

Project Phase III Report

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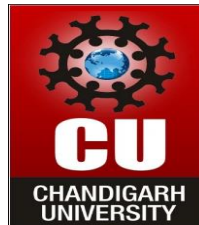
“Share Me”

Submitted for the requirement of

Project course

BACHELOR OF ENGINEERING

COMPUTER SCIENCE & ENGINEERING



Submitted to:

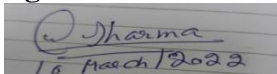
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ABSTRACT

We are designing a web application which will help our users to post pictures on the site and also, they can build a good network. We will do these using React and Sanity.io, users will be able to react on post, like, comment, share and communicate with different people all over the world. It will be a great opportunity for the users to build a healthy Network over the website which may help them later.

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1. Feature/characteristics identification -

The Share Me, as the name suggest it is a photo sharing social media application, where user come across the picture posted by other people around the globe and do like, Comment, and share it for better reach. First, the user needs to login to the site or register if he is new to the same. We have used Google Authentication to do these tasks. Next after logging in, the user can see other people's posts which are pictures taken by the person or shared their own pictures. Users can build a strong network over the site and it will be a fantastic opportunity for them to learn from others and develop their skills.

Characteristics of a Project: The distinctive characteristics of a project are as follows-

1. Objectives-

- An Interactive GUI (Graphical User Interface) helps in the growth of any application, one of the most important of our project is to provide a well-developed GUI.
 - Great opportunity for the user to build their Network with people having same ideology.

2. Single entity –

- We are a total of 5 members but we are considered as single entity because we worked on this project with unity and done the whole project by dividing the work which has to be done on time.

3. Life Span –

As we have to done our sub divided work, Bhavishya Chauhan and Hariom Kumar worked on the Front-End part which was completed first in the time span of 1 month, Om Prakash and Komal worked on the Back-End part did in 15-20 days and Sorabh Singh worked on the Database of our project and did it in 10 days.

4. Require funds-

As of now we don't need any funds, but in future for sure we have to buy us domain which will help our app to grow further.

5. Team Spirit –

Our team members are the ones who did their work with full potential and never hesitate to do more. This type of motivated team can get bigger goals in life if opportunity comes in.

6. Risk and Uncertainty –

There were no bigger risks for us, but yes how thing could be done that's the main question and yes, we did it too.

7. Uniqueness –

The main uniqueness of our project, the SHARE ME which is made by us, could be more beneficial to the larger number of people, we think as a customer while preparing this not as a maker.

8. Cost-

The cost is negligible, but if we buy our domain in future, then we can think about it.

2. Constraints Identification-

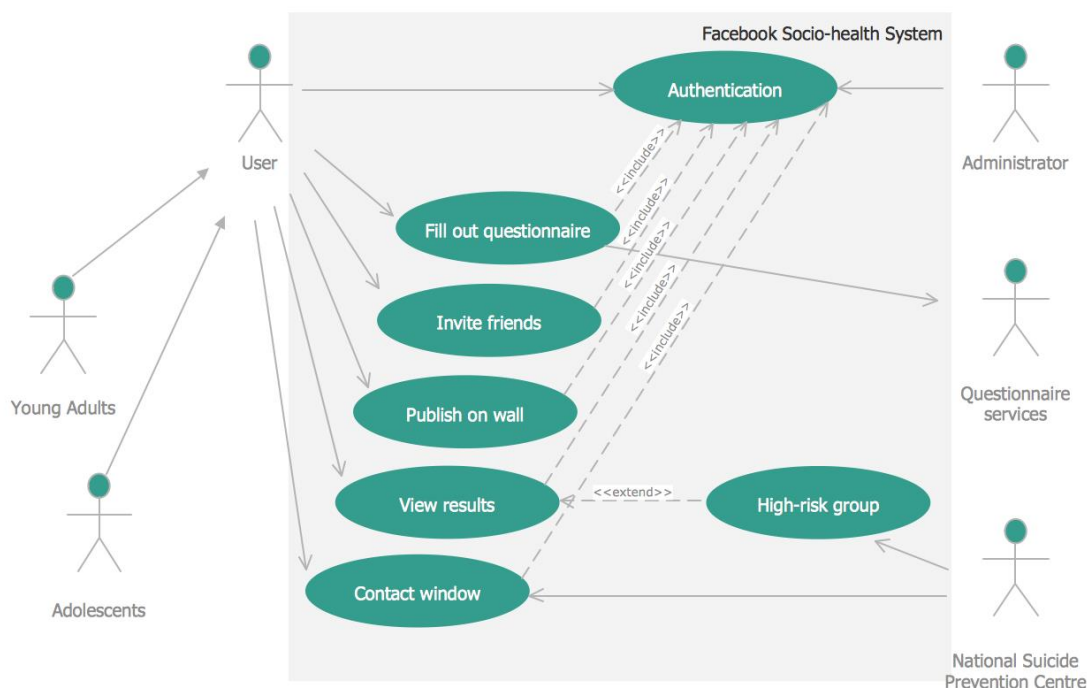
There are six major constraints in project management to consider.

