PROJECT PROPOSAL

ON

REALITY & VIRTUAL

Prepared For

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Information System Design And Software Engineering Lab (CSE 3224)

Prepared By

Lab section : **A2**

Group Name: **RASYN** (Group -2)

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Date: March 15, 2022

Ahsanullah University Of Science & Technology,AUST

Department Of Computer Science & Engineering

Executive Summary:

The app is a location based app which will connect you to your neighbors like never before. Nowadays, we have social apps like facebook, instagram, twitter, LinkedIn and so many more. We connect with people all over the world but for some reason we are going further from the people who live near us.

This app is like a game where your mission is to interact with people around you. Help them, get help or just meet the people who live around you.

What we dream to achieve with this app is to make real life a bit more like a game and also get people out of the virtual world and make them interact in real life a bit more. It is a location based app through which we want to inspire people to interact more with the people who live near them.

Then a question might arise, how are we going to inspire them? Here comes the gaming element of the app. The more you interact with society and people, you'll get achievements and points. There will be ranking systems area wise which will give you a sense of competition. Thus real life becomes, even if only a little bit, like a virtual game.

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Letter Of Transmittal

January 4, 2022

A. K. M. Ahsanul Hoque,
Adjunct Professor,
Ahsanullah University of Science and Technology,
Tejgaon, Dhaka.

Subject: Submission of a Project Proposal on "Reality-Virtual" Project.

Dear Sir,

Assalamu alaikum,

As requirements of Information System Design and Software Engineering Lab, the proponents would like to present the proposal entitled "Reality-Virtual(R&V)", in accordance with your instruction.

The purpose of the paper is to propose a website which will help people to interact with people who live around them,help them or to get help by using a virtual platform.

Lastly we would be thankful if you please give your judicious advice on effort and hope that this proposal will meet your recognition.

Yours faithfully,

Yumna Islam , 18.02.04.046

Arman Sakif , 18.02.04.054

Farhana Azad , 18.02.04.068

Rahat Ashik , 18.02.04.073

M M Sadman Ibrahim, 18.02.04.074

INTRODUCTION:

“REALITY-&-VIRTUAL” is a social networking platform that establishes a proper link between our virtual life and the real world. Nowadays we have emerged in the virtual world. Our app brings the elements-objects-subjects of our own individual virtual world into our real life. It also enables a better way of knowing our virtual friends in reality. Our app approaches with a stronger and safer approach of communicating with the people we know, people around us and random strangers that we want to be friends with. Moreover, our app provides special features like security and emergency that is respective to the user’s exact location at the very instant of the incident of security/emergency. This will provide a rapid and efficient way of service that truly serves the meaning of help.

TEAM INTRODUCTION:

Our team consists of 5 members. The name of our team is RASYN . Each of us will look at specific work of the project that will provide us with an efficient approach to the project.

18.02.04.046 | Yumna Islam | QA Engineer, SYSTEM ANALYST , LEAD DESIGNER

18.02.04.054 | Arman Sakif | Business Analyst, Programmer

18.02.04.068 | Farhana Azad |Communication Head, SYSTEM ANALYST , LEAD DESIGNER

18.02.04.073 | Rahat Ashik | Tech Lead , Programmer

18.02.04.074 | M M Sadman Ibrahim | LEAD MANAGEMENT , PROGRAMMER, SUPPORT ENGINEER

BACKGROUND OF STUDY:

This app is able to connect the virtual environment to our real life. At present,we all keep ourselves busy in the virtual world,where we are getting more comfortable sharing our thoughts,feelings and precious moments of life virtually rather than in real life.Here,this location based app will allow us to do the same in real life using a virtual platform.

Our app will here work as a bridge to connect this two different environment by creating a beautiful balance between them.Through this we can create a strong bond with the people who live near us by sharing our leisure time with them or by sharing food and many more,specially we can help them during their emergencies and can get help from them as well.Which will end up helping us build a very good social personality.

OBJECTIVE:

Primary Objective:

According to our survey, around 80% of the people would prefer a website which will give them the experience from both the real and virtual world and around 75% of the people would trust a website if it can give them a secure environment by ensuring a strong privacy policy.The primary objective of this project is to build a connection between the elements of the virtual world and reality to make our daily life's tasks easy as well as useful.

The restaurant buddy will let us introduce to new friends or people we already know in our virtual world in reality. This will create more connections with people while sharing food we don't have to waste.

The Ride sharing's core objective is to provide help of ride to any user respective to the user's location. This will help in saving a lot of time while the rider earns money. Another objective is that a full time rider has a decent income and he doesn't stay unemployed.

The objective of Security-Emergency is that if someone is in need of help of any sort (like medical, blood etc) or protection (from attacks , theft , robbery etc) then the person gets help from the people that are around the user's location while the incident is taking place.

Secondary Objective:

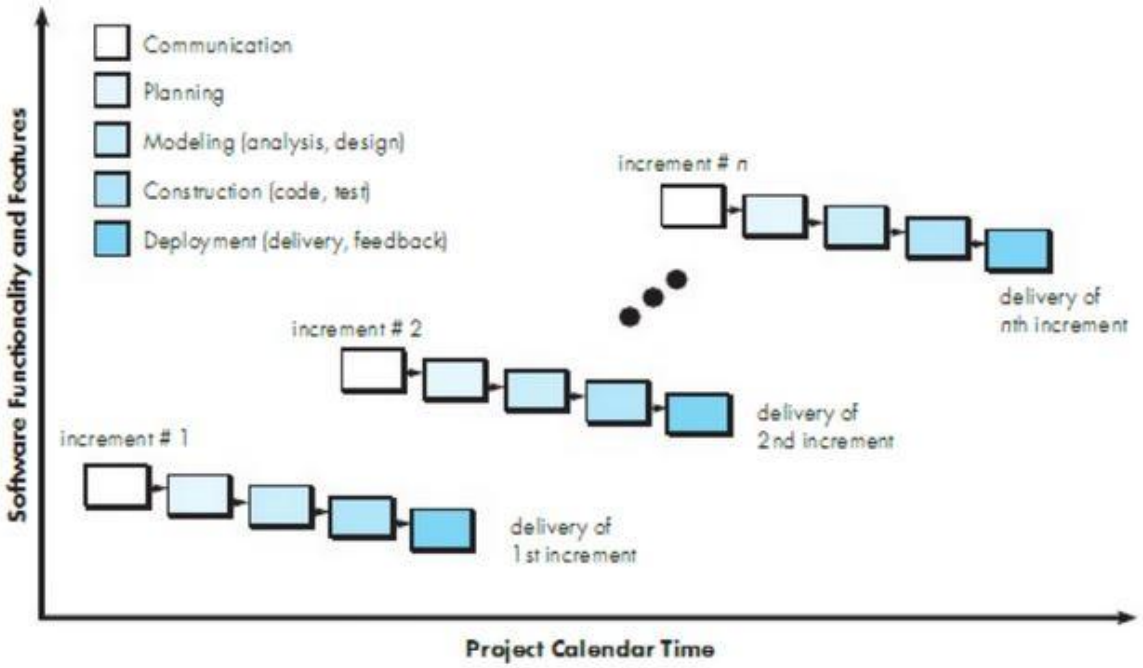
We mostly emerge ourselves in the virtual world of social media. But we hardly get something out of it in reality.So we wanted to build a web application which is capable of creating communication by knowing new people, saving time through ride sharing and rider stays employed and help for any user who is in need of quick help due to security or emergency reasons.

METHODOLOGY:

PROCESS MODEL:

In the incremental model the whole requirement is divided into various builds. Multiple development cycles take place here, making the life cycle a "multi-waterfall" cycle. Cycles are divided up into smaller, more easily managed modules. Incremental model is a type of software development model like V-model, Agile model etc.

In this model, each module passes through the requirements, design, implementation and testing phases. A working version of software is produced during the first module, so you have working software early on during the software life cycle. Each subsequent release of the module adds function to the previous release. The process continues till the complete system is achieved.



The reasons behind applying an incremental model in the development of our project are-

- There is an opportunity to maintain constant progress during the implementation of the project.
- Costs for the initial delivery of the software product are reduced.
- The initial delivery schedule is accelerated (which allows to meet the increased market requirements).
- The risk of failure and changing requirements is reduced.
- Significant signs of progress in the implementation of the project help to maintain a "pressure" at the managed level caused by compliance with the schedule.

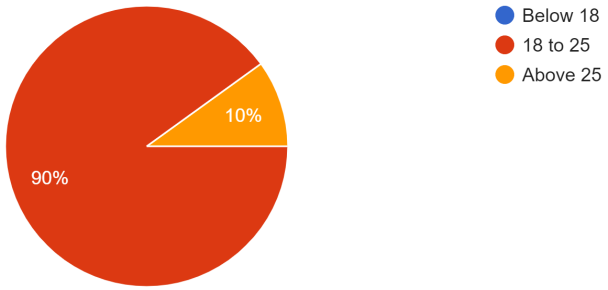
THE PROJECT:

1.Communication:

a.Organization visit / Survey(One Page For Each Visit):

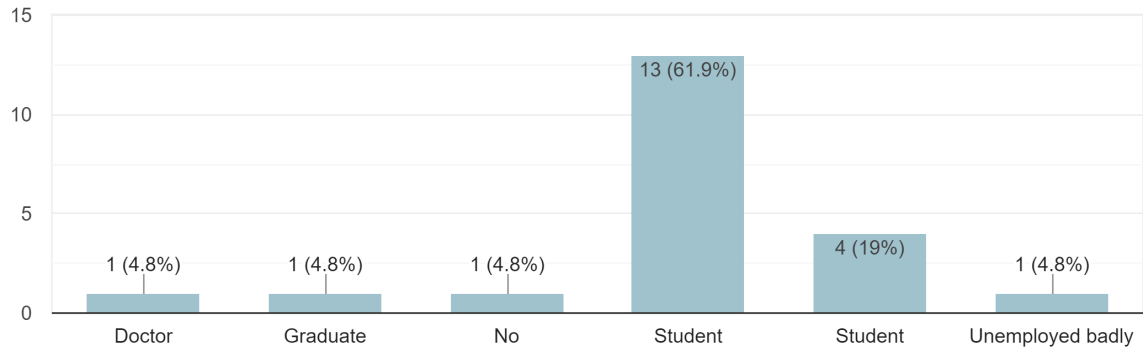
To get a more detailed idea of how R&V looks to its target audience, and what people think about the current situation. The survey was done through social media. Below are the results of our survey.

