

Gujarat Technological University

Chandkheda, Ahmedabad

Affiliated



Government Engineering Collage, Modasa

A report on-

Animal Friend

Under a subject of Design Engineering – 2A (3150001)

BE 3rd Year, 5th semester (Computer Engineering)

Submitted by:

Group (403191)

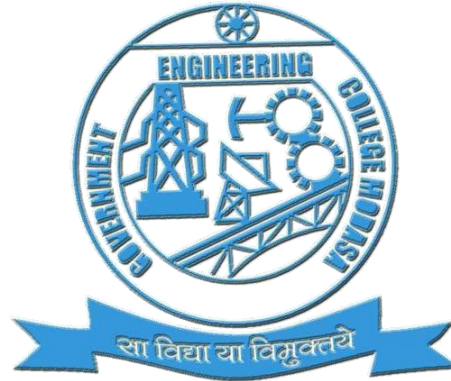
Sr. no.	Name	Enroll.no
1	TAHKOR MAYURKUMAR SHAILEHSBHAI	200160107078
2	PATEL DEEPKUMAR PANKAJBHAI	200160107122
3	GAJJAR UMANG BHAVESHKUMAR	200160107087

Government Engineering Collage, Modasa

Department of computer engineering and Information Technology

Academic Year

2022-23



Certificate

This is to certify that the Project entitled “ Animal Friend ” has been prepared by Thakor Mayur (200160107078), Patel Deep (200160107122), Gajjar Umang (200160107087) in the subject of DESIGN ENGINEERING - 2A under my guidance in partial fulfillment of the degree of Bachelor of Engineering in Computer Engineering (5th Semester) of Gujarat Technological University, Ahmedabad during the academic year 2022-23.

Date: 29/11/ 2022

Place: GEC, Modasa

Project Guide

NEHAL CHAUDHARY

Head of Department

Table of Contents

ACKNOWLEDGMENT.....	3
ABSTRACT.....	4
INTRODUCTION	5
INTRODUCTION TO THE WEB TECHNOLOGIES	3
PROBLEM DEFINITION & DEMO SOLUTION	10
EXPLANATION OF ALL CANVAS	11
MONTHLY ASSESSMENT	
PROTOTYPE	18
CONCLUSION.....	20
FUTURE SCOPE.....	19

ACKNOWLEDGMENT

It has been a great privilege to work, right from the conceptualization of the topic of the report work of this project, under the guidance of my respected guide Ms. CHOWDHARY NEHAL SURESHBHAI, lecturer in Computer Engineering Department.

We fill very much elevated in preparing the project report on ANIMAL FRIEND

Despite our best efforts it is possible that some errors and mistakes may have gone unnoticed. We shall be great to the faculty who will kindly bring these mistakes to our notice. Suggestions from the faculties are most welcomed.

We would also like to thank the Head of Department MR. M B Chaudhari & staff Members of Computer Engineering Department, for their support during the work schedule.

Finally, & most importantly, we would like to thank our friends and families for their continuous support throughout all our endeavours.

SR. NO.	TEAM MEMBER'S NAME	ENROLLMENT NO.
1.	THAKOR MAYURKUMAR SHILESHBHAI	200160107078
2.	UMANG BHAVESHKUMAR GAJJAR	200160107087
3.	PATEL DEEPKUMAR PANKAJBHAI	200160107122

ABSTRACT

Drawing the idea from the influence of social networking sites on our day-to-day life and web application for the betterment of pets that will be developed by using the concept of native web application development Animal welfare and Wellness web is a web-based application wherein the welfare of pet animals is taken care of. It is a place where stray, lost, abandoned, or surrendered pets are brought and severed, Rescue of Animals.

Project Keyword:

ANIMAL PROTECTION

NGO FINDER

PET SHOP

INTRODUCTION

It is our idea about how present technology can help all Animals.

Nowaday there are many NGO's available for rescue Animal and care of them. For helping NGO's our team make this Project. Among with these problems we got an idea about a Animal Friend.

This project is to automate the process of service towards the welfare of the pets by giving the abandoned pets a place of shelter to live in care for them with affection.

