### Introduction:

Students who have graduated from secondary school are experiencing an environment that is completely different from the secondary educational system. In addition to that, freshmen and introverted students tend to miss out on many of the opportunities and information provided by the college or university. Our main goal is to aim for a convenient and valuable school life for all college students.

# **Opportunity**

- Target audiences: All post-secondary Students (only)
- Most post-secondary students have experienced lack of information, including
- Needs: building a social bond with colleagues, opportunities for their future career advancement, supportive community,

### **Problem statement**

- Instead of a school-offered platform such as blackboard, there is no such a thing to support students' needs and wants.

## **Key Features and Functionalities:**

- Anonymous community: required where users can freely write and share their opinions. This facilitates communication and information sharing among the school community.
  - Anonymity: Anonymity must be ensured so that students can share their opinions freely. This creates an environment where users can have honest and open conversations.
- 2. **Timetable and lecture reviews**: Students need the ability to check their timetable and lecture reviews so they would consider those reviews for creating their timetables(similar to rate your prof)
- 3. **Club recruitment**: provide an introduction to each department and club. This would help students choose the department or club that suits them.
- 4. Cafeteria: link with boost.
- 5. **Internship information** (job posting)
- 6. **School schedule**: provide information about the various events and schedules happening at their institution.
- 7. **School notifications**: Requires the ability to receive important notifications from the school. This allows them to quickly receive updates on information about your school.
- 8. **Department communication**: It is necessary to have a function that allows users to form a community for each department and communicate from it. Makes students to interact and share information with people with common interests or the same major..
- 9. **Reporting functionality**: need the ability to report inappropriate posts and comments. This allows app users to protect the culture and safety of their school community.
- 10. Theme

#### **Vision/Product Position Statement**

- No other competition
- Only for the anonymous community part, it is similar to the web page called "Reddit".

### 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 academics 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.

### Stakeholder and User Descriptions

- primary users: University/college student
- non- user stakeholders of the software: College's software team

**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.

## **Assumptions**

- The proactiveness of universities and colleges.
- Job postings, such as internship from companies
- Easy accessibility of the app

#### Risks

- If the institutions already provide well-organized web pages with various functions and utilities in them, then the students in those institutions may not use our app.
- Some may hide behind anonymity and act aggressively. Additionally, they could bring out topics that cause conflict, such as gender issues, LGBTQ, religion, etc.

### **Revision History**