

Idea 1: University Event & Club Management System

What kind of app would it be?

A web platform where students can browse and register for university events, join clubs, and track participation. Admins (club leaders or faculty) can post events, manage members, and view statistics.

Who is this project for?

University students, clubs, and administration.

What needs will it satisfy?

Makes it easier to connect students with campus life, reduces event promotion overhead, and builds community.

Idea 2: Peer-to-Peer Learning Platform

What kind of app would it be?

A platform where users can offer short lessons or skill-sharing sessions (e.g., “Learn Java Basics,” “Cooking Armenian Cuisine”). Others can browse and register.

Who is this project for?

Students, hobbyists or professionals who want to learn or teach skills informally.

What needs will it satisfy?

Makes knowledge-sharing more accessible and creates a community of learners and mentors.

High-Level Overview of the Chosen Project

Chosen Idea: University Event & Club Management System

App Type: A web application for managing student clubs and events.

Target Users: University students, clubs, and administrators.

Key Needs Addressed:

- Students can discover and register for events.
- Clubs can manage memberships and event sign-ups.
- Admins can track participation and engagement.

This will be a web-based system for connecting students with university events and clubs. Students can browse and register for events, clubs can manage memberships, and administrators can monitor participation trends through dashboards. The system includes role-based access for different types of users.

Git Repository: [elllizzzzza/capstone-project](https://github.com/elllizzzzza/capstone-project)

Task Tracking Service:

<https://trello.com/invite/b/68c05bf31d147dd2adef1492/ATTI89c8d9f25a0a60dde4f2207a82ea2382F3B246F1/capstoneproject>