What is your age?



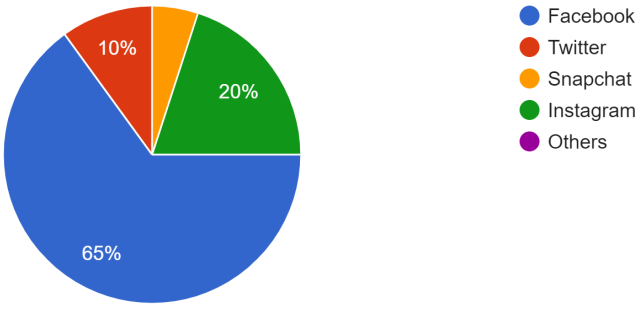
Here we can see that 90% of people are around 18 to 25 years. So, according to this younger generation are more interested in our location based web application.

What is your occupation?



Through this question , we get to know which people want to socialize/ meet new people more. Most responses came from students which had a percentage of 65%. It can be said that our web application will be more appealing to students.

Which social platform do you use the most?

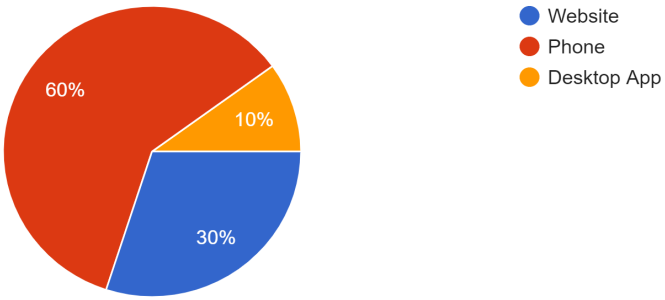


Most people use Facebook and that is 65% . Around 20% people use Instagram , 10% Twitter. That implies that people like to connect with friends and family or make new friends through virtual platforms like Facebook which has chat features, which will be provided by our web application along with real time experience.

What feature do you think is missing in that platform?

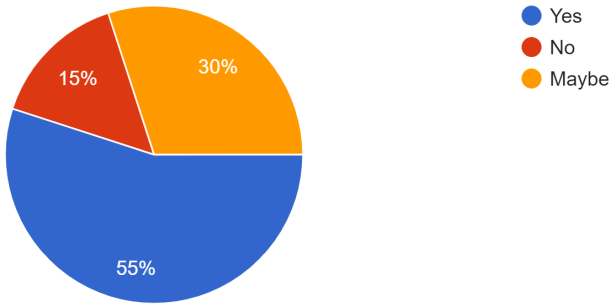
We asked people about their frequently used app and what they think is missing from that platform.Most of them replied with a better and stronger privacy policy and security issues.Some of them also gave some cool ideas such as playing mini games.

Which platform do you use that app most?



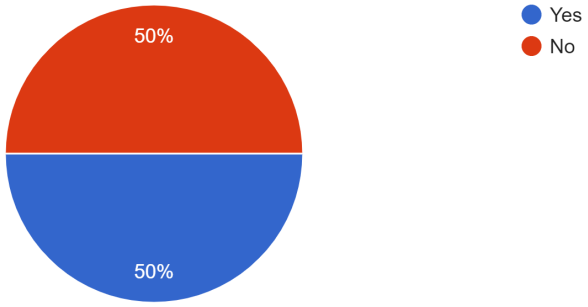
According to this , people are more comfortable using a phone for social media applications. But some people(30%) are gravitated towards website based applications also.

Would you like to socialize with your neighbors or meet new people?



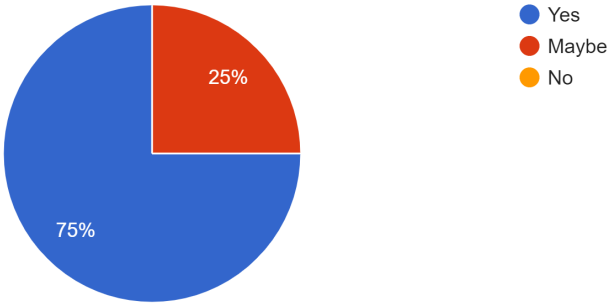
Majority of the people (55%) would like to socialize with their neighbors or meet new people. In this case our platform can help people to socialize.

Would you feel safe meeting people online?



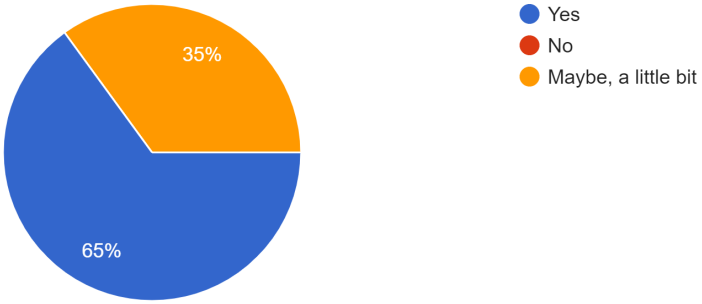
In view of the fact that online platforms are quite controversial , through this question , we came to know that out of 100% , half of the people feel safe meeting people online and the rest of the other do not feel safe, which is not shocking at all.

Would you put your trust on a website which can give you a secure environment by ensuring strong privacy policy?



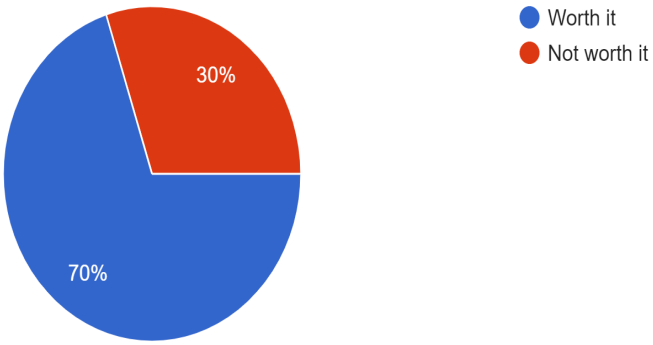
According to our survey, around 75% of the people would trust a website if it can give them a secure environment by ensuring a strong privacy policy. So, through our website we will try our level best to ensure a strong privacy policy.

Do you think real life quests will encourage you to explore more of your neighborhood?



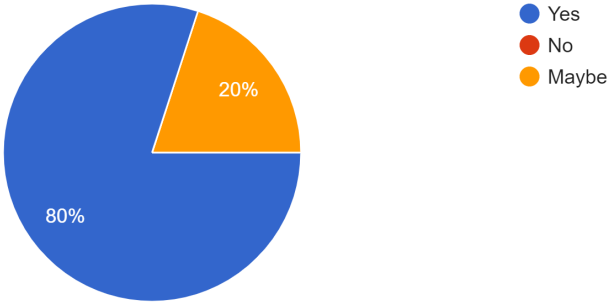
Most of the people(65%) think that real life quests will encourage them to explore more of their neighborhood .That means real life quests will be beneficial for our web app.

What do you think about sharing ride or expensive food with someone to save money?



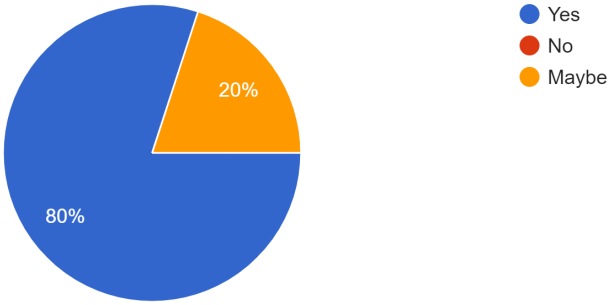
Most of the people(70%) think that it is worth it to share a ride or expensive food with someone to save money, which is a feature of our project.

Would you prefer a website which will give you the experience from both the real and virtual world?



Around 80% people prefer a website which will give them the experience from both the real and virtual world. This is a good number which shows our web app will be interesting to a lot of people.

Would a web application be able to provide security such as alerting people if any theft-robbery-attack happening in your neighborhood?



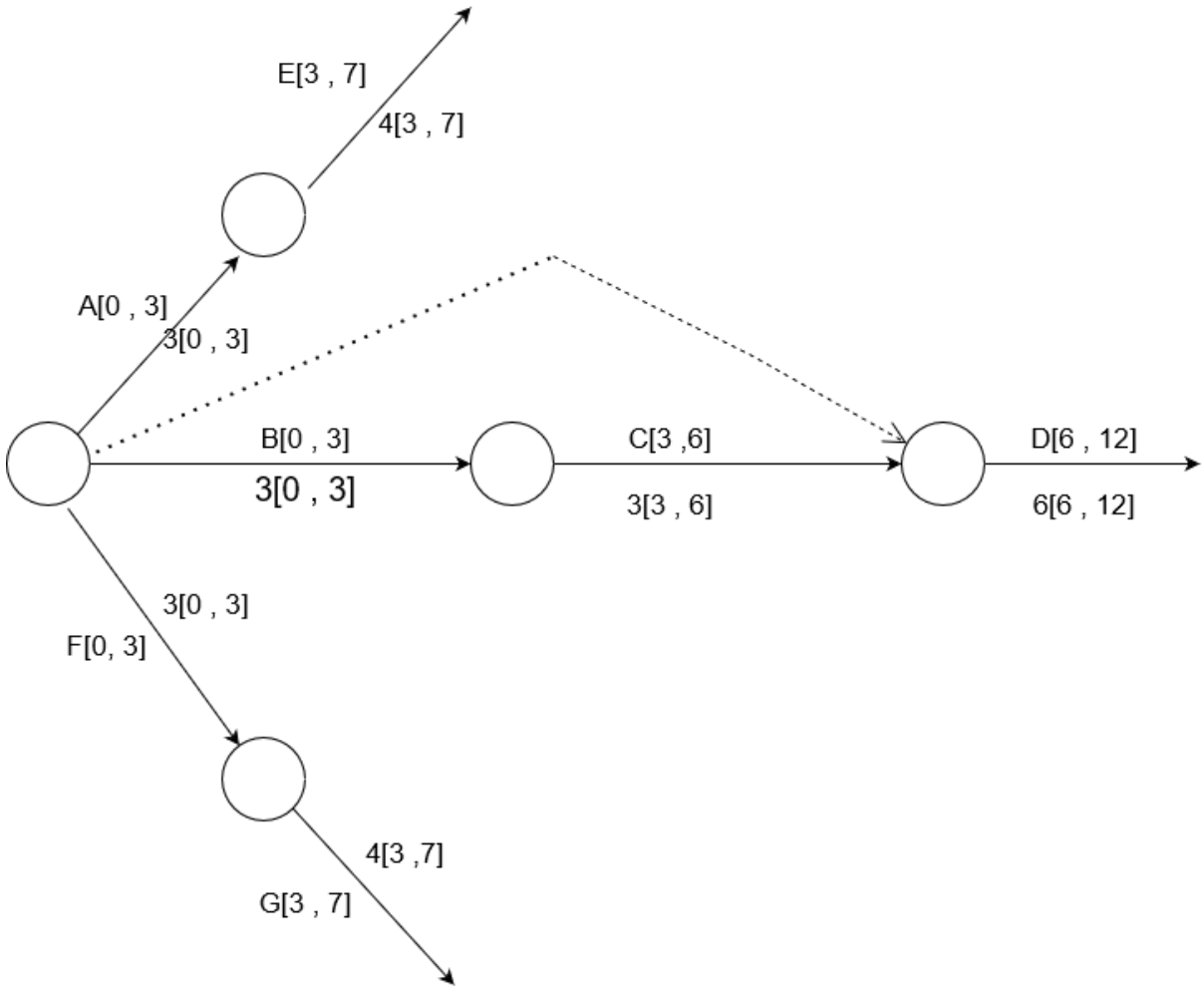
Majority of the people (80%) think that a web application will be able to provide security such as alerting people if any theft-robbery-attack happening in their neighborhood. Security is the most dynamic feature of our project as we will try to implement an alerting system on our project.