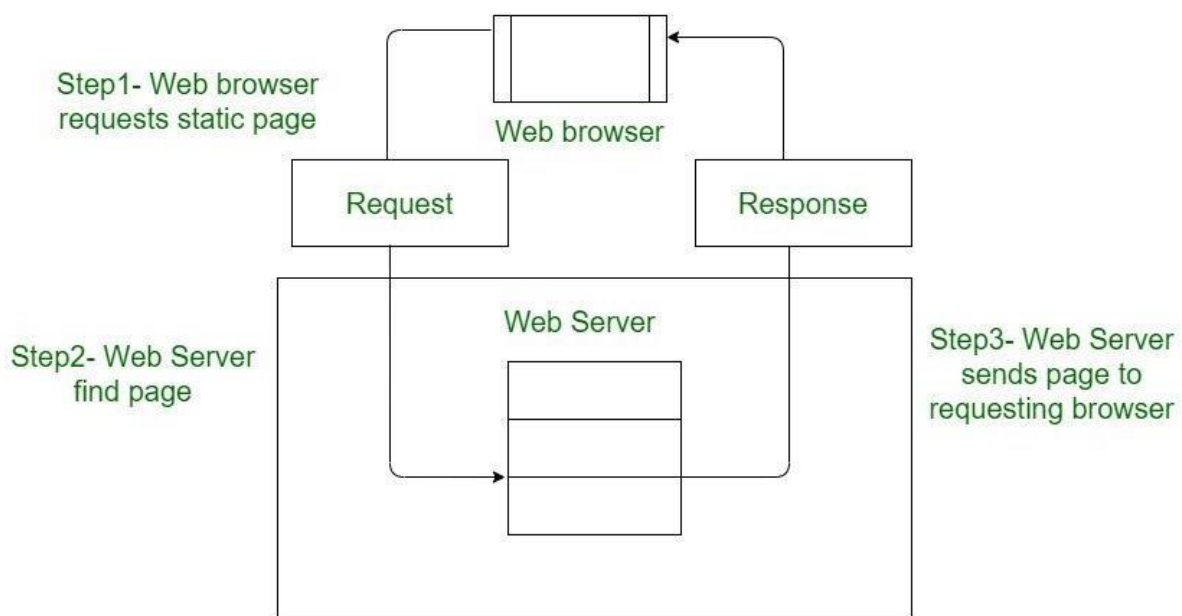
The scope of the project is limited to the internet for time being it is not deployable on any handheld devices. To provide ease of working towards the welfare of abandoned stray, lost, or surrendered pets.

INTRODUCTION TO THE TECHNOLOGIES

Static web technology

In Static Websites, Web pages are returned by the server which are prebuilt source code files built using simple languages such as HTML, CSS, or JavaScript.

There is no processing of content on the server (according to the user) in Static Websites. Web pages are returned by the server with no change therefore, static Websites are fast. There is no interaction with databases. Also, they are less costly as the host does not need to support server-side processing with different languages.

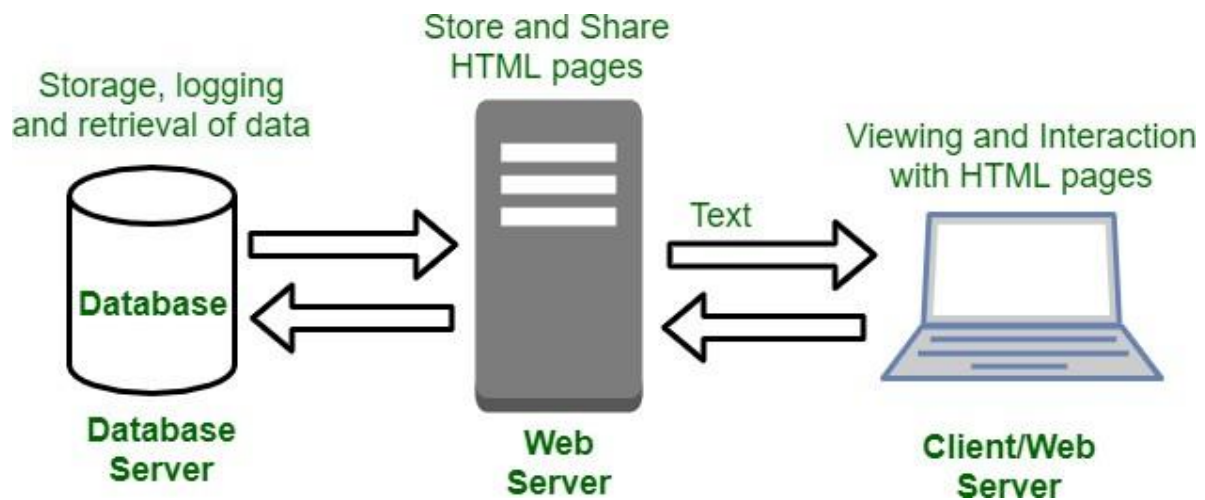


Note: Static does not mean that it will not respond to user actions, These Websites are called static because these cannot be manipulated on the server or interact with databases (which is the case in Dynamic Websites).

