

INTRODUCTION:

HousemateHeaven is intended to be an mobile application that will be an ease to university student in finding housemate or roommate during their university years. This application will be using Flutter as a backbone of the project. Student can expect that this application will be a good application for them in solving their finding in searching for person to share house with.

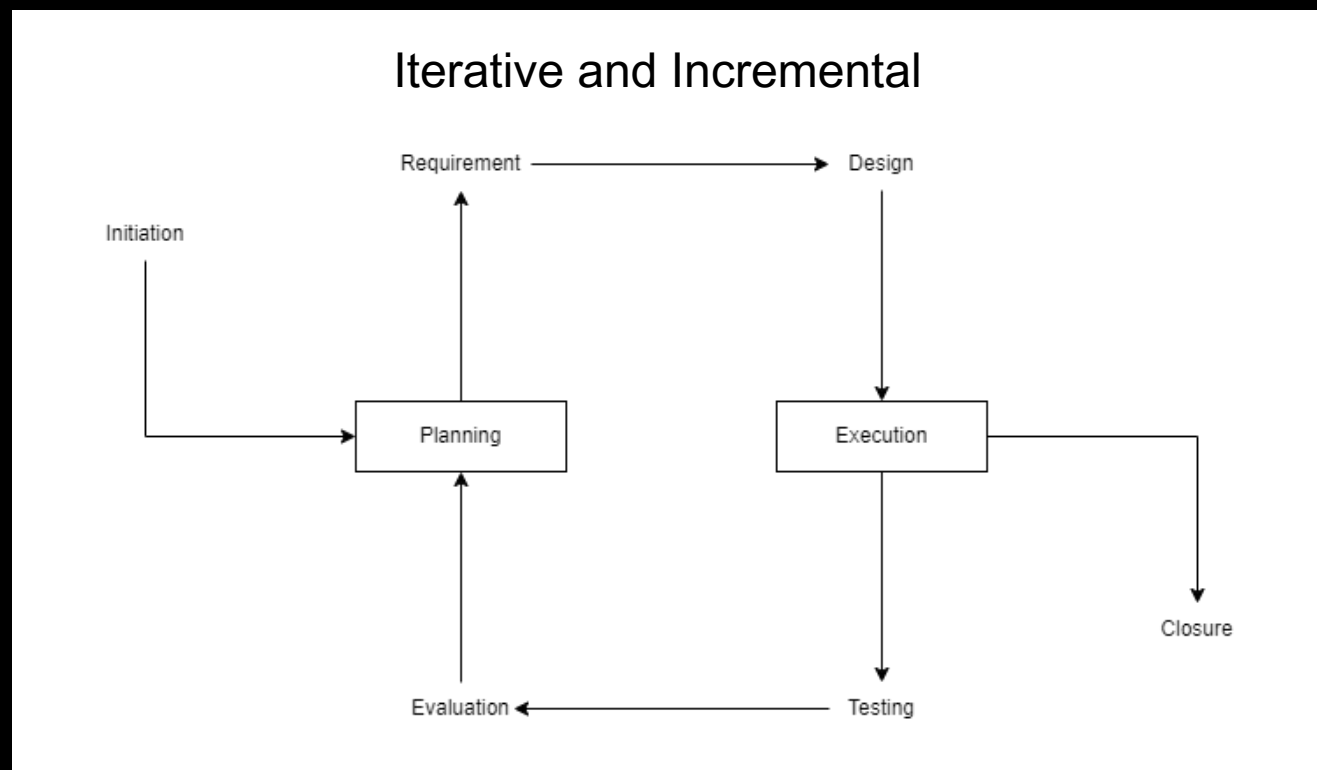
PROBLEM STATEMENTS:

- 1.Problem in finding housemate.
- 2.Difficulty to find similar application that focus in Malaysia.
- 3.Rental is high in certain place.

