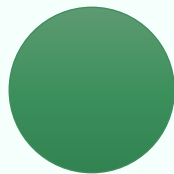


Kher Wallet



Supervised by:

Dr. Khaled Wassif
TA. Ahmed Ali

Implemented by:

ID

20186031
20186007
20186008
20186043
20186049

Name

Nada Mohamed
Ayat Hany
Sarah Khaled
Mark Rofaeel
Yasmine Shehab



Graduation Project
Academic Year 2021-2022
Midyear Presentation

TABLE OF CONTENTS

01

Project idea

Idea description and domain of interest.

02

Problem significance

Problems to be solved.

03

Project specifications

Requirements and important diagrams.

04

Time Plan

Tasks to be fulfilled.

05

Demo

Successive screenshots of our application.

06

Conclusion

Conclusion to what we have said.



01

Project idea

Idea description and
domain of interest.

Project idea

- Nowadays, there are a lot of **places** that accept **donations** from different people.
 - It takes **time** and **effort** for people to reach out to such places, and people **do not even know** when they need such help.
 - So, our project idea is to solve this problem by implementing an application that **help** people to **donate** in an **easier way** and **notify** when there is an event nearby.
-

TABLE OF CONTENTS

01

Project idea

Idea description and domain of interest.

02

Problem significance

Problems to be solved.

03

Project specifications

Requirements and important diagrams.

04

Time Plan

Tasks to be fulfilled.

05

Demo

Successive screenshots of our application.

06

Conclusion

Conclusion to what we have said.



02

Problem significance

Problems to be solved.

Problem significance

- Our problem is that people spend so much **time** and **effort** to reach different places that has led to the **shortage** of the overall amount of donations.
 - Other problem is that those places **do not have** the **capability** to **reach large amount of people** to help in notifying them with events.
 - So, let's imagine that there is an application that gather all these aspects together and that is what our application is going to do.
-

TABLE OF CONTENTS

01

Project idea

Idea description and domain of interest.

02

Problem significance

Problems to be solved.

03

Project specifications

Requirements and important diagrams.

04

Time Plan

Tasks to be fulfilled.

05

Demo

Successive screenshots of our application.

06

Conclusion

Conclusion to what we have said.

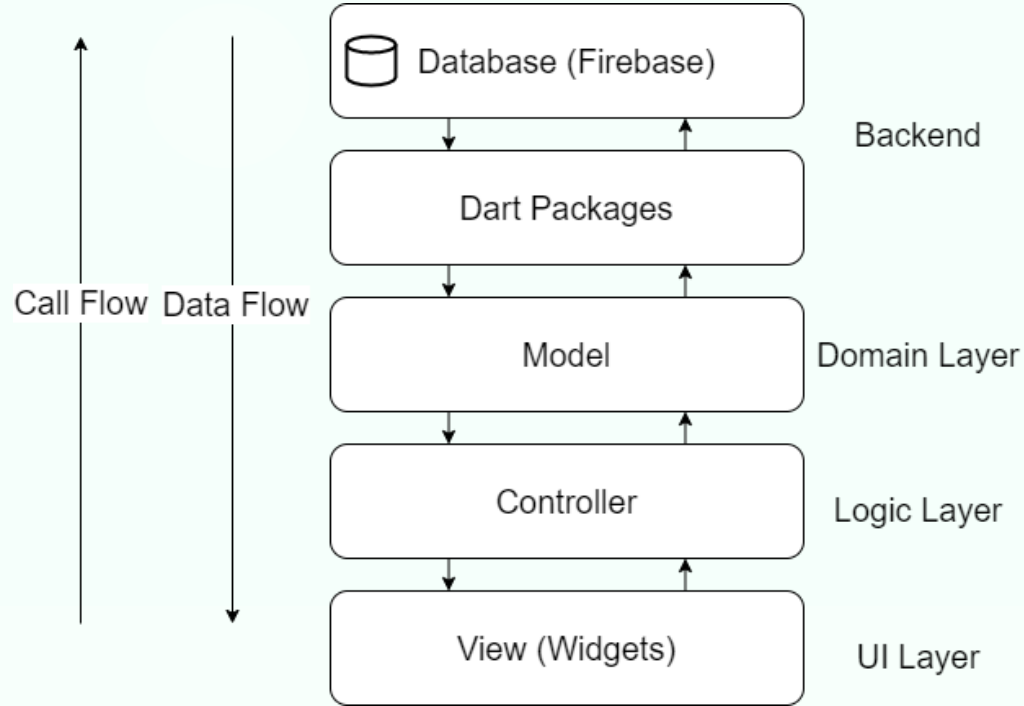


03

Project specifications

Requirements and important
diagrams.

