

Pet adoption and lost/found platform

Project Final Report



Team members

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# ABSTRACT

**Summary:**

The "Pet Adoption and Lost/Found Platform" is a comprehensive web application designed to facilitate the connection between individuals interested in pet adoption and reputable animal shelters. The platform boasts a user-friendly interface, enabling users to create profiles, browse adoptable pets, submit adoption requests, and share information about lost or found pets.Admins ensure platform functionality and security, while community resources and support channels enhance the overall pet adoption experience.

**Key Outcomes:**

* Increased Adoption Rates: The platform aims to increase pet adoption rates by providing a user-friendly interface for potential adopters to explore available pets and initiate adoption processes.
* Efficient Lost/Found Pet Reunification: The streamlined reporting system aims to enhance the efficiency of reuniting lost pets with their owners through quick and accurate matching.
* Enhanced User Engagement: The inclusion of features like contact forms and user profile editing contributes to increased user engagement, satisfaction, and a sense of community.

**Contributions:**

**REVIEW**

# INTRODUCTION

**Project Overview:**

**Project Objective:**

**Context and problem statement:**

# PROJECT SCOPE

**Project Scope:**

**Features and Functionalities:**

**Constraints and Limitations:**

**Target Audience**

# REQUIREMENT ANALYSIS

**Requirement gathering process:**

**Functional Requirements:**

**Non-Functional Requirements:**

**User Story and Use Cases:**

**Changes or updates to requirements during the project:**

# PROJECT MANAGEMENT

**JIRA:  
GIT:  
TESTCOLLAB:**

# PROJECT PLANNING

**GANNT CHART:**

**BURNDOWN CHART:**

**REASONS FOR DEVIATION:**

**TASKS AND RESPONSIBILITIES:**

# DESIGN AND ARCHITECTURE

**ARCHITECTURE:  
SEQUENCE DIAGRAM:**

**ER DIRAGRAM:**

# IMPLEMENTATION

**Development environment and tools:**

**Major component or modules:**

**Challenges during implementation:**

**Third party libraries or frameworks:**

# TESTING

**Testing Strategy: for unit,integration,system and uat**

**Test Cases and results: Manual and automation testing results**

**Bugs Management:**

# MAINTENANCE

**Outline of ongoing maintenance:**

**Updates, patches and bug fixing management:**

**Scalability and future proofing considerations:**

# CONCLUSION

Summarize the project's outcome and achievements. Reflect on lessons learned and areas for  
improvement

# RECOMMENDATIONS

**Future Scope:**

# REFERENCES