Dynamic web technology

In Dynamic Websites, Web pages are returned by the server which are processed during runtime means they are not prebuilt web pages but they are built during runtime according to the user's demand with the help of server-side scripting languages such as PHP, Node.js, ASP.NET and many more supported by the server. So, they are slower than static websites but updates and interaction with databases are possible.

Dynamic Websites are used over Static Websites as updates can be done very easily as compared to static websites (Where altering in every page is required) but in Dynamic Websites, it is possible to do a common change once and it will reflect in all the web pages.



PROBLEM DEFINITION

Over main aim is, to providing and sharing of the information which help the user to introduce about animal.

Now a day many people are helping injured animal but they haven't knowledge about animal how to save them. That time they are finding some support to save animal.

DEMO SOLUTION

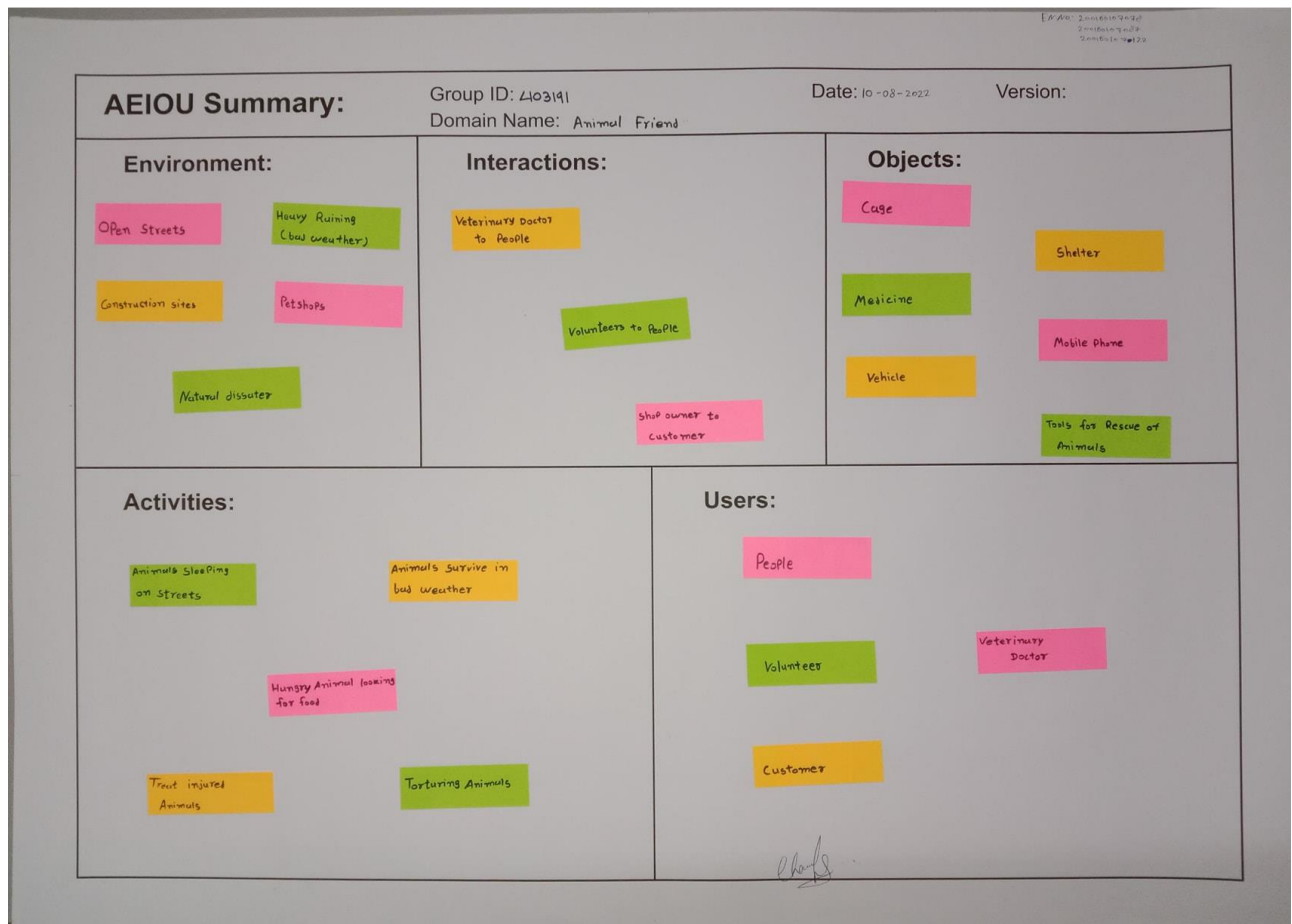
That time user need our website and they are contact to NGO'S and volunteer to help them.