2. PLANNING:

A. Pert:

Communication =A
Information gathering =B
Model & Software design =C
Implementation =D
Deployment =E
Survey =F
Feedback and Update =G

Activity	Immediate Predecessor	Completion Time(Weeks)
A	-	9
B	-	3
C	B	3
D	B,C	6
E	A	4
F	-	3
G	F	4



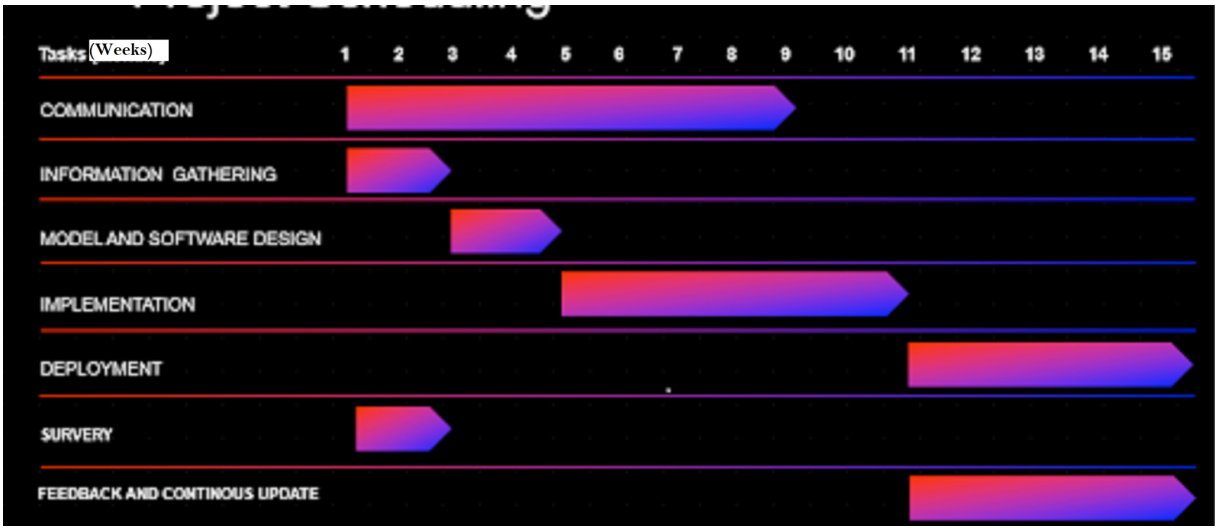
B. CPM:

A→E

B→C→D

F→G

C. Gantt Chart:



D. Project Planning:

We have divided our project in multiple parts and subparts:

COMMUNICATION: We will have communication alongside other works throughout the first 9 weeks.
INFORMATION GATHERING: We will collect information and data within the first 3 weeks
SURVEY: We will survey user demands for the first 3 weeks
BUSINESS MODEL DESIGNING: We will Design the overall business model for 2 weeks
SOFTWARE DESIGN: The whole planning of the software is done in 2 weeks

- DATABASE DESIGN
- FRONTEND DESIGN
- BACKEND DESIGN
- VARIOUS VERSION DEPLOYMENT PLANNING

IMPLEMENTATION: The programming and implementation of the software is done for 6 weeks

- FRONTEND
- BACKEND
- DATABASE

DEPLOYMENT: The project is deployed at the end of 11th week

E. ALPHA VERSION
F. BETA VERSION
G. VERSION 1,2,3…..

FEEDBACK & UPDATE: After Deployment we take continuous feedback from users to improve the app fixing bugs and glitches.

H. Software Estimation:

- **Process Based Estimation:** The most common technique for estimating a project is to base the estimate on the process that will be used.That is the project is decomposed into a relatively small set of tasks and the effort required to accomplish each task is estimated.
  Like the problem-based techniques, process-based estimation begins with a delineation of software functions obtained from the project scope.A series of software process activities must be performed for each function.Functions and related software process activities may be presented as a part of the process.

I. Project Estimation:

The aim is to finish our project's initial version (ALPHA VERSION) within 7 weeks. Then we aim to fix bugs and glitches etc for an initial deployment (BETA VERSION) by the end of 11th week. After the beta version is deployed we take feedback and update the software throughout the next 3 weeks as required from the gathered intel. We keep 1 week for additional testing and polishing. At the end of the 18th week we will be fully ready to deploy our software for mass use .

J. Cost Benefit Analysis:

The cost of this project depends on multiple criteria. We are planning to work 5 hours per day , 5 working days a week.

Information Gathering : 20,000/-
Development part : 65,000/-
QnA : 35,000/-
Web Hosting : 27,000/- for 5 years (hostgator.com)
Web Domain: 6100/- for 5 years

Total : 153100/- BDT

K. Training:

At the time of developing the web application we needed for ourselves to do the planning,timing, management,languages that the project is made of.For building this project we needed to learn some new things to make this web application more useful and to add new features to our project for future updates.In the future, hopefully, when the website becomes popular we will recruit new members and arrange required training for them also.

3.Risk Analysis:

1.Identity Threats:

The first step in Risk Analysis is to identify the existing and possible threats that we might face. These can come from many different sources. For instance, they

could be:

- Human – Illness, death, injury, or other loss of a key individual.
- Operational - Disruption to supplies and operations, loss of access to essential assets, or failures in distribution.
- Reputational - Loss of customer or employee confidence, or damage to market reputation.
- Procedural - Failures of accountability, internal systems, or controls, or from fraud. o Project - Going over budget, taking too long on key tasks, or experiencing issues with product or service quality.
- Financial – Business failure, stock market fluctuations, interest rate changes, or non availability of funding.
- Technical – Advances in technology, or from technical failure. o Natural – Weather, natural disasters, or disease.
- Political - Changes in tax, public opinion, government policy, or foreign influence.
- Structural – poor lighting, falling boxes, or any situation where staff, products, or technology can be harmed

2. Estimate Risk:

Once we've identified the threats we might be facing, we need to calculate both the likelihood of these threats being realized, and their possible impact.

- Preventative action involves aiming to prevent a high-risk situation from happening. It includes health and safety training, firewall protection on corporate servers, and cross-training of teams.
- Detective action involves identifying the points in a process where something could go wrong, and then putting steps in place to fix the problems promptly if they occur. Detective actions include double-checking finance reports, conducting safety testing before a product is released, or installing sensors to detect product defects.

L. Resource Requirements:

- **HR**

  We will need -

  1. 3 system analyst and planner
  2. 2-4 Programmers

- **Others**

3. MODELING:

a. PROJECT FEATURES:

- **SIGNUP:**
  The user will be able to create a new account

- **LOGIN :**
  user will be able to login in on his account

- **ADMIN PANEL DASHBOARD - USERS:**
  Here the admins will be able to see all the users in the system. The users are also divided into multiple criteria. Users -
  Customers (who uses our product)
  Rider (who uses our account as a customer as well as a rider to offer ride sharer)
  The various users will be defined by a code or unique id in the database.

- **ADMIN PANEL DASHBOARD - EMPLOYEE:**
  Here the admin will be able to see all the working employees and their details. Here various access will also be given to various employees.

- **ADMIN PANEL DASHBOARD - RESTURANT BUDDY:**
  Here the admins will be able to see all the users who invited other users as a restaurant buddy and their locations , restaurant and other details.

- **ADMIN PANEL DASHBOARD - RIDESHARE:**
  Here the admins will be able to see all the users who asked for a ride share and the rider who took the job and necessary details.

- **ADMIN PANEL DASHBOARD - EMERGENCY-SECURITY:**
  Here the admins will be able to see all the users who asked for emergency or security help and the users who came forward to help.

- **USER PROFILE:**
  The users will be able to see his/her profile

- **USER SETTINGS:**
  The user will be able to change his profile informations

- **ACTIVITY HISTORY:**
  The user will be able to his/her recent activities like (ride share, restaurant buddy, help service etc)
- **MESSAGES:**
  Here the users can see all his or her messages with various other users. The messages can be filtered out by RIDE, RESTAURANT BUDDY, HELP, SYSTEM HELP etc
- **NOTIFICATIONS :**
  The users will get access to all his or her recent notifications or updates.

- **POST-BANNERS:**
  Here the users will be able to see all latest posts, quests and updates from all people around his location and people from his friend list

- **TAB- RIDE:**
  In this tab users will be able to ask for/find a ride if anyone's offering. She/he will also be able to find someone to share a ride with.

- **TAB- RESTAURANT BUDDY :**
  In this tab users will be able to ask for/find restaurant-buddy.

- **TAB- HELP:**
  In this tab users will be able to ask for help.

- **TAB- QUESTS:**
  The user will be able to see his/her completed/uncompleted daily quests.

- **TAB- ACHIEVEMENTS:**
  The users will be able to check his/her achievements and points earned so far.

