

MODULES - KOODE

MODULE 1 - Admin Home

1. **Login / Logout** - Admin can log in using predefined username and password, and can also end the session using the logout button
2. **Dashboard** - gives an overview of the users and report from users

MODULE 2 - Admin User Management

1. **Block User** - Admin can ban a user from the app.
2. **Search User** - Admin can search for user/s and get their info/s.

MODULE 2 - Admin Report Management

1. **Reply User** - Admin can reply to any user who has raised any problem and take any necessary actions.

MODULE 3 - Admin Preference Management

1. Here admin will receive requests from users to add specific preferences for the users
2. Admin can either accept/Deny the request

MODULE 4 - Users Home

1. **User Login** - User needs to log in with his credentials to enter the website
2. **User Signup** - The user can become a member of the app using the signup option and provide his credentials, which he can later use to log in.

3. **Browse Category** - The users are split into categories and subcategories/ brands by their preferences

MODULE 5 - Matched Users

1. **User Details** - Every User needs to have some info about it. Here there are some pictures of the user. And there is also a description of the said user.
2. **Add to Matches** - Add user to matches.

MODULE 6 - Profile

1. **Change Password** - Users can change their password and set a new one.
2. **Add Profile Pic** - Users can change their profile pic and add pictures as well.
3. **Edit Details** - Users can change their address and personal info.
4. **Matches** - See matched users
5. **Message** - See the messages from matches

MODULE 7 - Notifications

1. **Content** - Will have the content of the Notifications of any logged in user.
2. Notification will arise whenever any user likes another user.

MODULE 8 -Message

1. Users can chat with other users whenever there is a match.
2. When a user receives a message the user will receive real time notification

3. Users will be able to know the users that are online