So NGO's and Volunteer information provide to user how to rescue process about injured animal. They are provide some guidance about that animal treatment and they are provide some contact about animal shelters.

EXPLANATION OF ALL CANVAS

1. AEIOU CANVAS

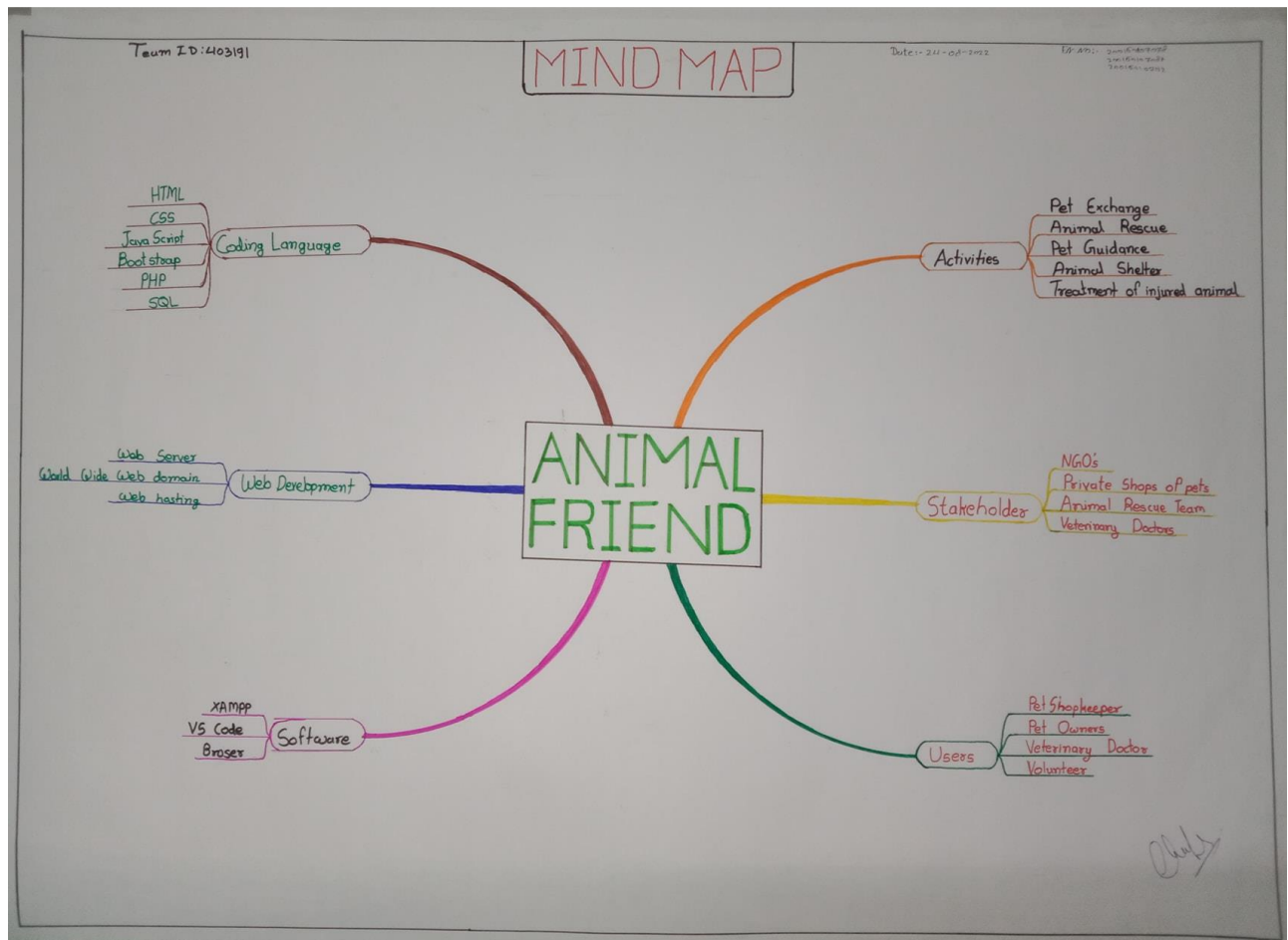
AEIOU basically stands for Activities, Environments, Interactions, Objects, and Users.



2. MIND MAP

Mind map sheet covers all logic, observation, idea, thoughts and visualization.