- **TAB- MAP:**
  Here the user will be able to see activities (if there's anyone asking for help/rideshare/restaurant-buddy) around his/her location.

b. Function Definitions:

I. Function description:

1. New users can view public posts and register .
2. Logged in users can also view public posts along with sharing posts and commenting on the posts.
3. Logged in Users can view and edit their profile.
4. Logged In Users can search accounts, add friends, accept / reject friend requests and also can send or receive messages.
5. Logged in users can view / share emergency posts.
6. Admin can ban users who spread hate speech or post inappropriate comments and can also view flagged posts.
7. Admin will give the users achievement points / rewards.
8. Admin will release updates.

C.Use Case Diagram:

i . Use Case Narratives: (A)

Title:	**SIGN-UP**
Description:	A user can open an account on our platform that will allow the user to become a registered member and use our app to its full potential.
Primary Actor:	User
Precondition:	Users must agree with the terms of policy. Users must provide valid identity documents.
Post-conditions:	Users have to wait to use the platform before all the identifications are verified by our RV team. Users must abide by the terms and conditions rules and regulations of the platform to ensure a quality social community.
Main Success Scenario:	1. Users go to our website. 2. User lands at the homepage of the website. 3. Users select the SIGNUP button. 4. User fills the information about him/herself in the SIGNUP form. 5. User provides passwords and cross checks it and confirms the process by pressing confirm button 6. The system displays username at the nav bar after login in.
Exceptions:	1. Incorrect Email. 2. Incomplete/invalid information.
Frequency of Use:	Everyday
Status:	
Owner:	RASYN
Priority:	High

(B)

Title:	**POST-BANNERS**
Description:	User sees all updates(both quest and post) in forms of posts here in this tab.
Primary Actor:	User
Precondition:	Users of the platform must update status/posts/quests.
Post-conditions:	Posts must be quests(location based interact able posts) in order for other users to interact.
Main Success Scenario:	1. Users are shown the POST tab by default. 2. Here the user sees various posts including normal posts as well as quests. 3. The user gets updates about other users by seeing their posts. 4. The user can be a Buddy/ride/help by pressing on the interactive posts(i.e quests) 5. The user then is forwarded to another page showing details of the quest and finally confirming in engaging in the quest.
Exceptions:	Having unverified self-identifications.
Frequency of Use:	Each time viewing posts and quests
Status:	
Owner:	RASYN
Priority:	High

(C)

Title:	**RESTAURANT BUDDY**
Description:	User is able to post asking for a social meeting with someone willing to share food and spending some time together while being new friends.
Primary Actor:	User
Precondition:	Must have valid verified personal identity and post as a quest.
Post-conditions:	The responding user must have verified and qualified identity and personal details.
Main Success Scenario:	1. The user will post a quest in the RESTAURANT BUDDY TAB. 2. Then the post will get verified. 3. Then if any other user responds to the post, the posting user will get notification and plat a meetup. 4. By confirmation of the restaurant and identity from both parties the social meetup up is confirmed
Exceptions:	In case of invalid or unqualified information In case of cancellation of the quest before confirmation.
Frequency of Use:	Each time the user posts for a restaurant buddy.
Status:	
Owner:	RASYN
Priority:	High

(D)

Title:	**ADMIN PANEL DASHBOARD**
Description:	Providing various exclusive access and authority of the platform to the admin(s).
Primary Actor:	Admin
Precondition:	Must be an admin.
Post-conditions:	Must have knowledge of operating
Main Success Scenario:	1. The admin logs in the system. 2. The admin has the dashboard. 3. Various options/tabs are there. 4. The admin is able to check/modify/update all employees. 5. The admins can see all who are engaged in posting and questing on the platform.
Exceptions:	
Frequency of Use:	Everyday
Status:	
Owner:	RASYN
Priority:	High

D. Class Diagram:

Class Names:
User, PostData, PostBarrier, Emergency, Message, Achievements

User	
Takes all the information about the user	
Responsibility	**Collaborator**
Takes user name	
Takes user location	GeoLocation
Takes user contact info	

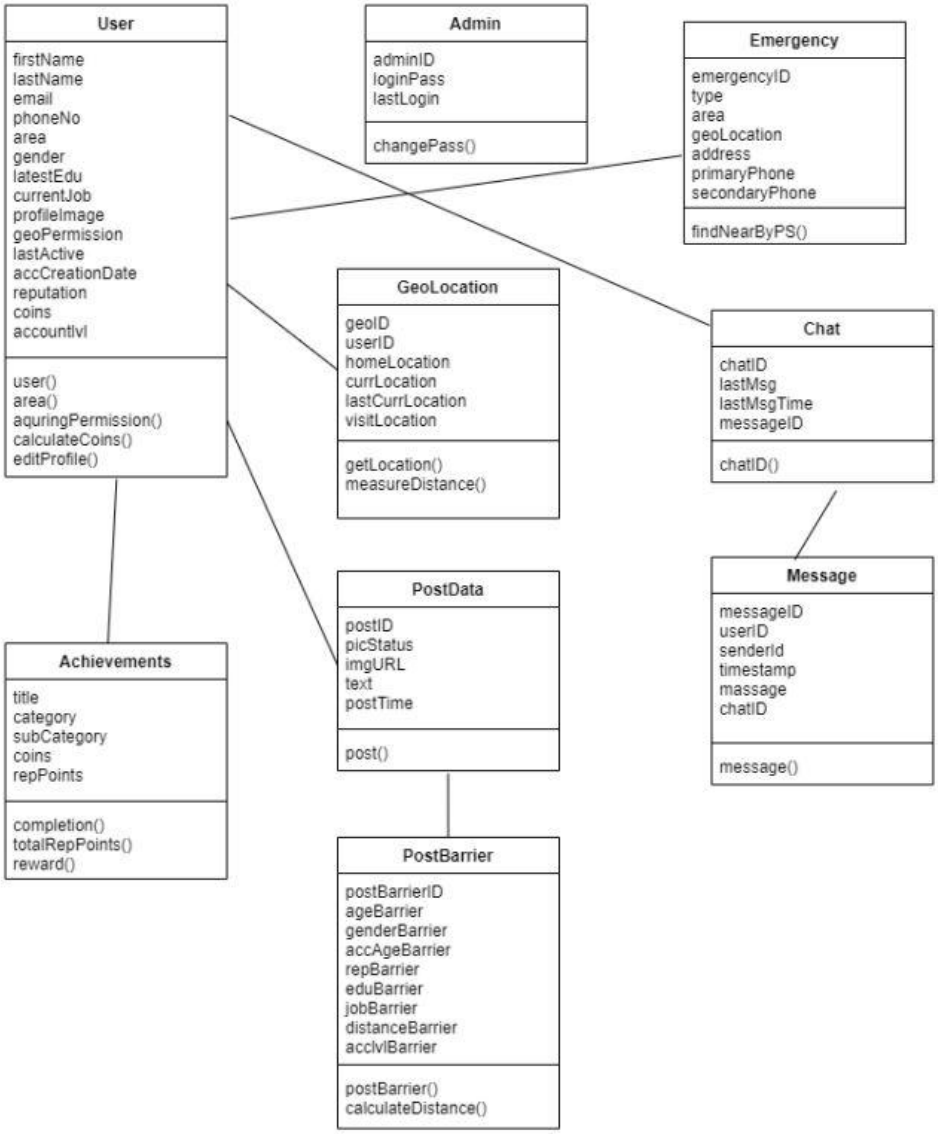
PostData	
Lets user post about something	
Responsibility	**Collaborator**
User can post images	
Post Location	GeoLocation
Post text	

PostBarrier	
Determines users to show post	
Responsibility	**Collaborator**
Takes user age	User
Takes user location	GeoLocation
Takes user age	User
Takes user reputation	User
User Account level	User

Emergency	
Emergency Posts	
Responsibility	**Collaborator**
Type	
Area	GeoLocation
Contact	User

Message	
Messages between users	
Responsibility	**Collaborator**
Takes user name	User
Takes user location	GeoLocation
message	