System architecture



Stakeholders



Internal Stakeholders

- Developers.
- Designers.
- Testers.
- Project managers.



External Stakeholders

- Organizations (places' owners).
- Donators.

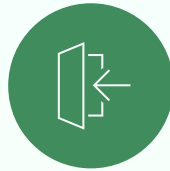
Functional requirements

Donator's functionalities



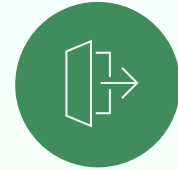
Sign up

Using own information
or by using Facebook or
Google accounts.



Sign in

Using email and
password.



Sign out

At any given time, a
donator can sign out.

Functional requirements

Donator's functionalities



Update donator's profile

Any information in profile.



View notifications

Whenever a new place is added, or when there is an event where help is needed.

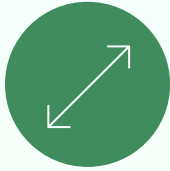


View events

The upcoming events where help is needed.

Functional requirements

Donator's functionalities



Expand event description

About a specific event with full description.



Donate

Using credit card or by requesting a representative.



Search

Different places and events or categories.

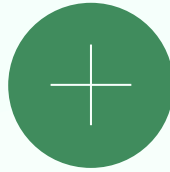
Functional requirements

Donator's functionalities



View cart

View different donations
in cart.



Add to cart

Add donations to cart
from same or different
places.



Remove from cart

Remove donations from
cart.

Functional requirements

Donator's functionalities



Write feedback

Write a feedback of his own.



Request help

A 'help' section and frequently asked questions.



Contact us

Contact us to solve any problem.

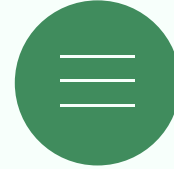
Functional requirements

Donator's functionalities



Display places categories

Which place category they want to explore from places categories.



Display donation categories

Which donation type they want to explore from donation categories.



Select specific place

Select specific place to view detailed information about it.

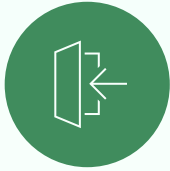


Select specific donation

Select specific donation type to view different places accepting this kind of donation.

Functional requirements

Organization's functionalities



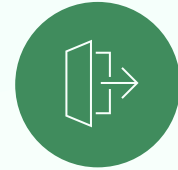
Sign in

Using email and password.



Update organization's profile

Any information in profile.



Sign out

At any given time, a organization can sign out.

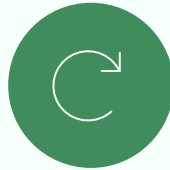
Functional requirements

Organization's functionalities



Write event

Any upcoming event which is then send as a notification to donators.



Update event

Update existing event which is then send as a notification to donators.



Remove event

Remove existing event

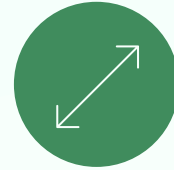
Functional requirements

Organization's functionalities



View events

The upcoming events where help is needed.



Expand event description

About a specific event with full description.

Non-functional requirements



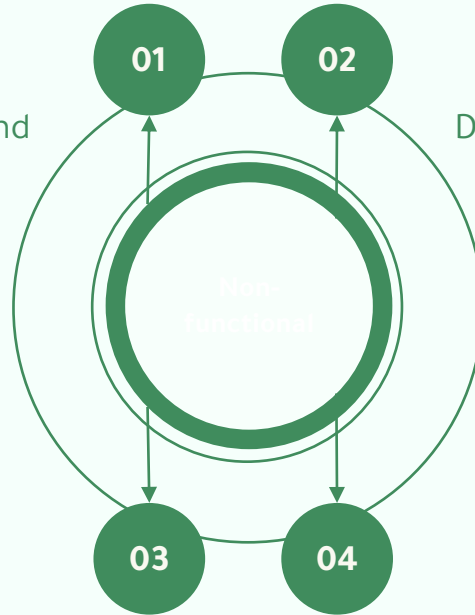
Portability

Run on both Android and iOS devices.



