HOSTEL ROOM ALLOCATION & MAINTENANCE

CLICKABLE PROTOTYPE (CODE-FIRST) - HOW TO USE & EXPLAIN

What we worked om:

A simple HTML/CSS prototype with no backend to demo 3 flows:

1) Student requests a room and checks status

2) Staff allocates a room to a student

3) Student submits a maintenance request; Staff updates work orders

We have no server needed; files are static......

Structure::

1. index.html --- the fake "login" to choose role

2. styles.css --- shared styles

3. student/dashboard.html --- student home

4. student/request-room.html --- room request form

5. student/request-status.html --- status with pending/allocated/error

6. student/maintenance.html --- maintenance request form

7. staff/dashboard.html --- staff home

8. staff/allocate-room.html --- allocate rooms (simulated)

9. staff/work-orders.html --- update maintenance tickets

How to demo::

1) Login as Student -- Start Room Request -- fill and submit

- You'll land on "My Status" with Pending state.

2) Switch to Staff --- Allocate Room --- click Allocate for a student

- This simulates success and opens Student Status with Allocated.

3) Student --- Maintenance --- submit a new ticket

- Staff - Work Orders -- change status from Open --- In Progress --- Done.

What's real vs fake::

1. Real: navigation, UI components, clickable flows, success/error states.
2. Fake: authentication, data storage, policies, and backend logic.

Why we chose code-first::

- Faster than high-fidelity design for small teams.
- Stakeholders see something that feels like the final app.
- Easy to extend later into a real app.

Talking points for peers

1. Roles: we simulate Student and Staff without real login.

2. Room Allocation flow: request ==> staff assigns ==> student sees status.

3. Maintenance flow: student opens ticket ==> staff updates ==> student sees progress (demo via staff page).

4. Constraints: prototype only; no database or security yet.

Anticipated Questions:

1. Can this be mobile? Yes, but we focused on desktop for speed.

2. Can we integrate real data? Later; this phase is for validation only.

3. Is this the final UI? It's a baseline; we can polish after feedback.

END