I. CRC


User
firstName
lastName
email
phoneNo
area
gender
latestEdu
currentJob
profileImage
geoPermission
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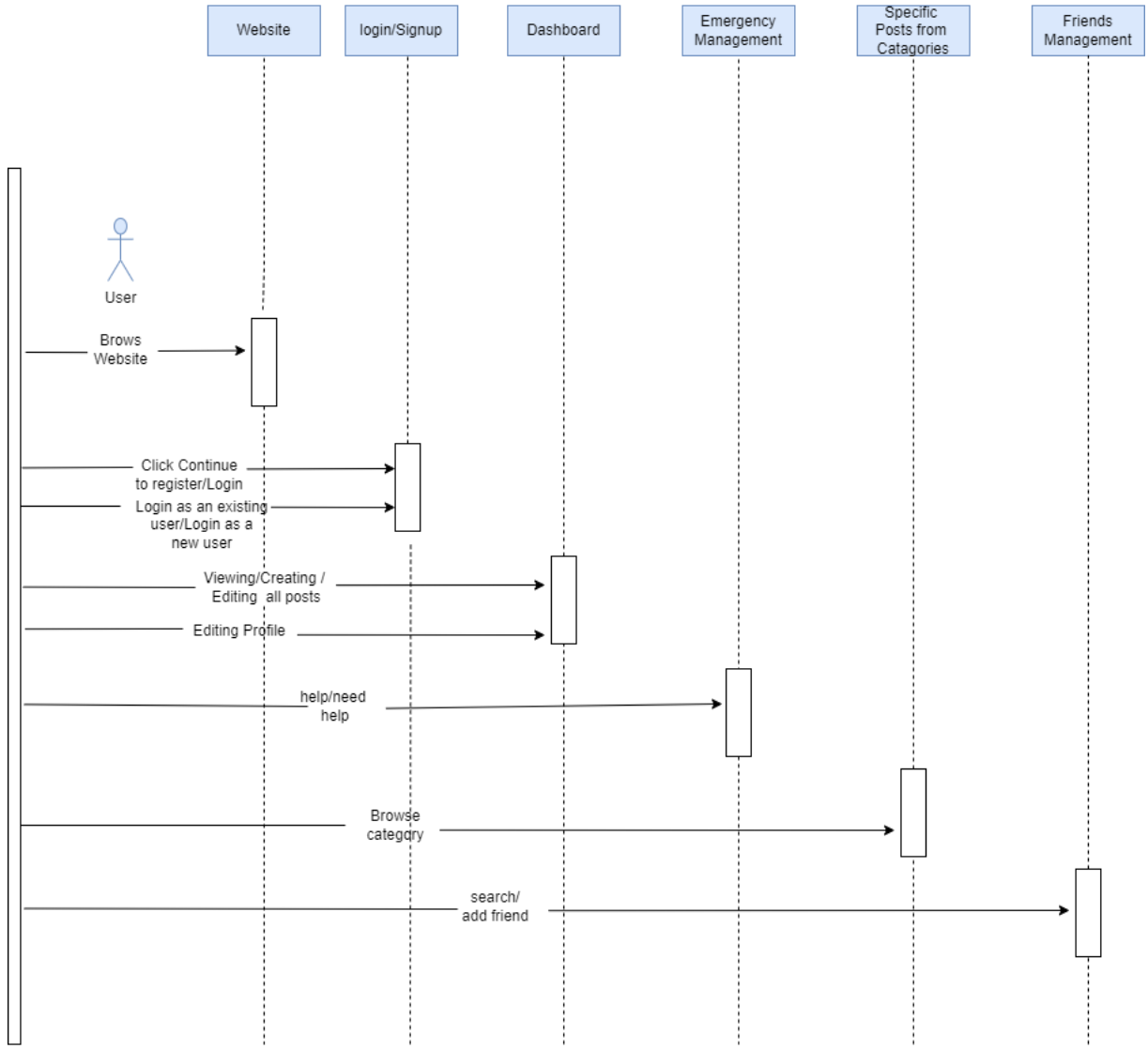
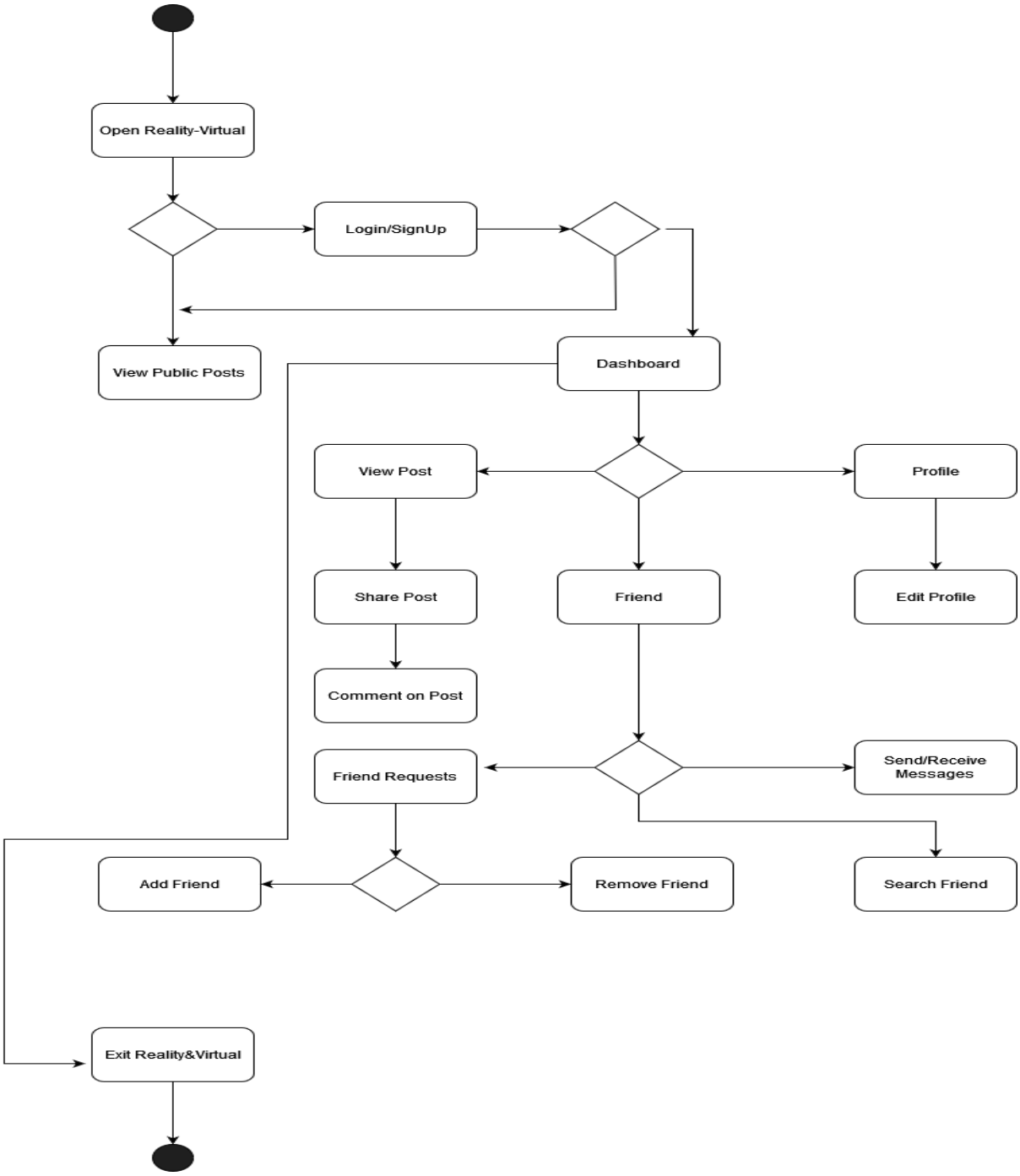
area()
aquringPermission()
calculateCoins()
editProfile()
Admin
adminID
loginPass
lastLogin
changePass()
Emergency
emergencyID
type
area
geoLocation
address
primaryPhone
secondaryPhone
findNearByPS()
GeoLocation
geoID
userID
homeLocation
currLocation
lastCurrLocation
visitLocation
getLocation()
measureDistance()
Chat
chatID
lastMsg
lastMsgTime
messageID
chatID()
Message
messageID
userID
senderId
timestamp
massage
chatID
message()
PostData
postID
picStatus
imgURL
text
postTime
post()
Achievements
title
category
subCategory
coins
repPoints
completion()
totalRepPoints()
reward()
PostBarrier
postBarrierID
ageBarrier
genderBarrier
accAgeBarrier
repBarrier
eduBarrier
jobBarrier
distanceBarrier
acclvlBarrier
postBarrier()
calculateDistance()

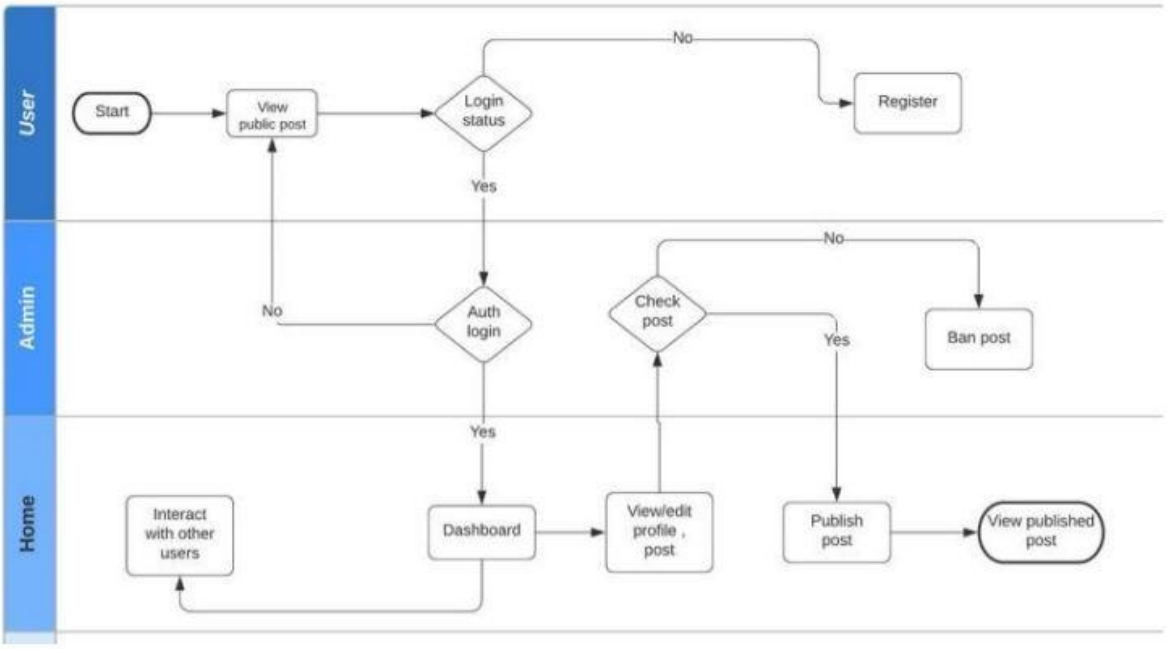
E. Sequence Diagram:



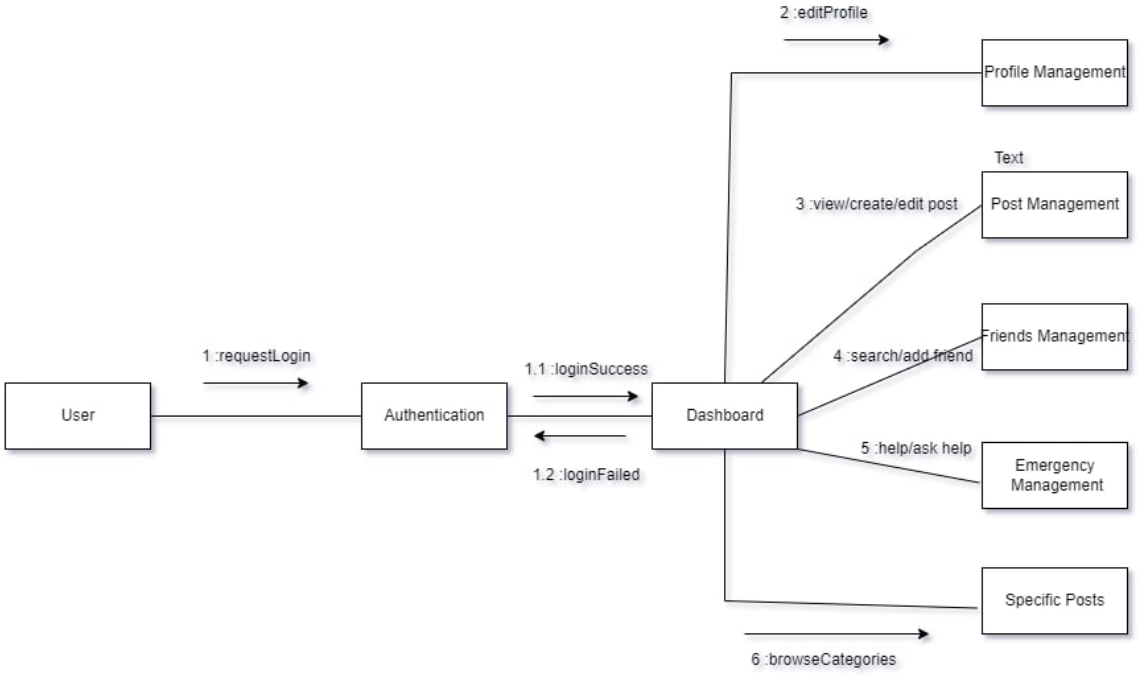
F. Activity Diagram:



