#### Proposal - HobbyTown

**Subject:** IM 215: Web design and Development II

#### **Team Members**

Chaitaliben Rahol (100200911)

Chintan Trivedi (100201020)

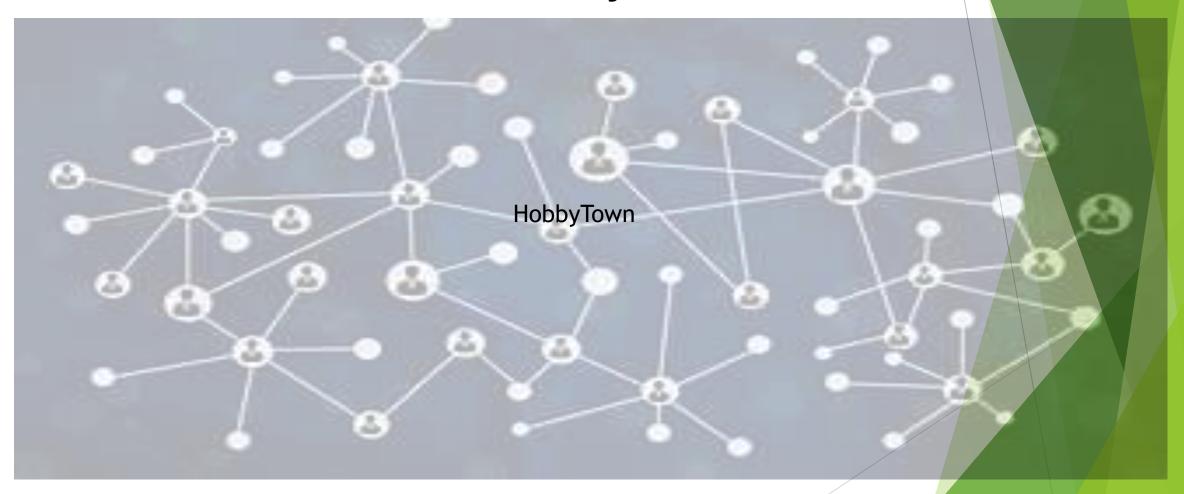
Nilkumar Patel (100201016)

#### Assigned by

Prof. Eduardo Reis

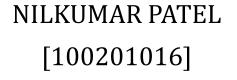
Date to hand-in: March 24, 2021

## Website Name: HobbyTown



## **Website Developers**







CHINTAN TRIVEDI [100201020]



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### Website Idea

The main idea behind developing Hobbies network is to gather all like minded people on the same platform with same hobby. In our website, User can see event details but for joining into the event, User needs to sign up by fill up some credentials. Once the user logged in, they have access to create group for specific event with particular date and time. People can join into more than one event as per their interest. They can also exit from event anytime they want. They can also make a specific group and as a group they will generate event so that they can play with already known people. Website Admin has authority to organize group events and notify user before event date.

#### Motivation

Technologies are changing the way of human activities by making online outdoor games such as, video games, x-box, play stations. Therefore, people are spending time towards digital platforms and forget to play outdoor games and do some exercises. It causes various kinds of diseases that are spreading worldwide. The main reason behind this is the lack of people for playing outdoor games. Outdoor game requires at least 5-6 people. Person wants to play and if he/she cannot find other group of people to join, then they cancel their plan, sit in the house, and are forced to play these games online. Our website provides a platform to such people for joining together and perform the activities that interest them.

## **Target Users**

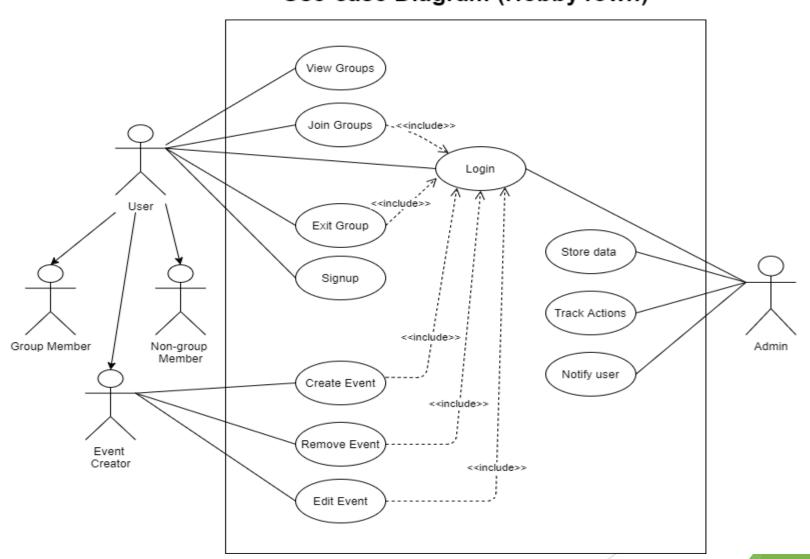
- People with similar interest wants to play together.
- Event organizer, who want more people to that specific event date.
- Group members, who wants to enlarge the group with same interest people.