It shows the different branches of your through that are connected with your domain (Project main title). The domain can also the area where your project will place.



3. EMPATHY CANVAS

The word empathy means that you put to emotionally connect with your user or with a person when you're going to try and tell your foot so that is the word that is empathy.

Empathy Mapping is the first step when you go into stdy design engineering and it is the first chart for the first canvas that you will be making when you start with your design engineering project course.

Empathy canvas is divided into various sections the section which you are seeing over your is a user section then the stackholder's, activities, storyboarding and then you have a happy and story

What is this exactly how is it entire empathy mapping divided first thing that you come tha whatever when you have taken your project.

Design For : Animal's help

Design By : Team : 2103191

Date : 31-08-2022

Version :

USER

People

Volunteers

STAKE HOLDERS

NGOs for Animals

Government

Private Pet Shop

ACTIVITIES

Treat injured
Animals

Animals sleeping on
Street

Hungry Animals
looking for food.

Animals survive in
bad weather

Torturing Animals

STORY BOARDING

HAPPY

"In today's world, there are many NGOs working for animal welfare and protection. They rescue the animals and provide a healthy environment as protection. People call them and they come and rescue the animals from distress."

HAPPY

"There are many volunteers who are willing to help animals from any problem. They do this work for free. For the animals, this is a great advantage. Volunteers help the animals and provide them a good home."

SAD

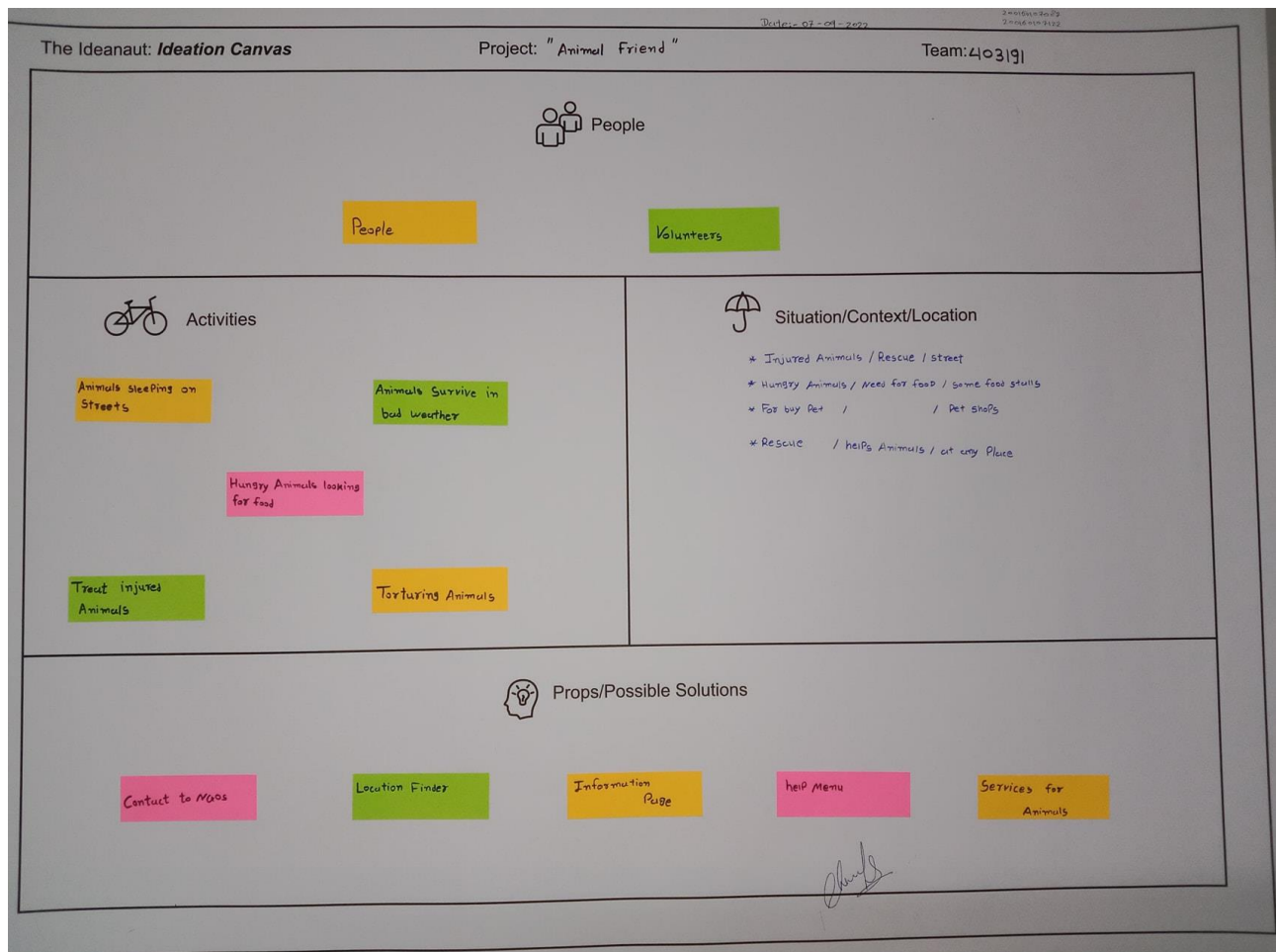
"There are some people who now have to torture animals. People beat animals with sticks and other harmful tools. They behave bad in front of animals."

