

## Scope

Scope refers to the defined boundaries of a project. This part outlines what the project will deliver the timeline, and the resources involved.

- **Scope:** Our team is committed to developing an application designed to foster social connections among college and university students. This application will not only serve as a platform for building relationships but also as a tool for educational advancement. We aim to create a supportive community where freedom of speech is upheld and respected. Our goal is to enhance the academic and social experiences of students through this innovative platform.
- **Deliverables:**
  - **Profile Creation:** users can create personalized profiles, showcasing their academic interests, hobbies and more when needed.
  - **Community Forums:** A platform for students to engage in discussions, share ideas for their study or projects, ask questions regarding academic and provide answers.
  - **Direct Messaging:** Enables private conversations between users, facilitating one to one interactions.
  - **Study Group:** Allows users to create and join study groups based on their courses or interests. Furthermore, this can be project development discussion.
  - **Event Calendar:** A feature to keep track of important academic dates, social events, and study group meetings.
  - **Resource Sharing:** A platform for sharing educational resources like notes, textbooks.
  - **New Feed:** Updates or news from the university, student organizations and peers.
- **Exclusions:**
  - **Physical Meetups:** Organizing physical meetups or events might be beyond the scope of this application. The app is primarily designed for online interaction.

- **Personal Counselling or Therapy:** While the app can provide a platform for students to share their experiences and support each other, it should not be seen as a replacement for professional mental health services.
- **Academic Grading or Evaluation:** The app should not be used for official academic grading or evaluation. It's a platform for social and educational support, not formal education.

## Constraints

**Constraints refers to any limitations or constraints, design constraints, usability, performance, documentation, packaging, etc.**

- **User Privacy and Data Security:** As our app will be handling personal data of students such as student ID, we must comply with data protection regulations.
- **Accessibility:** Our app should be accessible to all students, including those with disabilities. This means that our app should comply with accessibility standards.
- **Internet Connectivity:** Not all students will have access to high-speed internet. Our app should be optimized to work well even in low-bandwidth situations.
- **Budgets:** Our project will be working with low or no budgets as this is a class project. This would limit our choices for technology, features and other aspects of the project.
- **Scalability:** If our app becomes popular, we should be able to handle numerous users without performance issues.
- **Device Compatibility:** Students may use a variety of devices and operating systems, such as Android, iOS. Our app should be compatible with all possible platforms.