G. Swim Lane Diagram:

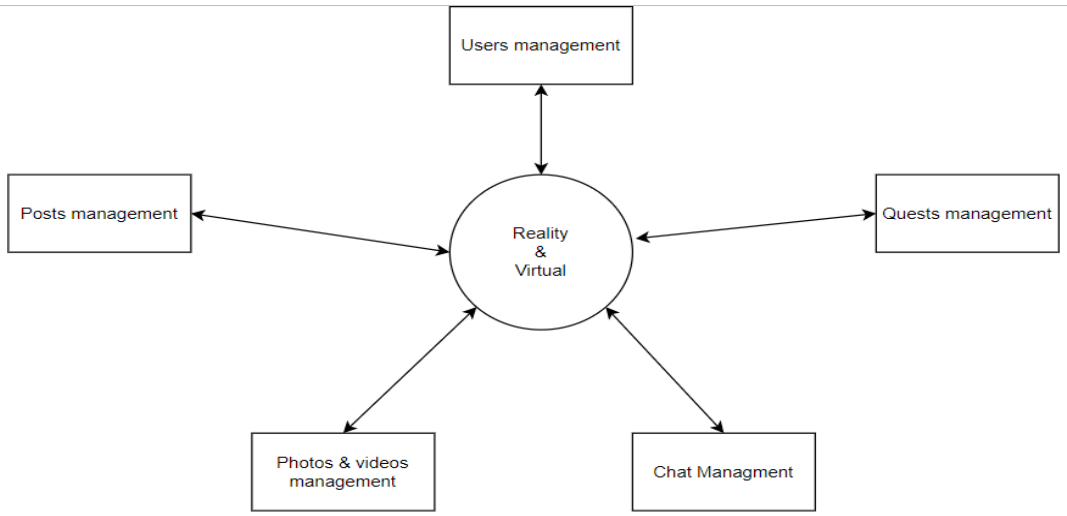


H. Collaboration Diagram:

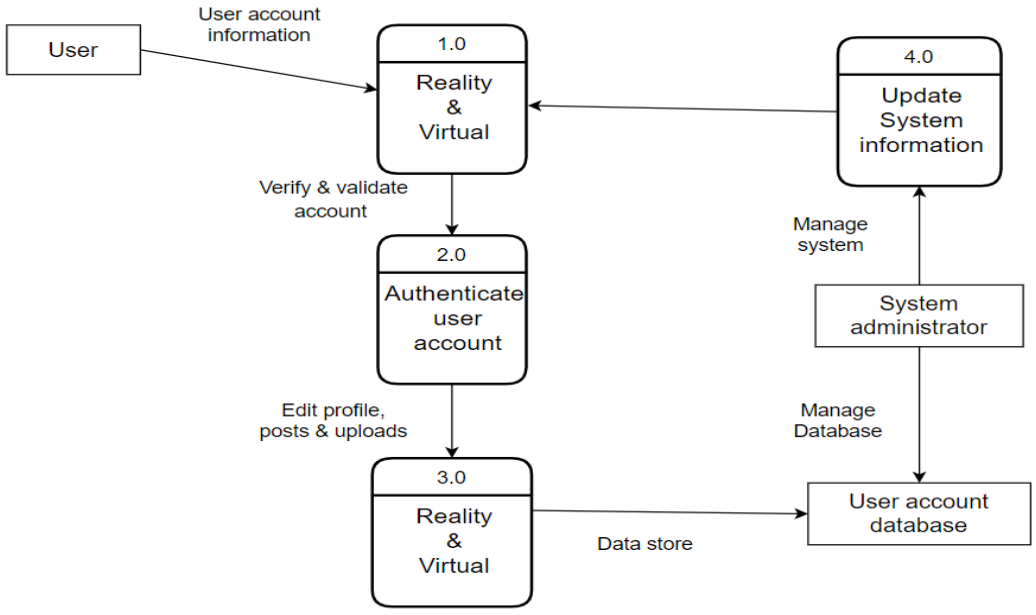


I. Data Flow Diagram:

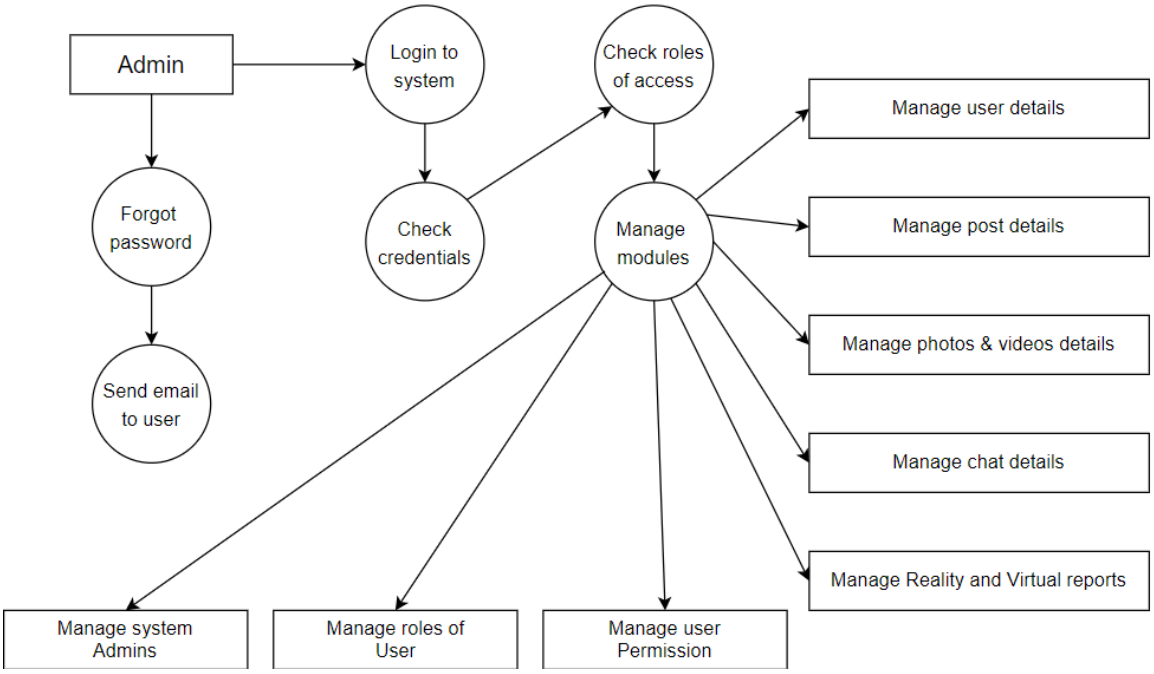
Level 0:



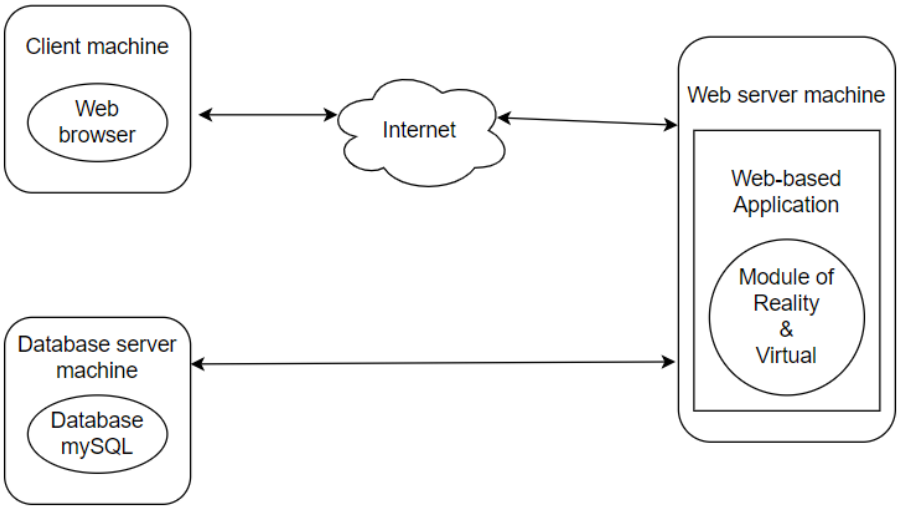
Level 1:



Level 2:



