rroje	et Name:
Stude	nt Housing Management System (Skoon)
Proje	et Sponsor :
Eng.	Abdelhameed Yousef
Proje	et Manager:
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Date:	
Octob	er 24, 2025
Proje	ct Purpose and Justification:
Many	university students face real struggles when searching for a suitable place
•	. Most of them waste a lot of time moving between different areas, visiting
	e or uncomfortable places, and dealing with people who are not always at about prices or housing conditions
Somo	students are forced to accept rooms far from campus because they cannot
	lear information or trusted options. Others fall into unfair deals with
	ers who take advantage of their need for quick housing
	ituation makes the housing process stressful, confusing, and sometimes even
unsai	e. Students often feel lost, mad, and unsure where to start or who to trus when looking for a new hom
Proje	et Description:
This 1	oroject focuses on developing a mobile application that simplifies student
-	ng management. It allows users to view detailed listings, compare prices
	menities, and book accommodation directly through the app
Using	AI and automation, the system can recommend the best housing options
	on individual preferences such as price, comfort, location, and services.
	pp also includes payment integration for easier financial transactions and
	min dashboard for managing listings and user data

Pı	roject Objectives:
C	omplete the full app development before the end of 2027 •
R	each 100,000 active users within the first year after launch •
St	apport up to 20,000 concurrent users at once •
Pı	ovide a simple and friendly GUI for all users •
In	tegrate AI for smart recommendations and chatbot support •
O	ffer secure and easy payment methods inside the app •
В	e the most trusted and accurate housing app for university students •
D	eliverables:
Fı	ally functional mobile application available on Google Play and App Store •
R	eal-time updated housing database •
Si	mple and attractive user interface (GUI) •
\mathbf{A}	I module for recommendations and chatbot services •
Se	ecure payment system integrated with local and international methods •
A	dmin dashboard for managing data and users •
Αı	utomatic notification system for updates, contracts, and payments •
	ne AI system learns from user preferences to improve recommendations over • ne
	*!
	ilestones & Timeline:
	eam selection: 1 month •
	roject structure and idea analysis: 1 month •
	ompetitor and market research: 2 weeks •
	RD design and task distribution: 1 week •
	evelopment and coding: 6 months •
Te	esting and final delivery: 1 month •
Te	echnical Requirements:

Platform: Mobile application (Android & iOS) built with Flutter (Dart), using • .Firebase for authentication and database .+Operating System: Android 10+ and iOS 13 • .Hardware: Runs on smartphones with \geq 4GB RAM and mid-range processor • Database: Firebase Cloud Firestore for storing user accounts, housing details, • and reviews .Performance: Supports 20,000+ concurrent users with <3s response time • Security: Role-based access (Student - Owner - Admin) with full data • .encryption Integration: Connects with university systems for verification and payment • .services .User Interface: Clean, responsive, and easy for both students and admins • .Automation: Sends automatic notifications for updates, payments, or renewals • .AI Integration: Uses AI for housing recommendations and chatbot support • Backup & Recovery: Automatic regular data backups and quick recovery • .options .Logging & Auditing: Keeps records of all user activities and system changes • The AI system learns from user preferences to improve recommendations over • time **Limits and Exclusions:** .The system will not include a web or desktop version • Integration is limited to university housing systems and approved payment • .gateways .No GPS tracking of users will be included • .Hardware purchases or upgrades are excluded • .User training beyond the in-app guide is not covered • .Future updates and added features will belong to later project phases • The AI system learns from user preferences to improve recommendations over • time .The project must follow the approved timeline and budget unless reapproved • Approval:

 :Project Sponsor:	_ Date •
 :Project Manager:	Date •