SAD

"Some pet owners do not take care of their pet. They do not give it food on-time and use them like toys. Some pet owners torture their pets and live them on the street."

4. IDEATION CANVAS

In a design process, creative ideation requires innovators to resist reaching for the most obvious or comfortable solutions, and instead to generate a range of possibilities for how to make progress on a design problem. This canvas offers a structured way to push yourself outside of your comfort zone in the ideation process.



5. PRODUCT DEVELOPMENT CANVAS

Product development canvas meaning Design engineering is the most useful subject for as a student or in making future bright with a better result.

This is the last canvas of design engineering first module what are you doing the product development canvas is you the first pattern you're going to fill is a purpose path.

Product Development Canvas

Team/Date/Version: 403191 / 14-09-2022 /

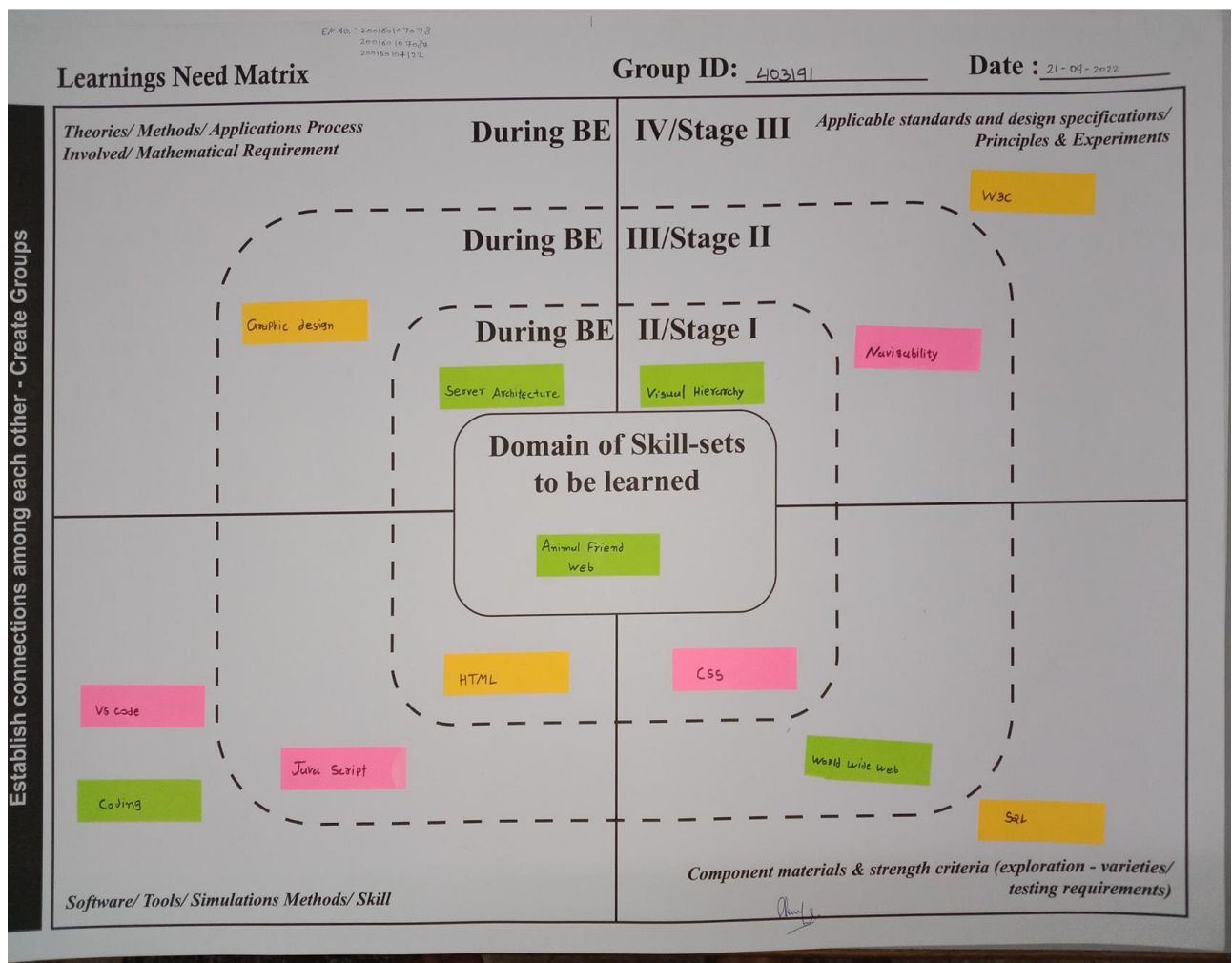
EAD: 20160902
20160902
20160902

<p>Purpose</p> <p>What is the purpose of this concept you're developing? Does it solve a problem, or it enhances a certain experience? Is it serving a need or it is trying to create a new need or tap an untapped need?</p> <p>"For Wellness and Welfare of Animals."</p> <p>Our Project helps Animals via People to rescue them and provide Good shelter.</p>	<p>Product Experience</p> <p>Define what your customer should feel like when he uses your product/services? What emotions, feelings would define his experience? Feeling of comfort, convenience, or feeling of buying more with less (cost conscious) or feeling of greater security, safety etc.</p> <p>Very helpful Easy to Use Good info interface</p>	<p>Customer Revalidation</p> <p>Once you're finished with your feature set, test with the customer / user if the features, functions are useful. Speak to the customer / user!</p> <p>Regular Maintenance of contents on website</p> <p>Regular maintenance of live server</p>
<p>People</p> <p>Who is the key customer segment who will use this product / service or the end product of the concept you're pursuing? Write here about them, describe them a little.</p> <p>People</p> <p>Volunteers</p>	<p>Product Functions</p> <p>Functions are a products answer to use problems/need. They do something that user wants. They are often verbs in nature. Every function is powered by many features. Multitasking is a function. Browser tabs is a features that powers the multitasking feature. A function can have one or more features powering it. Functions are very generic in nature, features are often more specific. Functions can be similar to product experience. Safety (product function) provides a feeling of safety (product experience).