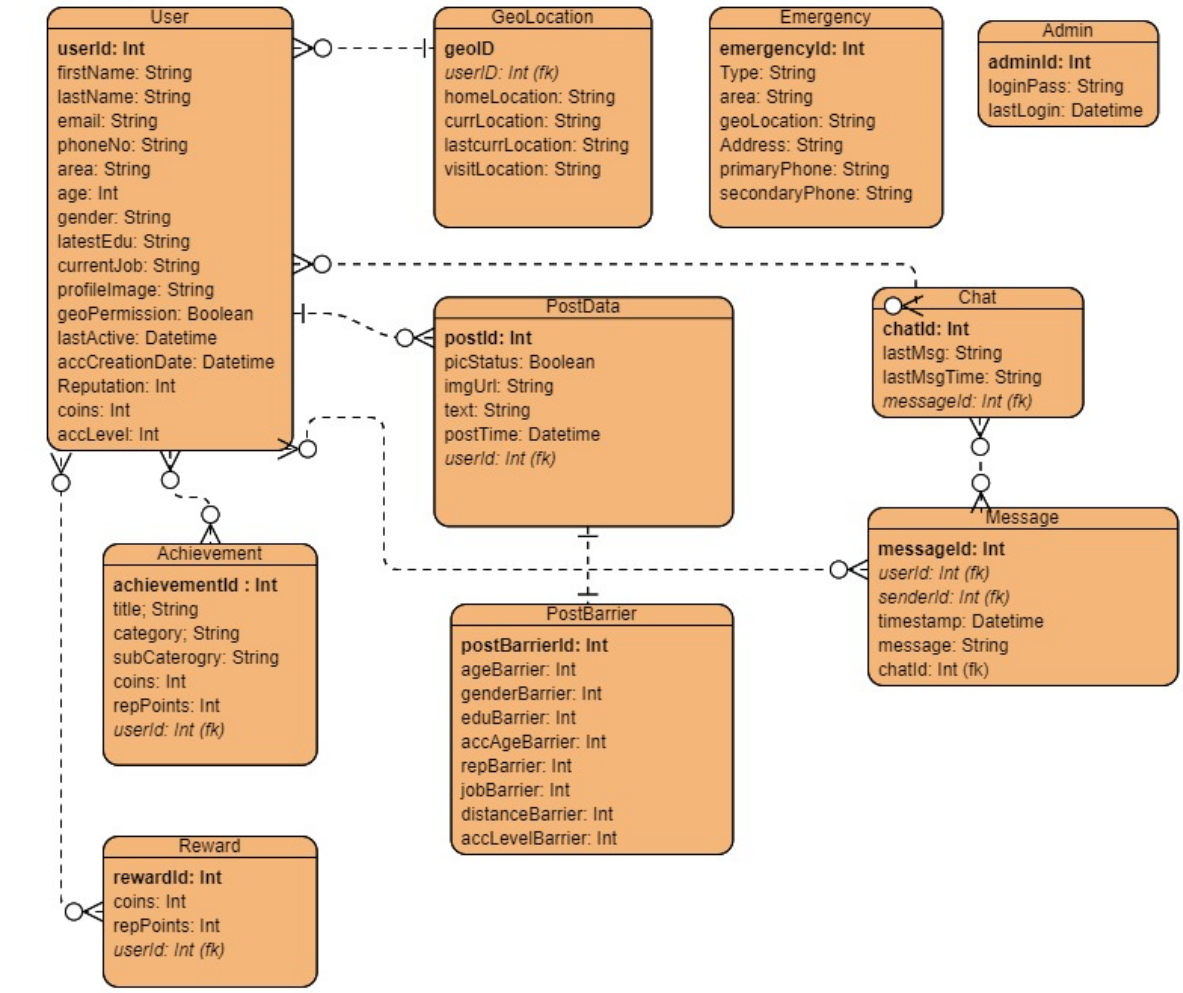
J. Architecture Flow Diagram:



K. List down Entities and Attributes:

- Admin(***adminID*****,** loginPass, lastLogin)
- User(***userId***, firstName, lastName, email, phoneNo, area, age, gender, lastEdu, currentJob, profileImage, lastActive, accCreationDate, reputation, coins)
- Achievement(***achivementId***, category, subCategory, coins, repPoints)
- Reward(***rewardId***, coins, repPoints)
- GeoLocation(**geoId**userId, homeLocation, currLocation, lastcurrLocation, visitLocation)
- PostData(***postId***, picStatus, imgUrl, text, postTime, userId)
- PostBarrier(***PostBarrierId***, ageBarrier, genderBarrier, eduBarrier, accAgeBarrier, repBarrier, jobBarrier, distancebarrier, acclevelBarrier)
- Emergency(***emergencyId***, type, area, geoLocation, address, primaryPhone, secondaryPhone)
- Chat(***chatId***, lastMsg, lastMsgTime, messageId)
- Message(***messageId***, userId, senderId, timestamp, message, chatId)

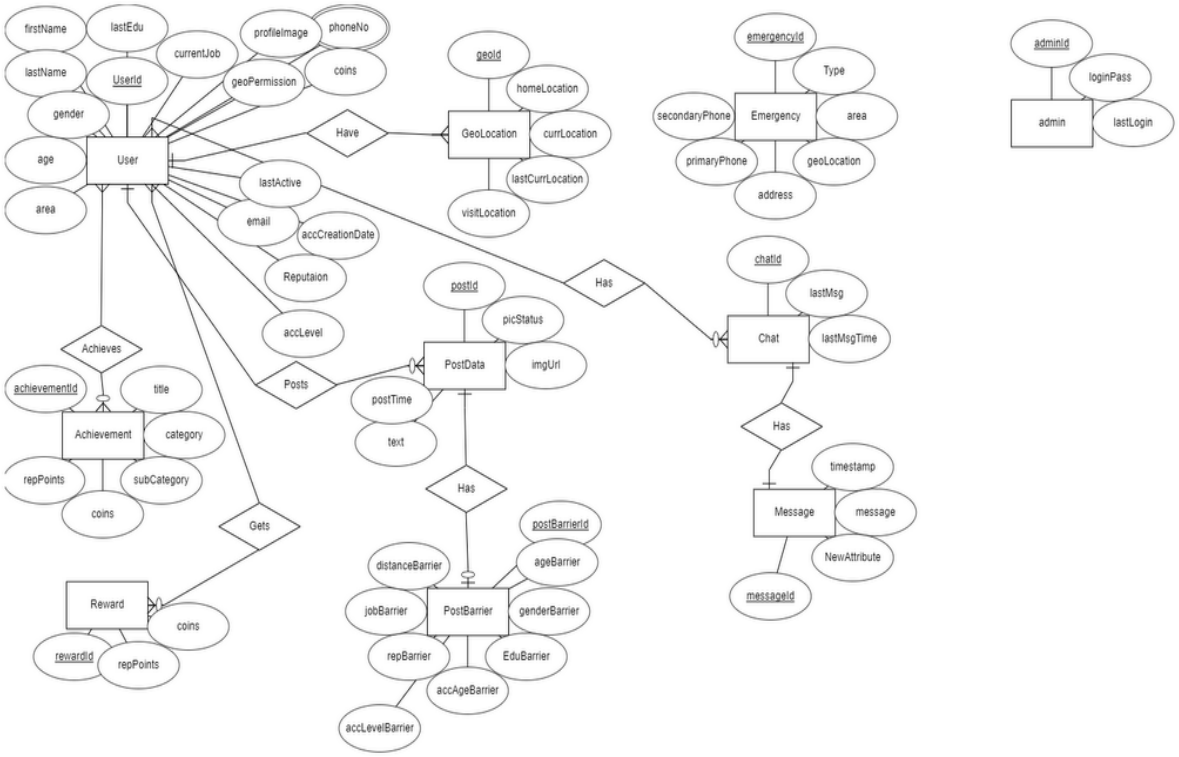
L. Schema Diagram:



M.
Normalization:

1. The tables are in 1NF as all columns are unique.
2. all attributes within the entity depend solely on the unique identifier which is the primary key so it's already on 2NF.
3. All columns depend on the primary key so it is in 3NF.Therefore, the database has achieved at least 3rd Normal Form.

N. Entity Relationship Diagram:



FEATURES WE PLAN TO ADD:

This is a location based web application which is full of possibilities.

Premium users must be verified. There will be a lot of features only gold users and above can use.User uploads verification, gains R points.User chooses a specific job category,gains R points.User uploads a cv, gains R points.There will be quests in the community section. Completing them would give you points.Account older than a month, V points. With certain amounts of cbp, you can buy premium accounts.suggestion: 2 kinds of points system. R points and V points. The more interaction you do in real life, you get more R points. If you chat, spend time one the app, you get V points.

4. CONSTRUCTION:

The idea is that R&V will be available across all devices but for now we have decided to make this project a website.

A. Development Environment:

- **Language:**
    1. HTML
    2. CSS
    3. JS
    4. PHP
- **Development Environment / Hardware and server specification:**
    1. Graphics Software: Adobe Illustrator
    2. Frontend:
        -> HTML,CSS,JS
        -> Framework:Bootstrap 5
    3. Backend: PHP
    4. Database: MySql

B. Testing Strategy:

Test strategy is a guideline to be followed to achieve the test objective and execution of test types mentioned in the testing plan. It deals with test objective, test environment, test approach, automation tools and strategy, contingency plan, and risk analysis.

- We begin by testing-in-the-small and move towards testing in the large.
- For conventional website application.
- The module / component is our initial focus.
- Integration of modules follows.

C. Testing Techniques:

While smoke testing, we will test the functionalities whenever a new feature or build was introduced.For example, when we created the login page,we carefully tested if it takes us to the main page or not and after signing out if it is still keeping the data of the user correctly or not.Hence, we have kept testing during the early period of our project ,which we've found quite helpful for us as it allows us to solve the bugs at early stage.Each and every functionalities have been tested after they are being introduced for the first time.By doing so, we were able to track the error that we were facing and helped us a lot in case of identifying further errors.After smoke testing, when we combined all the modules and introduced our website to integration testing(bottom up) ,which was testing

low level module and then integration them we tested the high level module to make sure the whole system is working fine.

5. Deployment:

1. Deployment

Software development is all of the activities that make a software system available for use.Our web application is made with HTML and Bootstrap 5 framework.In future,we plan to deploy our application using Microsoft Azure.This will simplify the management of our application with cloud services while ensuring high availability.Feature of Microsoft azure are highly available and have massively scalable platform for our application and API.Accelerated application deployment, autoscaling of our cloud environment will optimize cost and improve performance, integrated health monitoring and load balancing with dashboards and real time alerts.To deploy this, we would need to invest our money. Prices are estimates only and are not intended as actual prices. Actual pricing may vary depending on the type of agreement entered with Microsoft , date of purchase and the currency exchange rate.Prices are calculated based on US Dollars and converted using Thompson Reuter's benchmark rates refreshed on the first day of each calendar month.

2. AMC

AMC full meaning is Annual Maintenance Contract. An annual maintenance contract, or contract maintenance agreement, is a business arrangement for ongoing maintenance, agreed on by the manufacturing facility and a service provider.

3. Support and Maintenance

Software support is defined as fixing broken software or bugs with reactive development and maintenance means maintaining the software free from bugs. We are as a group planning to maintain our application weekly. We would test the software daily by smoke testing and try to keep it from bugs. We will make updates in our application if necessary.

6. Learning Experiences:

We learned a lot of stuff while making this project. It was a complete team effort. We learned how to work in a team and make a project. Like any other field that involves a lot of knowledge, experience in software engineering is important because it teaches you the best ways to apply that knowledge when working on real-world problems. We learned about software process structure, process model, and agile development. We knew about different types of models, designs, and diagrams. We faced problems, bugs but we fixed it by testing the software. We learned about how to test a software and assure the quality of it. We also learned cost benefit analysis which is very important in terms of business

mind set. Budgeting is very important too. We had a great experience while making this project. We tried our level best and we planned to upgrade the application in future.

