**Project Title: Study Buddy App**

**Description:**

The Study Buddy App is a mobile app designed to enhance collaborative studying. It provides a platform for students to create study groups, communicate with peers, share resources, and track their study progress. The app aims to foster a supportive learning community and improve academic performance through effective collaboration and resource sharing.

**Problem:**

The Study Buddy App addresses the challenge of studying in isolation and the limited access to study resources. Many students struggle to find study partners or engage in group discussions, leading to reduced motivation and learning efficiency. Additionally, the lack of centralized resources and difficulty in coordinating study schedules hinders students' ability to access relevant materials and share knowledge effectively. The Study Buddy App aims to bridge these gaps by providing a convenient and interactive platform for students to connect, collaborate, and access shared resources.

**Features:**

1. User Registration and Authentication: Allow users to create accounts and log in securely.

2. Study Group Creation: Enable users to create study groups and invite others to join.

3. Group Chat and Messaging: Provide chat functionality within study groups for communication and resource sharing.

4. Resource Sharing: Allow users to share study materials, notes, and relevant links within study groups.

5. Study Event Calendar: Implement a calendar feature to schedule and manage study sessions and group meetings.

6. Progress Tracking: Enable users to track their study progress, set goals, and view achievements.

**Risks:**

1. Competition: There is a risk of competing study-related apps or platforms that may attract potential users away from the Study Buddy App. To mitigate this risk, I will focus on delivering a superior user experience, emphasizing the unique value and features of the app.

2. User Resistance: Some users may resist adopting a new study tool or app. To address this, I will conduct user research and engage in user testing to ensure the app is user-friendly, and addresses the pain points of our target audience.

3. Internet Access Cost: Internet access costs may be a concern for some users, particularly in areas with limited connectivity. I will optimize the app to work efficiently with varying levels of internet access, implement data-saving techniques, and consider offline capabilities to ensure usability in low-connectivity situations.