**A Collaborative Knowledge and Learning Platform**

**Features:**

A platform where students, professionals, and lifelong learners are all connected in one place to share knowledge, discuss ideas, ask/ answer, and grow. The platform is designed to be one destination for anyone to learn in any field and topic.

**User profile**Each user created their profile setting their main domain they are in, the field of that domain, fields are separated to topics (eg, Computer Science, AI, Image Recognition). The user set their skills, interest, background, expertise and learning goals. By that the platform suggest resources and feed, in addition to creating and joining learning paths with other students to build their own experience.

**Feed System**Users can share their own notes, researches, videos, and discovery in their domains that creates a knowledge pool. Users can interact with posts, bookmark resources, comment, rate, and share. Users can filter the feed depending on what they want to focus on. General starts on the domain (seeing everything for computer science related with all fields), user can filter on field (posts and related stuff in AI for example), and they can filter on topic (image recognition). By that the user have full control what they are seeing and what they engage in, creating a library of community driven content.

**Q&A System**Everyone got questions, the platform allows users to ask questions and post answers. Questions can be asked anonymously or publicly depending on the user’s preference. Users can upvote or downvote answers, highlight helpful insights, and comment and open discussion from answers. All that with a gamification system that awards users for engagement earning them points and making them well known in the community.

**Discussion Boards**  
Users can dive into topic specific forums for in depth discussion and debates, allowing to share experience, perspective and approaches for problems. Users can benefit from each other’s and build a network for learning and researches.

**Learning Paths**Users can plan their learning path creating a roadmap and recommending resources that other users can join and collab. As they make progress, users reach milestones and achievements, encouraging steady growth in their majors.

**Gamification**Badges, points, leaderboards, rewards for active participation and contribution. A reputation score reflects the user’s engagement and expertise.

**Stack:**

**Frontend:**- React’ s NextJS  
- Flutter

**Backend:**- Springboot   
- Docker  
- Redis  
- PostgreSQL + MongoDb  
- Kafka/ RabbitMQ  
- Keycloak