

# DOCUMENTATION-

CRUCIFY- a mental health based online platform.

- **Problem Statement=**

1. Crucify is an online platform for mental health resources and support.
2. A user-friendly interface with interactive features.
3. An online community of users to share experiences and advice.
4. Educate users on mental-health topics, taboo topics, and provide resources for further support.

Future amends=

1. Provide personalised mental health support to users.
2. Allow a community to build for users to upload their own blogs
3. Utilise AI driven algorithms to provide personalised and evidence-based mental health advice.
4. Monitor user progress and provide feedback to users.
5. Make a special part of platform dedicated solely to students.
6. Customised chatbots for virtual counselling, tracking progress.
7. Self-assessment tools

If everything's goes well -

1. Facilitate communication between users and mental health professionals.

- **Requirements=**

For interface=

Technologies in frontend, backend

For the database=

Survey of professional centres dedicating to the cause, blogs and thoughts approaching the subject.

Further requirements=

Knowledge of machine learning, AI, workforce(for handling the project), cyber security for making it secure for users.

- **Technology stack used=**

Languages = HTML5, CSS3, Javascript, backend(PHP/react JS), Python. MySQL(database),

framework= bootstrap5,

Current updation= frontend part of the project is 60% completed. The whole project is made from scratch with every line of code. Employed-HTML5, CSS3, Javascript, Bootstrap5

- **Project Description=**

**Theme- Breaking the taboo**

**About-**

Crucify is a mental health based interface for all the fellow human beings out there experiencing stress, and for those who wish to learn about mental health and psyche of it.

The idea is heavily inspired from the present condition of people dealing with stress and anxiety, wishes to bring forward a creative way to learn and cope, lest fight with it.

- **Scope=**

This project is a dream project of mine, and this hackathon helped me bring forward this idea into existence.

I am still learning and will implement all the project demands as such.

How it will look once done=

Apart from mental health resources and blogs to read from, it will consist of following features-

Quotes for a day (mood booster)

Mood calendar (personalised)

Newsletters for sign in , feedbacks etc

An option to upload a content for user

Stories of some mental health fighters to inspire others

- **Challenges faced=**

Being a second year and trying make the project solo, provided its from scratch; is a challenge in it self.

The knowledge I have till date is bounded to= html5, css3, javascript, bootstrap, mySQL, bits of python and php. And confident in content writing

I have no prior experience in working on machine learning, algorithms etc, Crucify gave me the opportunity to learn them and only then I will be able to implement it.

There's also a huge challenge in compiling the information as its on mental health, albeit a sensitive and taboo for some to discuss, lest laugh it off. Then comes verifying those resources, which is why the blog page is still not completed.

Though there are some setbacks since I am not from the field this project focuses on, but it sure is enchanting to work on. Its a path I am wiling to work on no matter the hard-work I would have to pull off.

- **Conclusion=**

Crucify, mind the dictionary meaning; in actuality focuses to help those who suffer alone, afraid to talk out the differences to others.

This will be a website platform with around (70% of resources free to use), an interactive place worth to spend time on.

Special thanks to my seniors who quite literally persuaded me to participated in this hackathon. And gratitude towards my college friends as well as the friends I made in UNESCO hackathon who helped me shape this project (thanks Steve, Aman & others).

The project has just began, with an oath to its completion by the end of feb' 2025.

**Signing off,**

**Neha Dahiya.**

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PS: Any volunteer help for the project is highly encouraged, even guidance or advices in implementation would be regarded. After all, its a small world, and everyone's story needs to be heard.