**Team Name:** Confourmus

**Team Members and Roles**: Borromeo, Jacob – Project Leader

Mendoza, Gio Niño – Assistant Project Leader

Valenzona, Mark Joseph – Librarian/Configuration Manager

Chin, Julius Adrian – Recorder

**Software Project Category:** Education

**Software Name:** U-EASY

1. **Statement of Need**

Students pay for the services that the school offers through the means of their amenities. But majority of the students are not even aware that these amenities exists for their usage. This results to amenities being under-used and students not being able to maximize their academic and university experience as well.

In addition, the means of reserving classrooms and other facilities is laborious a process as interested personnel would have to check the availability of each classroom or facility by going to their respective departments.

1. **The software as response to the needs**

The software will serve as an avenue of information with regards to what the university has to offer. It will help students and faculties alike be able to further their knowledge, their appreciation for the university, and also maximize their academic and/or university experience. Not only that but the software will also minimize the laborious process of reserving amenities as it provides information to the actual schedules of each classrooms or facilities.

1. **The vision/aim/goal of the software**

The main goal of the software is to help students and faculties maximize their university experience and also promote awareness with matters regarding their beloved Alma Mater.

1. **The software’s main functionalities**

• Provides a detailed campus map to users.

• Allows users to search for amenities

• Allows users to view detailed information of an amenity.