

Problem Statement

Different clubs and committees of pulchowk campus organize various events regularly, they advertise about it in their own pages and discord servers. However, we lack an organized system where every notice about college's events is organized. We also lack a calendar system where all the events' timeline is arranged. In addition to that, connecting to campus Wi-Fi is a hassle as we must type our credentials every time, we have to use the Wi-Fi. There is also no systematic way for clubs and individuals to contact FSU.

Proposed Solution

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This app will have everything a pulchowk student needs.

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To solve the afore mentioned problems, we have planned to develop an app. This app will have everything a Pulchowk student needs. It will have a social media like interface, notice section where FSU and other clubs under FSU can post their notice with reactions and comments available. We also planned to create a calendar within the app that shows the timeline of all events along with their registration date so no one will miss any event. We also have developed a system that logs in to the campus Wi-Fi with just a click. We will use the campus mail for authentication for individual students and clubs can be verified in the app by FSU. FSU can decide which clubs can post and all posts must be validated by FSU. Along with that, we plan to make a system from which we can directly register for events within the app. The notice regarding events will also be directly saved to the calendar for easy access.

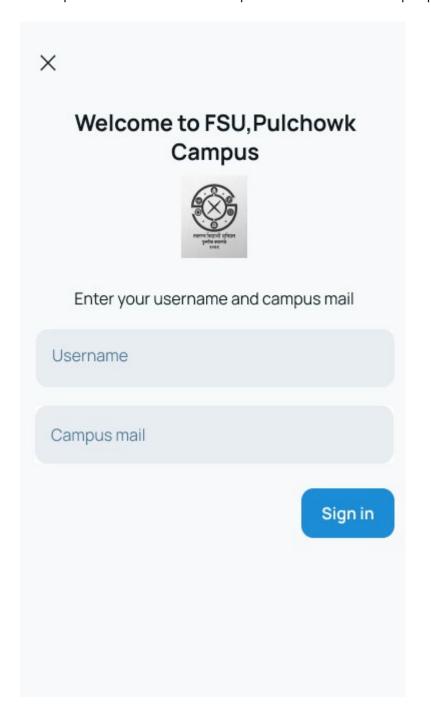
System Study

FSU app Contains Following Features

- 1. Authentication
- 2. Home page
- 3. Campus Wi-Fi Login
- 4. Calendar
- 5. Contact FSU
- 6. About FSU

1. Authentication

The app will ask for username and Campus email for registration. A verification code will be sent to the entered mail to verify the user. Campus clubs can be authenticated by the club's email address. When opening the app for the first time a login page will appear where the user can input their Name and campus mail. Below is the proposed design of UI of login page.



2. Home Page

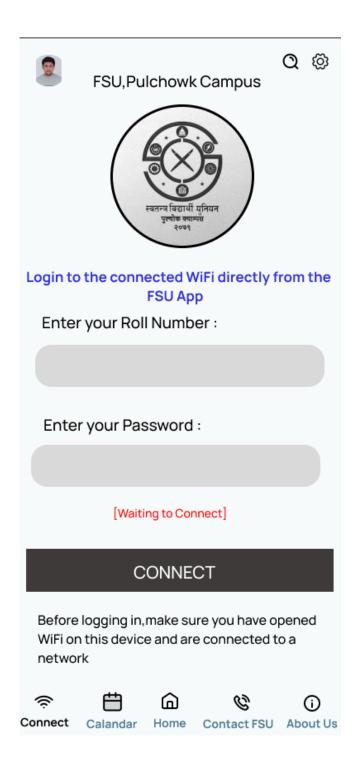
After logging in, the user will be greeted with a notice feed. It will act as a homepage for the application. In here, the notice published by FSU and other clubs will be visible in a social media like interface, it will also include reactions and comments. If the notice if of events, then there will be an option to register for the event from the feed itself. Here's a prototype of how it's planned to look like-



3. Campus Wi-Fi login

Our team had previously developed a campus Wi-Fi connector app, same logic will be integrated here to login to any Campus operated router. Here's the screenshot of our previous app and the login portal in FSU app, the user has to enter their credentials here once, after that they can automatically.

CITPC CONNECTOR Login To Any Campus-Operated Router Before logging in, please make sure you have opened WiFi on this device and are connected to a network. **USERNAME** 080bel009 **PASSWORD** ***** Login successful CONNECT Developed By ©BEL2080AB



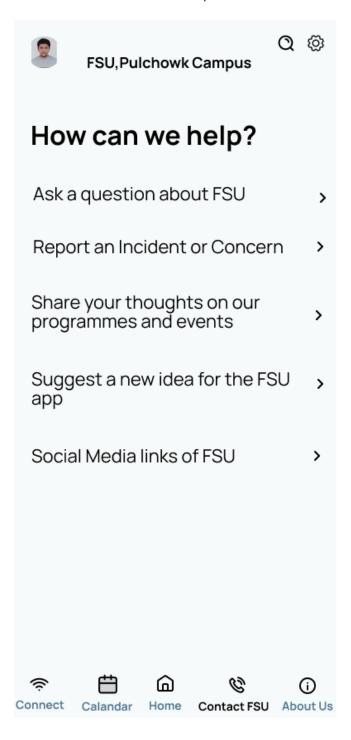
4.Calendar

There will be a calendar system integrated in the app that will show all upcoming campus events. While posting a notice, it'll be automatically added to the calendar.



5.Contact FSU

There will be a portal in the app where users can directly contact FSU. They can leave their feedback or submit their queries there.



6.About us

In this section, there will be an introduction of FSU and FSU committee members.



COMMITTEE

(2)	President		Biraj Aryal	
0	Vice President		Gaurav Bhattarai Jared	
(2)	Secretary		Bigyan Pradhan	
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Timeline

Following is the expected time needed to complete the project-

- 1. Planning: Define goals, feasibility, and project plan. (1 WEEK)
- 2. Requirement Analysis: Gather and document functional/non-functional requirements. (1 week)
- 3. System Design: Create architecture, technical specs, and UI/UX prototypes (.2 Week)
- 4. Implementation: Develop and code the system. (3 week)
- 5. Testing: Identify bugs through various testing types and fix them. (1 week)
- 6. Deployment: Deliver the system to production. (1 week)
- 7. Maintenance: Monitor, update, and improve the system post-deployment. (lifetime)

Budget-