1. Time: Our project completion time, we can say 15th of May, 2022. Time constraints can be negotiated but it will be done by 15th Of May for sure.
2. Cost: The cost is negligible, but if we buy our domain in future, then we will need funds to grow our website.
3. Scope: First of all, user needs to login to the site or register if he is new to the same. We have used Google Authentication to do these tasks. Next after logging in, the user can see other people's posts which are basically the pictures taken by the person or shared their own pictures. Users can build a strong network over the site and it will be a great opportunity for them to learn from others and develop their skills.
4. Quality: It will be provided with an amazing GUI which would help the user to interact with the applications and they can have their memories stored in one place so that They can access them anytime.
5. Benefits: An Interactive GUI (Graphical User Interface) helps in the growth of any application, one of the most important parts of our project is to provide a well-developed GUI.
Great opportunity for the user to build their Network with people having same ideology
6. Risk: There were no bigger risks for us, but yes how thing could be done that's the main question and yes, we did it too.

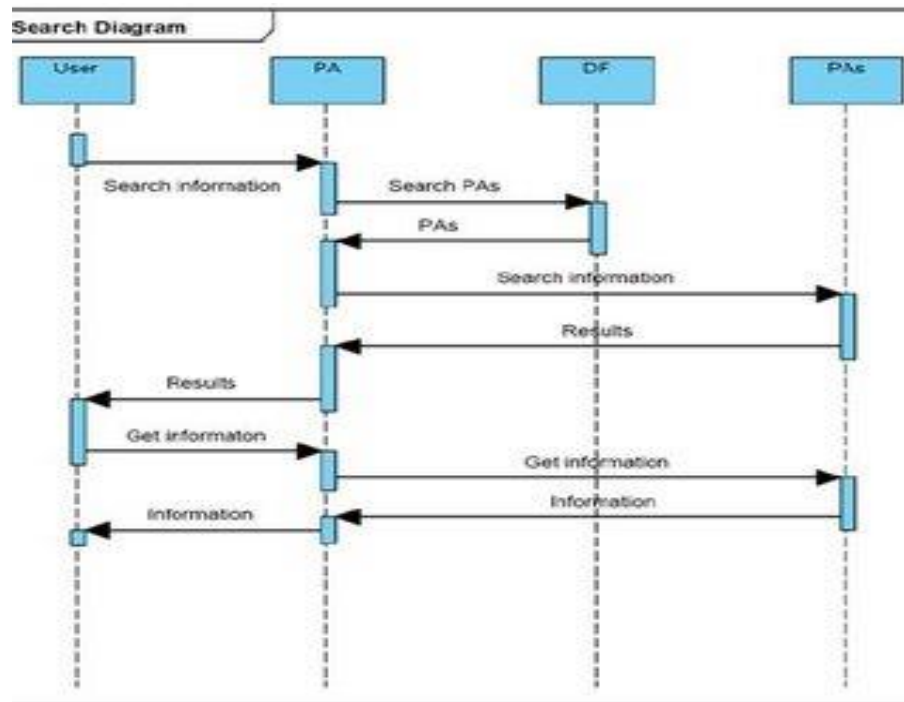
3. Analysis of features and finalization subject to constraint-