</p> <p>Menu help module Hosting files Image feed</p>	<p>Reject, Redesign Retain</p> <p>Post customer validation, reject, those functions or features that the customers don't find useful. Redesign those that were partially useful and retain those that met the bar. Iterate with this until all functions/features are accepted.</p> <p>Reject</p> <p>When user not logged in the Pet & Feed section can be access.</p> <p>Redesign</p> <p>Pet list</p> <p>Retain</p> <p>- Feed page - Contact Page to ngo's - Pet information</p>
	<p>Product Features</p> <p>Product features are specific. One or more features will power function. Antilock Brakes, Airbags are features that power the safety function. Browser tabs, Apple's home button to multitask between apps are features powering the multitasking function. Each feature will have many components/sub components powering it. Sometimes a very popular component becomes a feature in itself. Like car stereo is a major components and a feature at the same time powering the in car entertainment function powering entertainment as a product experience.</p> <p>Log in / sign up module Live Preview Full-screen mode</p> <p>Cross-Platform Password Hashing interactive UI</p>	
	<p>Components</p> <p>Components build up the features. For a Airbnb it will comprise a list of component like bags, triggers etc. that go into making it. For a tabbed browser it will comprise of various chunks of code that will make the tabs work. In cases where the feature is a major component, you could list here the auxiliary components that are required to make the major component work. You can also list new adjustments and innovations you're planning here at the component level.</p> <p>Navigation web Hosting Visuals</p> <p>Content Title</p> <p>Call-to-Actions Mobile responsiveness</p>	

6. LEARNING NEEDS MATRIX CANVAS

The learning needs matrix it means LNM Canvas GTU project canvas sheet which represents your 2 years of college means LN matrix represent your 4-semester project work in one single sheet like your mark sheet so read the article at the end.

LN Matrix Sheet is the last canvas Sheet of Design Engineering Subject and we are discussing lnm canvas example in Detailed.