## Stakeholders

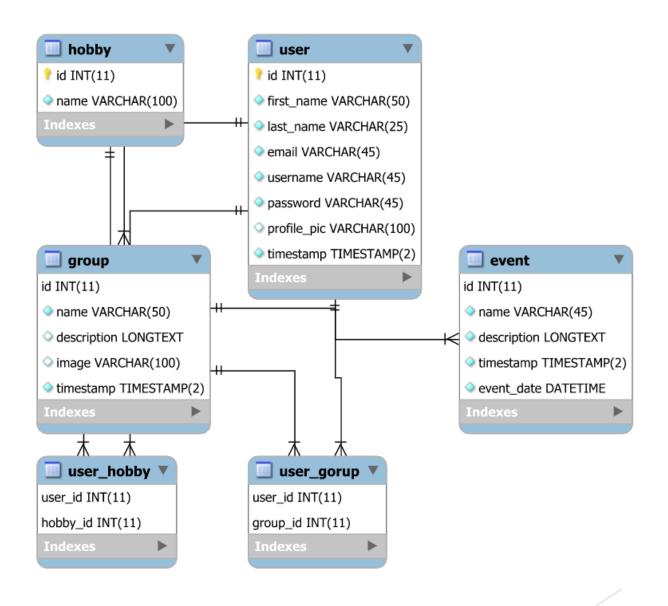
- Website Developers
- Administrators
- Social media handlers
- Group administrators

## **Use-Case Diagram**

#### Use-case Diagram (HobbyTown)



## **Entity-Relationship Diagram**



## Functional Requirement

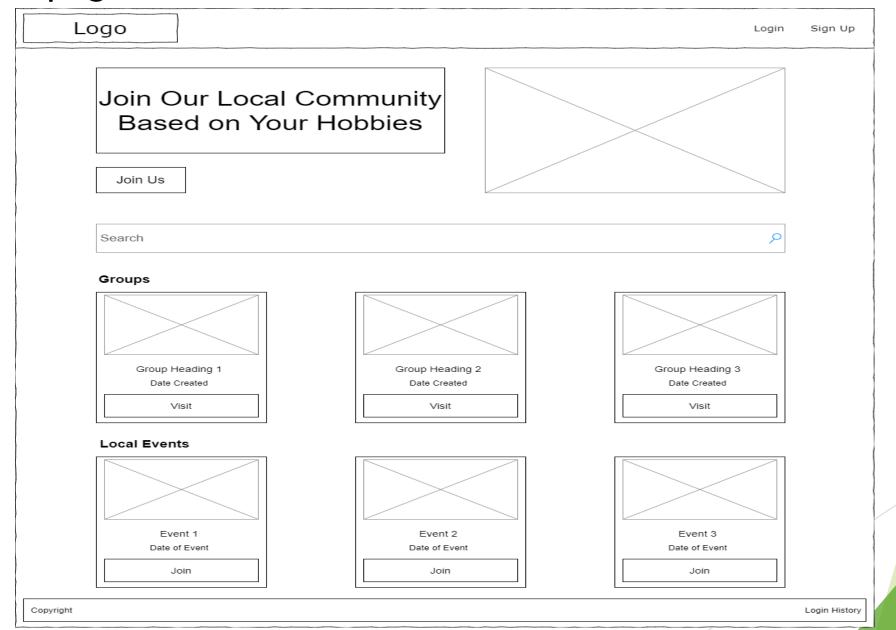
- system allows to join or exit from group anytime as per user convenience and hobby.
- website allows to make a group of people who organize event frequently.
- user must have to log-in to join or exit from group.
- user can see the group without login.
- system allows group creators to organize an event.
- user can see group information such as group events and description along with its current members.
- user can view and change their profile information except their email.
- Group members cannot edit the date and time of the event.

## Non-Functional Requirement:

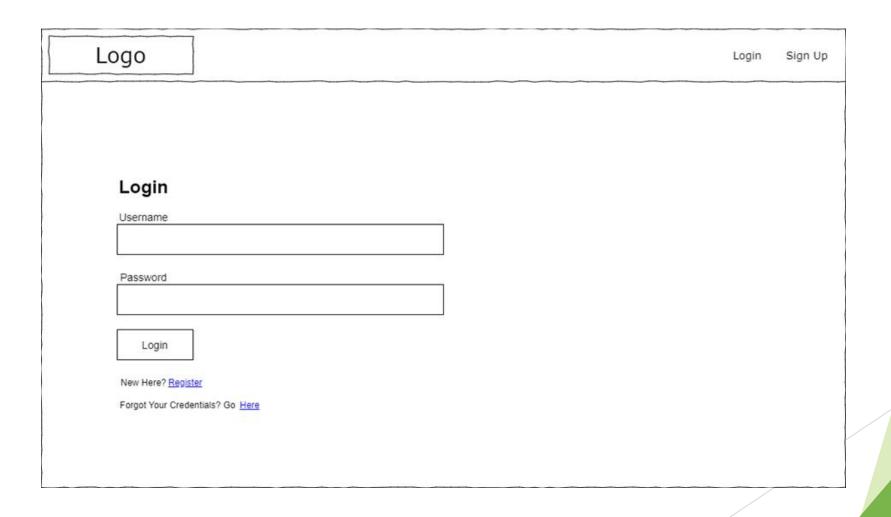
- user must change password after login.
- system should run all the maintenance in the background, not interfering with the user experience.
- system should recover from any failure in a small span of time,
   before losing any users that are using it.
- system should be capable of servicing more than 100,000 users before experiencing any performance issues.
- system should provide smooth user experience to all the users, even with low-performance machines.
- User can directly show the filter result via clicking on the predefined hobby button.