1. CONCLUSION:

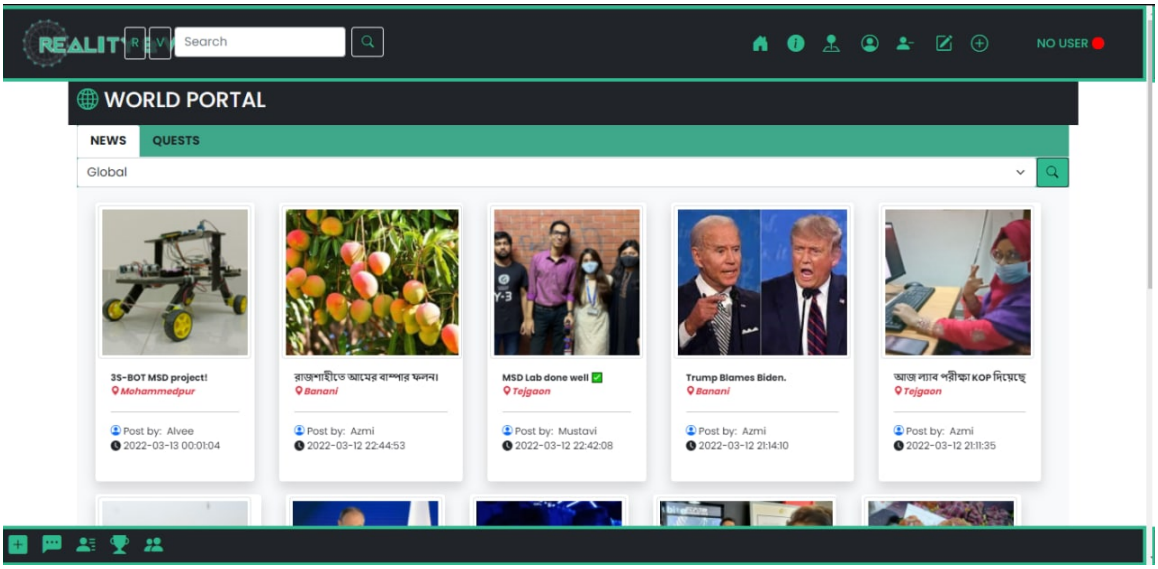
We are hoping that this website will create a welcoming environment around us by ensuring proper security and will spread positivity as well.For an individual,it will help someone to build a strong social personality.

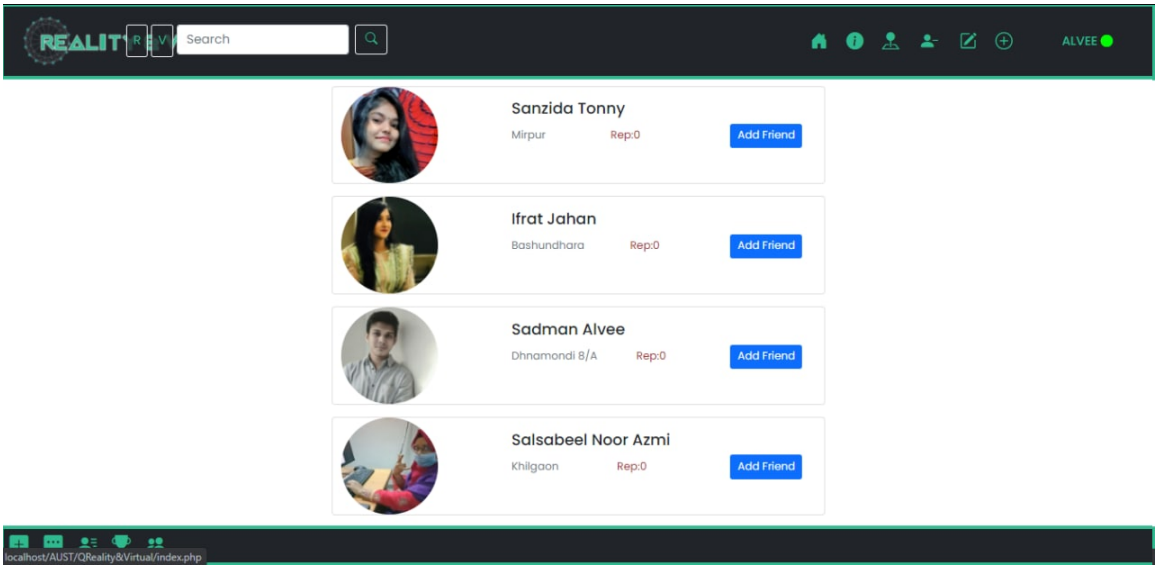
APPENDIX:

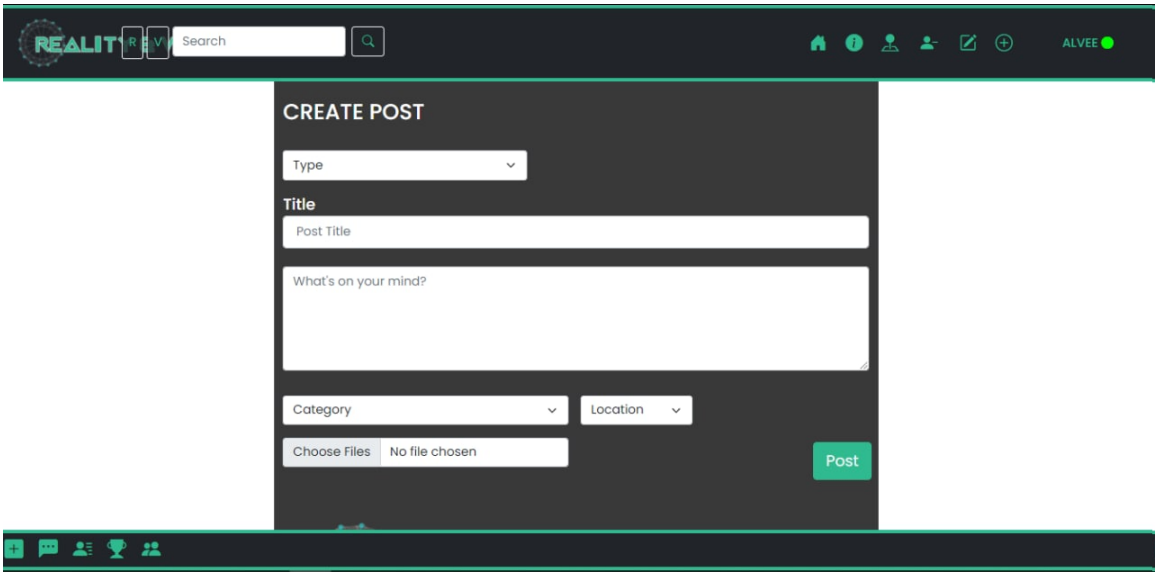
The possibilities with this idea are unlimited. From creating connectivity to sharing foods and rides to helping people in need of security or emergency we can guarantee that by getting funds for this project we can use this website for solving the many issues of the society.In survey we asked these questions.

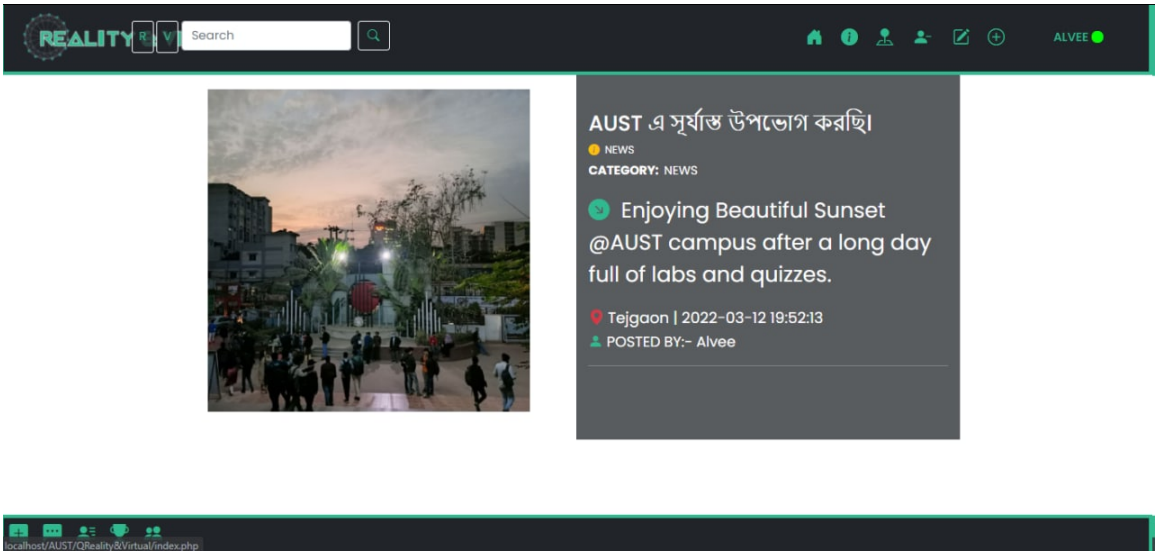
1. What is your name?
2. What is your age?
3. What is your gender?
4. What is your occupation?
5. Which social app do you use most?
6. What feature do you think is missing in that app?
7. Which platform do you use that app most?
8. Would you like to socialize with your neighbors or meet new people?
9. Would you feel safe meeting people online?
10. Would you put your trust on an app which can give you a secure environment by ensuring a strong privacy policy?
11. Do you think real life quests will encourage you to explore more of your neighborhood?
12. What do you think about sharing a ride or expensive food with someone to save money?
13. Would you prefer an app which will give you the experience from both the real and virtual world?
14. Would an app be able to provide security such as alerting people if any theft-robbery-attack is happening in your neighborhood?
15. Do you prefer such an app having all of these features or a web application? If it's a web application, which difficulties you might face? Share your thoughts.

Software Simulation / Runtime Images of our project:






REALITY
Search
ALVEE
CREATE POST
Type
Title
Post Title
What's on your mind?
Category
Location
Choose Files
No file chosen
Post


REALITY
Search
ALVEE
AUST এ সূর্যাস্ত উপভোগ করছি।
NEWS
CATEGORY: NEWS
Enjoying Beautiful Sunset @AUST campus after a long day full of labs and quizzes.
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