

# Final Year Project Proposal Form

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| **Project Title** | Donation Management Application for Orphanages and Mosques |
| **Supervisor Name** | Dr. Palanichamy Naveen |
| **Co-Supervisor Name (if any)** |  |
| **Project Status** | Student-Proposed |
| **Project Type** | Application-Based |
| **Project Specialization (Project Specialisation and Student Speciali- sation should match)** | Software Engineering |
| **Project Category (Pls. refer at the end of document for the selection of category**  **based on the speciali- sation)** | Application Software |
| **Project Focus/Contri- bution**  **(Pls. refer at the end of document for the selection of fo- cus/contribution based on the speciali- sation)** | Product Development |

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| **Project Description**  **(Discuss Background, Problem Statement, Methodology, Ex- pected Output/Signifi- cance in summary form)** | **Background:** Charitable donations are essential for orphanages and mosques, but there’s often a lack of efficient, transparent systems to manage donations. This project aims to simplify donation processes and enhance transparency, connecting donors directly with receivers (orphanages and mosques).  **Problem Statement:** The current donation systems are often disconnected, making it difficult for donors to target their donations effectively and for receiver centers to update and verify needs. Moreover, In Malaysia, there is a significant lack of applications that facilitate targeted, efficient, and transparent donations for charitable institutions such as orphanages and mosques. This application aims to bridge that gap by allowing donors to select donation recipients by name, location, or level of need and providing receiver centers the ability to keep their needs updated.  **Methodology:** The project will use a web development approach, focusing on creating a seamless user interface for donors and receiver centers. Donors will have access to real-time donation needs, a secure payment system, and proof of delivery notifications. Receiver center admins can update needs, view donation history, and generate reports. Additionally, the application admin can manage receiver profiles and track donations.  **Expected Output/Significance**: The project will deliver a functional web application enabling donors to contribute effectively and transparently. It will also streamline donation management for receiver centers and allow application administrators to oversee the donation process. |

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| **Project Objectives/ Outcomes**  **(Focused and precise list of statements that can imply the goals to be achieved, Majority of the Project Objec- tives/Outcomes are in line with the Project and Student speciali- sation)** | * To conduct a background study on existing donation management systems. * To design a donation management application that allows donors to contribute to orphanages and mosques based on location, need, or name. * To test the functionality of the system in managing donations. |
| **Project Scope (Focus/Expected Out- put/ Deliverables with the limits and con- straints of the study can be described and implies enough scope for the two-trimester project)** | **Expected Outputs:**   1. A web application with interfaces for donors, receiver center admins, and the application admin. 2. Core features include receiver selection, need-based donations, payment processing, and proof of delivery notifications. 3. Administrative tools for receiver center admins to manage needs and track donations. 4. Functionalities for application admin to oversee donation records and maintain receiver profiles.   **Limitations and Constraints:**   1. The project is designed to be completed within two trimesters, focusing on essential donation features and verification. 2. Emphasis on secure transaction handling and data privacy. |

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| **Number of Students (If it is two-students project, subtitles and work distribution must be clearly speci- fied and differentiated for each student)** | One |
| **Student 1 Subtitle (Pls. fill up if the num- ber of students is two)** |  |
| **Student 1 Work Distri- bution**  **(Pls. fill up if the num- ber of students is two)** |  |
| **Student 2 Subtitle (Pls. fill up if the num- ber of students is two)** |  |
| **Student 2 Work Distri- bution**  **(Pls. fill up if the num- ber of students is two)** |  |
| **Industry Collaboration** | No |
| **Company Name, Con- tact Name, Contact Phone**  **(if the answer to In- dustry Collaboration is Yes)** |  |

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| **Student 1 Details (Student Name, Stu- dent ID, Specialisa- tion, Handphone num- ber, E-mail address)**  **(Leave it blank, if un- known)** | * Student Name: Mayoof, Zayed Yasir Mayoof * Student ID: 1211306856 * Specialization: Software Engineering * Handphone Number: 01128059842 * Email Address: [zayedmayoof@gmail.com](mailto:zayedmayoof@gmail.com) |
| **Student 2 Details**  **(if it is a two-student project)**  **(Student Name, Stu- dent ID, Specialisa- tion, Handphone Number, E-mail ad- dress)**  **(Leave it blank, if un- known)** |  |

**Select one Project Category based on Specialisation:**

## Software Engineering:

Critical System Application Software Software Tools & Utilities

Service Oriented Computing

## Data Science:

Data Engineering Data Analytics

## Cybersecurity:

Cryptography and Data Security Investigation and Analysis Security and Defence

## Game Development:

Game Software Development (GSD) Game Algorithm Research (GAR) Game Design Prototyping (GDP)

## Information Systems:

IT Infrastructure

Transaction Processing Systems Intelligent Systems

# Select one Focus/Contribution based on Specialisation:

## Software Engineering:

Product Development Prototype/Proof of Concept Software Engineering Methodologies Others (Pls. specify)

## Data Science:

Data Management IoT

Optimisation of Technologies

Analysis of data (texts, videos, images, numerical digit) Others (Pls. specify)

## Cybersecurity:

Cryptography Database Security Blockchain Malware analysis Forensics

Ethical hacking

Network and Cloud Security Others (Pls. specify)

## Game Development:

Game Software Development (GSD): Development and implementation of a complete game from de- sign, programming to production of a complete game installation package

Game Algorithm Research (GAR): Thorough investigation and analysis of specific algorithms used in games

Game Design Prototyping (GDP): Proof of concept of novel specific game design concepts or game me- chanics via development of complete prototypes

## Information Systems:

Data & Information Management User Experience

System Analysis & Design IS Project Management Business Processes Technology Evaluation Others (Pls. specify)