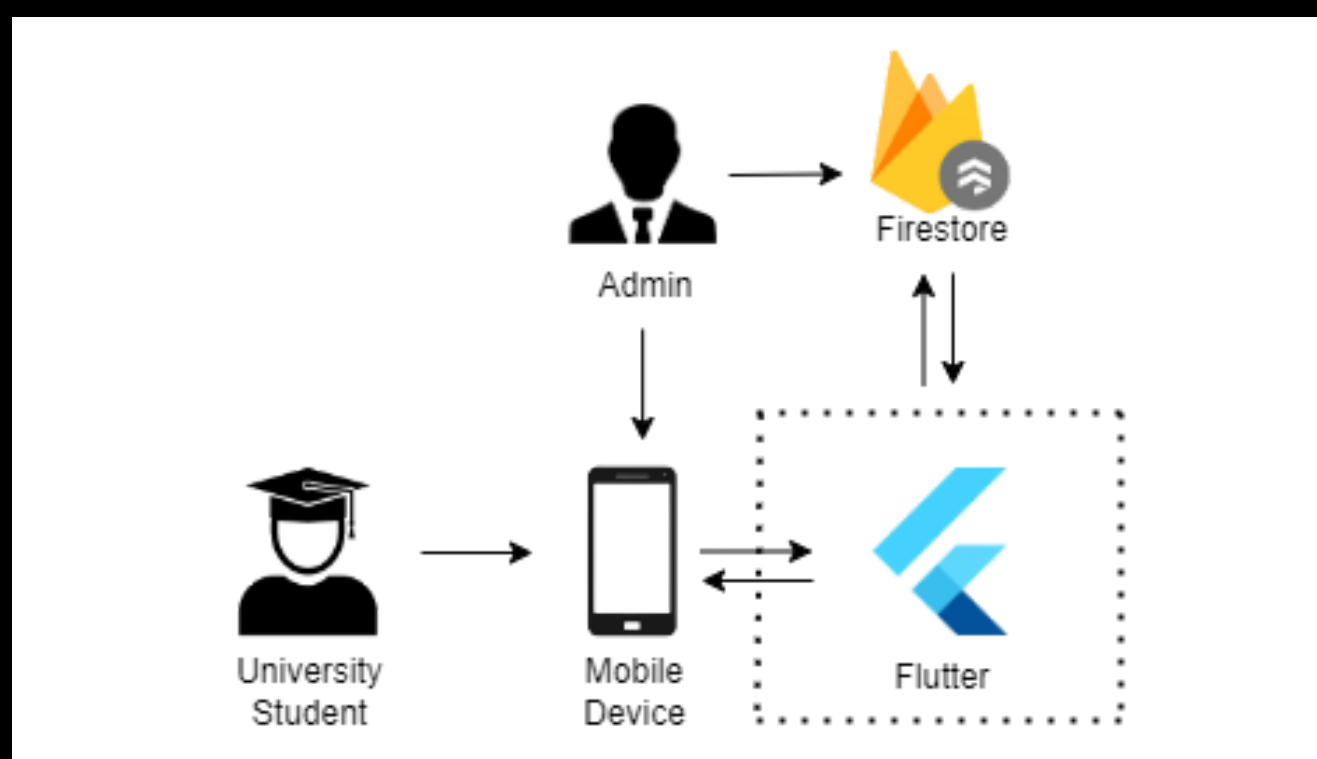
OBJECTIVES:

- 1.To study the requirements in developing a mobile application for finding housemate, which is named as HousemateHeaven mobile application.
- 2.To design a good functional application with a nice looking interface.
- 3.To develop the HousemateHeaven application using iterative and incremental model in SDLC methodology

METHODOLOGY:



SYSTEM ARCHITECTURE :



SYSTEM:

