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**MEETUP**

**PROPOSAL**

September 18, 2018

**Indian Institute of Information Technology Vadodara**

**Information Technology**

**Proposed to: ---------**

**By: IT02**

**(Indian Institute of Information Technology Vadodara)**

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1. **Abstract/Executive Summary:**

Abstract of Meetup is to tackle the problem of finding a meetup spot for the group on the move. It is a common problem which groups on the move face is to find a place which satisfy everyone’s preferences. We will develop an application that will give some suggestions based on what group want to eat and where they want to eat .We will tackle this problem faced by groups and will give them an web application to help them find their meetup spot conveniently.

1. **Context**

This part of the project describes the social, economic, political and cultural background from which the project is initiated. It should contain relevant data from research carried out in the project planning phase or collected from other sources.

1. **Project justification**

A rationale should be provided for the project. Due to its importance, this section is sometimes divided into four or more sub-sections:

1. **Problem statement**

There are times when we want to meet our friends on dinner but are unable to meet because finding a spot to meet which also meets our food requirements with good ratings is the biggest hurdle. There is also times when people don’t agree to location. We will create a site which will do all the finding restaurant meeting you food requirements and will also provide you the url which you can share with your friends who can vote on the restaurant which they find the best and hence reduces the efforts of finding a spot to meet.

1. **Priority needs**

(The needs of the target group that have arisen as a direct negative impact of the problem should be prioritised. An explanation as to how this decision was reached must also be included.)

1. The proposed approach (type of intervention)

The project proposal should describe the strategy chosen for solving the problem and precisely how it will lead to improvement.

1. The implementing organization

This section should describe the capabilities of your organization by referring to its capacity and previous project record. Describe why exactly your organisation is the most appropriate to run the project, its connexion to the local community, the constituency behind the organisation and what kind of expertise the organisation can provide. If other partners are involved in implementation provide some information on their capacity as well.

1. Project aims

Meetup is basically a platform that will enable groups to pick a hangout place at the ease of everyone and keeping their preferences in mind. It will search for the all the places that will satisfy the user preferences and then will return a list of restaurants or cafes on which the group member can vote and see which places suits the best.

1. **Target group**

The product is targetted for the following classes of people:

1. Persons who love to hangout
2. Families in picking a spot on which everyone agrees
3. Non Commercial
4. Persons who have interest in art but doesn’t practice professionally
5. Persons who like to use experiment with their hangout places.
6. Personal use.

The primary audience will be the class of persons who like to hang out with their friends or with their family. Along with the class of peoples who loves food, this will also be towards getting more attention from non-foodie audience as well. They might not like going out for food generally but for occasional purpose they can use this application.

1. **Project implementation**

The implementation plan should describe activities and resource allocation in as much detail as possible. It is exceptionally important to provide a good overview of who is going to implement the project’s activities, as well as when and where. The implementation plan may be divided into two key elements: the activity plan and the resource plan. The activity plan should include specific information and explanations of each of the planned project activities. The duration of the project should be clearly stated, with considerable detail on the beginning and the end of the project. In general, two main formats are used to express the activity plan: a simple table (a simple table with columns for activities, sub-activities, tasks, timing and responsibility in a clear and readily understandable format) and the Gantt chart (a universal format for presenting activities in certain times frames, shows the dependence and sequence for each activity, see project management for more info. The resource plan should provide information on the means necessary to undertake the project. Cost categories are established at this stage in order to aggregate and summarise the cost information for budgeting.

1. **Budget**

An itemized summary of an organization’s expected income and expenses over a specified period of time.

1. **Monitoring and evaluation**

After each week we have scheduled the meeting for checking the work done, which also includes individual problem facing discussion and other formal suggestions for ahead tasks.

1. **Reporting**

On the basis of all cost and effort estimation, we have scheduled this reporting schedule cum project schedule:

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| --- | --- | --- |
| **PHASE** | **DESCRIPTION OF WORK** | **TIME PERIOD**  **FOR**  **COMPLETION** |
| Requirement  Gathering  and  Analysis | We would gather the necessary requirements for our Project and prepared a document for the same. | 16 September- 25 September |
| Design Phase | We would try to complete the design of the software system including all the required features of the project | 28 September- 12 October |
| Coding and unit  testing | We would implement the features of the application (tasks) divided into modules and test those modules separately. | 13 October - 28 October |
| Testing | In this phase, we would combine the all modules and do the integrated testing of the whole system software. | 29 October - 9 November |
| Deployment | In this phase, we would  deploy our applications for the users to interact with our application. | 10 November - 13 November |

1. **Management and personnel**

* Pooja Gurjar- Backend and database development of Meetup

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**Reference**

* NEBIU 2002