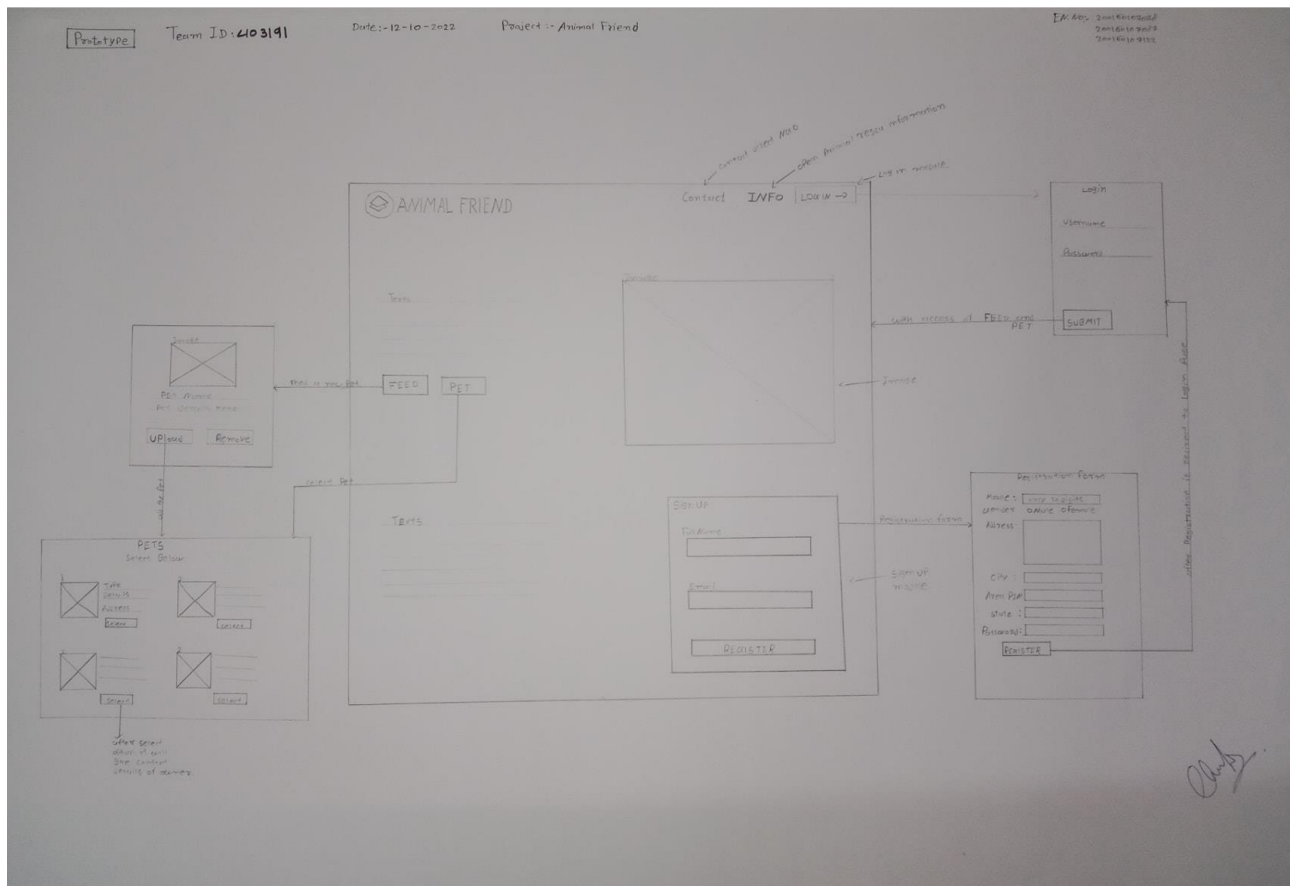


PROTOTYPE

Prototype is a model or canvas that gives a basic idea of your model interface.

This contains a basic flow diagram of your project and a series of steps that you would follow to design the final project.

The prototype of a project should explain your project structure to the views in brief.



CONCLUSION

It was a wonderful learning experience for us while working on this type of project. This project took us through the various phases of project development and gave us real insight into the world of software engineering and web development. The joy of working and the thrill involved while tackling the various problems and challenges gave us a feel of the developers' industry.

It was due to this project we came to know how professional website is designed. We also learned from our mistakes that given us experience and faced many challenges which will be helpful in our professional career.

FUTURE SCOPE

The project aims to build a pet-friendly Web Application where the users can get connected, share their pet's pictures, and also share the picture of some abandoned animals they come across, through which a shelter can be searched for the poor animal.

The project also displays items that can be bought by users for their pets' nourishment and care. The future implementation of this project is that later GPS location will be added to the site through which location of the abandoned animals and shelter for them can be reached easily.

Other features like creative dog emoji and changes in the CSS of the page will be implemented.