Our project is a Photo Sharing Social Media Application using web development, Sanity.io, web scraping, etc. It will reflect the application of web development. It is web application-based. We are working on a team of 5 members each member has and will be working on each and every part of the project, it will not be limited to one person to some specific part. In our project, we will be using different tools like React Library, Sanity.io for backend and Tailwind CSS for the user interface and many packages of JavaScript. There will be a home page, where user will have to Register/ Login as per their state, then the recent posts will be visible to the user and he can react on the same as per his/her wish. There will also be a search bar where he can search for different users around the globe, communicate and build a healthy network. We will also provide an option to bookmark the particular post, copy the link for the same and users can share it outside the platforms as well. The purpose of our project is to overcome the limitations of different social media applications and to build an application dedicated to photographers mainly. Later, we have an idea of extending the reach of the application from only photograph to other skills as well, the main objective of the application will be to create a platform where users can show their skills outside the Academics and get rewarded for the same.

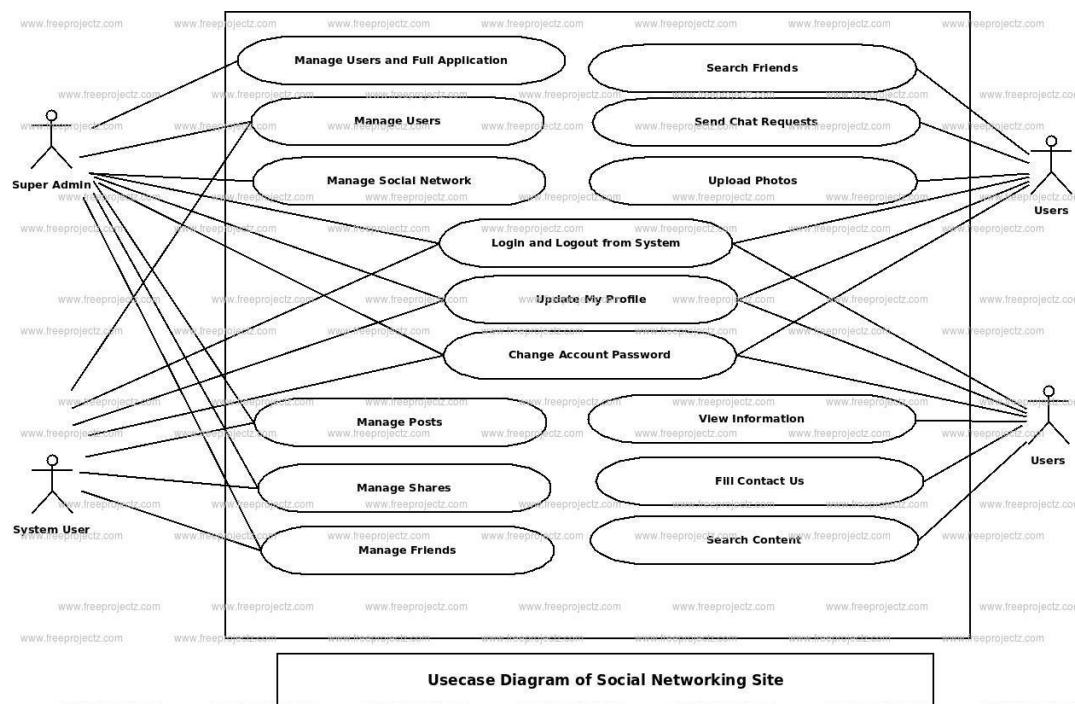
UML Diagram social networking Site



Searching scenario UML sequence Diagram



Social Networking Site Use case diagram



Social Networking Site Dataflow Diagram (DFD)