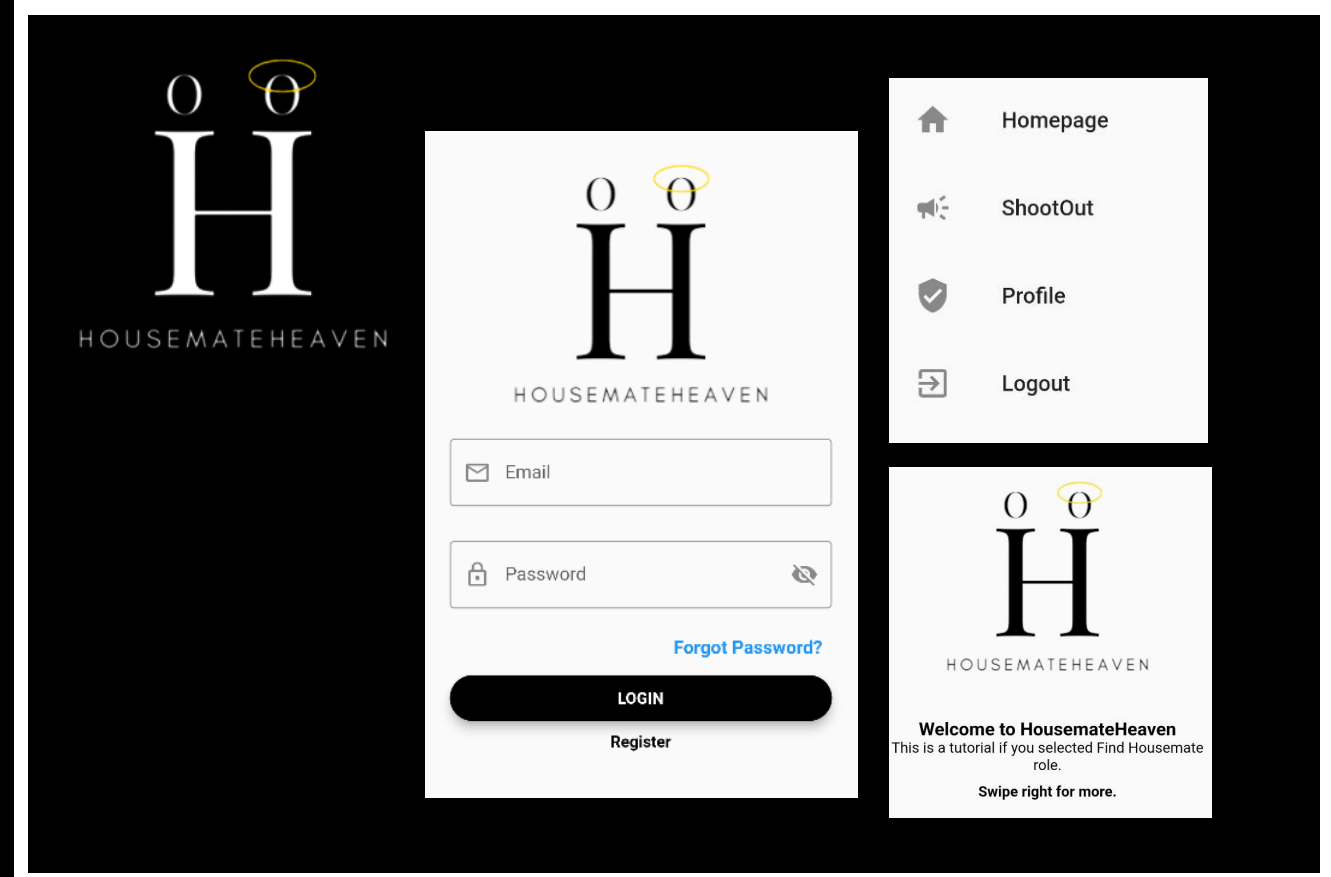
System Description

HousemateHeaven is a mobile application that is designed to simplify the process of finding housemate. The application aim is to provide a user-friendly application that can be used by university student easily.

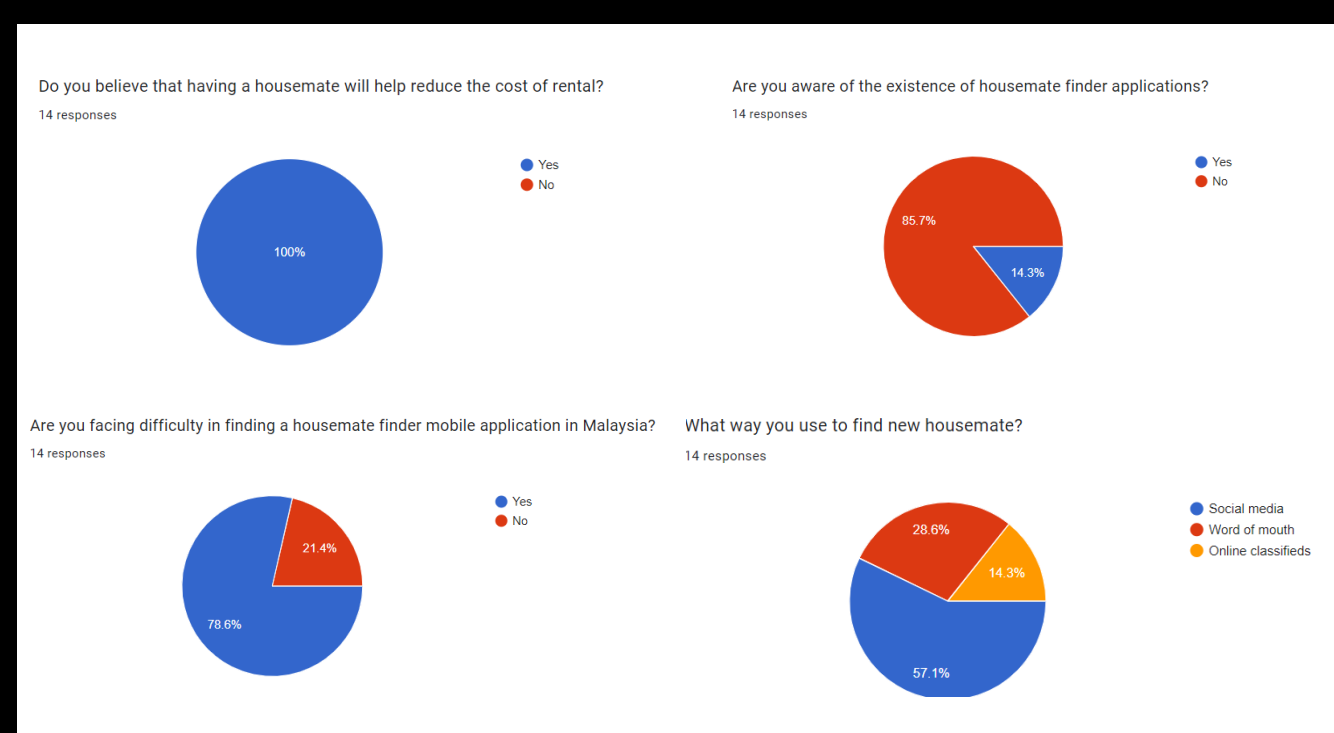
System Features

-  Finding user's post
-  Create and display form that user has created
-  Tutorial to use the application

Graphical User Interface



RESULTS:



COMMERCIALIZATION:



Malaysia
University Student