**Product Requirements Document**

| Project Name | FundMe |
| --- | --- |
| Project Details | Parents nowadays find it difficult to pay their children school fees and even some children do not have decent uniforms or bags or books and some do not have seats. It is possible to build an app where I can pick a student to fund, to provide all or some of the things they lack |
| Documentation Status | Ongoing |
| Target Release | July |
| Project Manager | Lami |
| Mentor | Sophisticated Dev |
| Team Lead | Dejavu |
| Epics/Features | Authentication and authorization  Dashboard for both donors and beneficiaries  Anonymous donation  Withdraw to wallet  Scheduled donations (in the future) |

# **Objective**

FundMe provides a solution that allows students who don't have the required resources (such has books, school fees, uniforms), to seek for financial help to continue their education.

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# **Goals**

1. To provide a general database of students who are in need
2. To provide students with a platform to seek financial assistance

# **Background Context**

Education is perceived as a very important tool in this part of the world. Anyone who did not go to school or complete his education is always tagged as illiterate. Unfortunately, not everyone has access to it. Some of the reasons being that the parents of the students are not financially buoyant to send their wards to school, to get the necessary materials like text books, school uniforms and sandals.

FundMe was created as an avenue for students to solve this problem. Students can sign up as a beneficiary, upload the required documents to prove their claim of being a student, choose a cause where they need help and start a FundMe campaign. The donor can then browse through categories of causes and help a student in need. When the campaign goal has been reached, the beneficiary withdraws from his wallet to his local bank account.

# **Success Metrics**

List goals and the metrics you’ll use to judge its success

| Goal | Metric |
| --- | --- |
| Simplified donation process | >90% of recurring donors |
| Beneficiaries supported | >90% students were able to meet campaign goals in time |
|  |  |
|  |  |

# **Target Audience**

Who are we building for and how will they interact with this new feature:

1. Students without adequate funds can create campaigns to request for financial assistance
2. Donors can provide financial assistance according to the categories of their choice (school books, school fees, uniforms, etc)

# **2. Dependencies/Prerequisites**

Add the dependencies or platform that this work is dependent on before the feature can be completed

# **3. User Flow**

<https://www.figma.com/file/rY1yD7sylIGziM186TvugK/PJT-69-User-Flow?node-id=0%3A1>

**4. Important Links**

| **Figma Board** | <https://www.figma.com/file/3fROaXfCJ6bd0chgTOwao1>  (Switch to page 2 for Hi Fi) |
| --- | --- |
| **FE Repo** |  |
| **BE Repo** |  |
| **Mobile Repo** |  |
| **Frontend Staging URL** |  |
| **Backend Staging URL** |  |
| **Frontend Production URL** |  |
| **Backend Production URL** |  |
| **Active Members and Track List Record** | [PJT-69](https://docs.google.com/spreadsheets/d/1_wC4yp_7VbBRvr-BG70MYFdRghL9rfo2IvOU1ataFiU/edit#gid=959906970) |

# **5. Features**

Add the name of the feature or initiative

| S/N | Requirement |
| --- | --- |
| 1 | **Pages when logged out**   1. Landing Page 2. Testimonials 3. About Us 4. Statistics 5. Collaborators 6. Privacy Policy 7. Contact Us 8. Terms of Use |
| 2 | **Authentication and Authorization**   1. Users (donors and beneficiary) are onboarded into the sign up or log in page 2. Users can log in via social media accounts 3. Users can request for a password reset (forgot password) 4. Users can use the "Remember Me" feature to avoid re entry of log in details |
| 3 | **Donor Dashboard**   1. View how much spent on donations, total causes supported, pending donations 2. List of causes to support 3. History of donation 4. Profile settings   **Beneficiary Dashboard**   1. View number of campaigns started, ongoing campaigns 2. Wallet with total amount gathered |
| 4 |  |
|  |  |