing, and deleting opportunities (FR2).
 - `AdminController`: Logic for verifying nonprofit accounts (FR6).
- **Frontend Structure (React Components):**
 - **Pages (Routes):**
 - `Home/LandingPage`
 - `BrowseOpportunities` (Implements filtering/searching - FR3).
 - `Dashboard` (Organization view for managing posts).
 - **Components (Reusable UI):**
 - `OpportunityCard` (Displays individual listing details).
 - `ApplicationForm` (Modal or section for applying).
 - `NavBar` (Context-aware based on user role).

7. Architecture - Component Structure



8. Development - Decisions

Development Approach

- Agile development using Kanban
- Iterative implementation (Sprints) focused on MVP delivery
- Tasks managed with GitHub Projects

Testing & CI

- Tests executed on each commit and pull request
- GitHub CI pipeline ensures code stability

Architecture Priority

- Client-server architecture
- Functional MVP over visual polish

The screenshot shows two main sections of the GitHub interface. On the left, the GitHub Actions page displays a list of workflow runs. One run is shown in detail, titled 'All workflows' with 36 runs. The run details show a green checkmark for 'Update Documentation', a green checkmark for 'Fix', and a green checkmark for 'commit'. On the right, the GitHub Projects page shows a 'VolunteerPortal – Sprint Board' board. The board has three columns: 'Todo', 'In Progress', and 'Done'. Under 'Todo', there is one item: 'Initialize backend folder structure'. Under 'In Progress', there is one item: 'Initialize frontend (React + Vite + Tailwind)'. Under 'Done', there are nine items, all with green checkmarks and completed status.

This screenshot shows the 'VolunteerPortal – Sprint Board' in GitHub Projects. The board is divided into three columns: 'Todo', 'In Progress', and 'Done'. The 'Todo' column contains one item: 'Initialize backend folder structure'. The 'In Progress' column contains one item: 'Initialize frontend (React + Vite + Tailwind)'. The 'Done' column contains nine items, all with green checkmarks and completed status. Each card includes a small profile picture, a 'PO' button, a 'Sprint 1' button, and a number '1' indicating the count of tasks in the sprint.

9. Development - Design

- **Use Case Descriptions**
Functional requirements expressed as detailed use case descriptions
- **What the User Sees → Frontend**
UI components and pages implementing the use case
- **What the System Processes → Backend**
Controllers and services handling business logic
- **What Data We Need → Database**
Entities, relationships, and queries supporting the use case
- **Implementation**
Use case flows refined with sequence diagrams and translated into code

11.What worked, what didn't and what was learnt

What worked

- **Kanban board** for task tracking and visibility
- **Sprint organization** to structure the workflow
- **Weekly meetings + Discord–GitHub sync** to keep everyone aligned

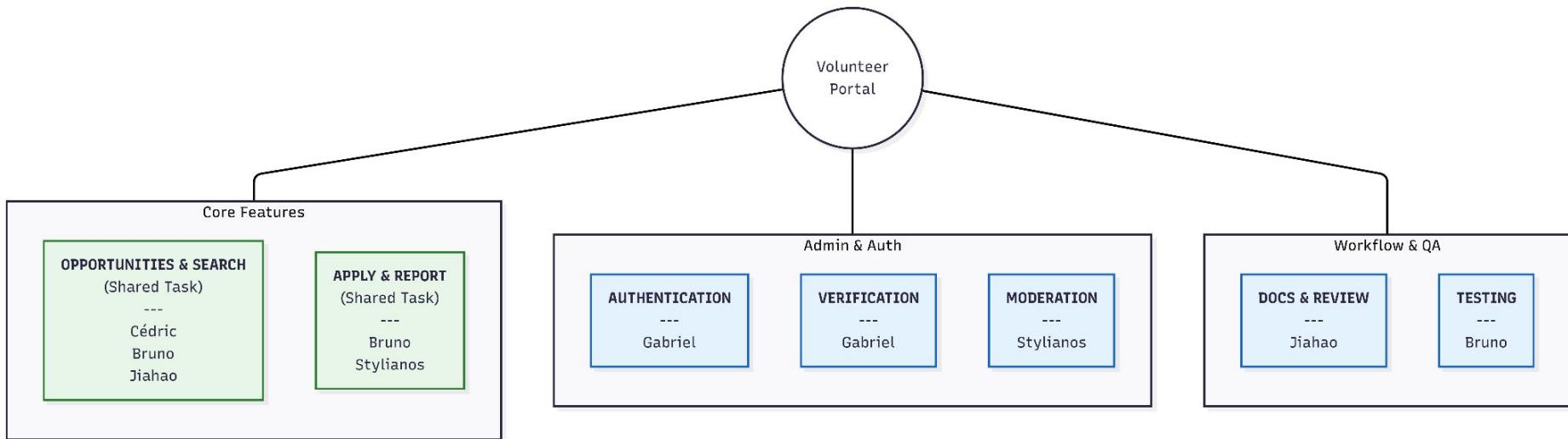
What didn't work

- **Communication issues**
- Work was sometimes **duplicated**
- **Multiple people** on the **same task** without coordination

What we learned

- Communicate earlier and more clearly within the team
- Define clear roles for larger or shared tasks
- Better-structured meetings improve coordination

12. Contributions



13. Conclusion

- Delivered a functional **MVP Volunteer Portal**
- Met core requirements using a **three-tier architecture**
- Enabled volunteers, organizations, and admins to interact effectively
- Agile development supported iterative progress
- Project provides a solid base for future improvements

10.MVP Demo

Different Points of view (POV)

- Volunteer
- Organization
- Admin

Display of the main functionalities

- Authentication
- Application
- Verification



End of Presentation

**Thank you for
listening!**