# Wireframes

### Homepage



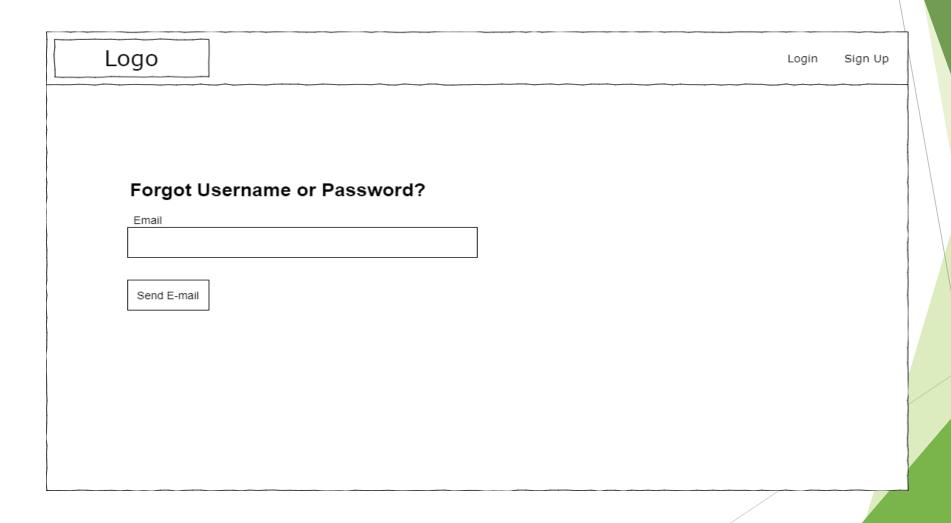
## Login Page



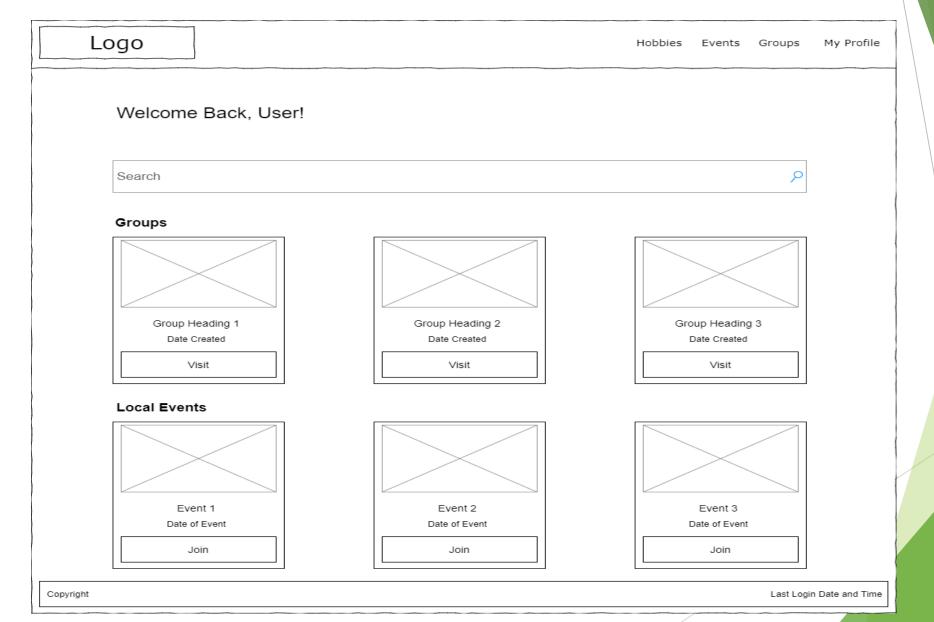
## Signup Page

Logo	Logi	n Sign Up
Register		
First Name	Last Name	
Email / Username		
Password		
Confirm Password		
Hobbies  Hobby 1 Hobby 2	Hobby 3 Hobby 4 Hobby 5 Hobby 6	
☐ Hobby 7 ☐ Hobby 8 ☐ ☐	Hobby 9 Hobby 10 Hobby 11 Hobby 12	
Register		
Already Have an Account? Login		

### Forgot Credentials



#### Homepage (User Logged-in)



# Thank You