Availability

Available to use 24/7.



Usability

Determine what a feature is and what it can do.



Response time

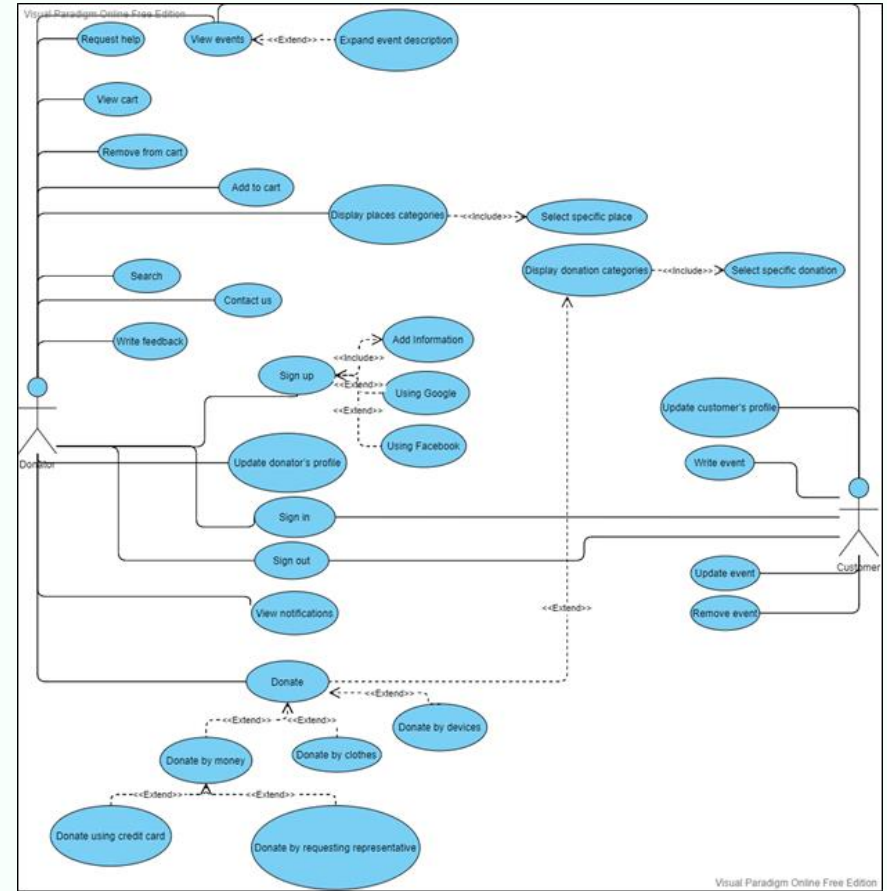
Load at not more than 5 seconds.



Constraints

- The **password** should contain at least **8 characters** including at least one **uppercase** letter, at least one **lowercase** letter and a **digit**.
 - The **email** must be **unique**.
 - The **phone number** of the user should not be less than **11 digit** and **must be unique**.
-

Use-case Diagram



Use-case Table

Use Case Name:	Donate	
Actors:	Donator	
Pre-conditions:	The donator needs to have a successful account entry on our application.	
Post-conditions:	The donator can now donate by money, clothes, or devices to any organization and then the donation is added to the cart.	
Flow of events:	User Action	Application Action
	1- Donator opens the application and click on places category then charities.	
		2- Application shows different charities.
	3- Donator may select Resala Charity Organization.	
		4- Application lets the user choose what kind of donation he needs.
	5- Donator may select Money Donation.	
		6- Application shows different types of donations either credit/debit card or request representation.
	7- Donator may select Credit Card.	
		8- Application adds the type of donation to the database and it can be viewed from the cart section.
Exceptions:	User Action	Application Action
	1- Donator may have entered an amount of money more than the actual card has.	
		2- Application shows a failed donation transaction.
Extend:	Donate by money, donate by clothes and donate by devices.	

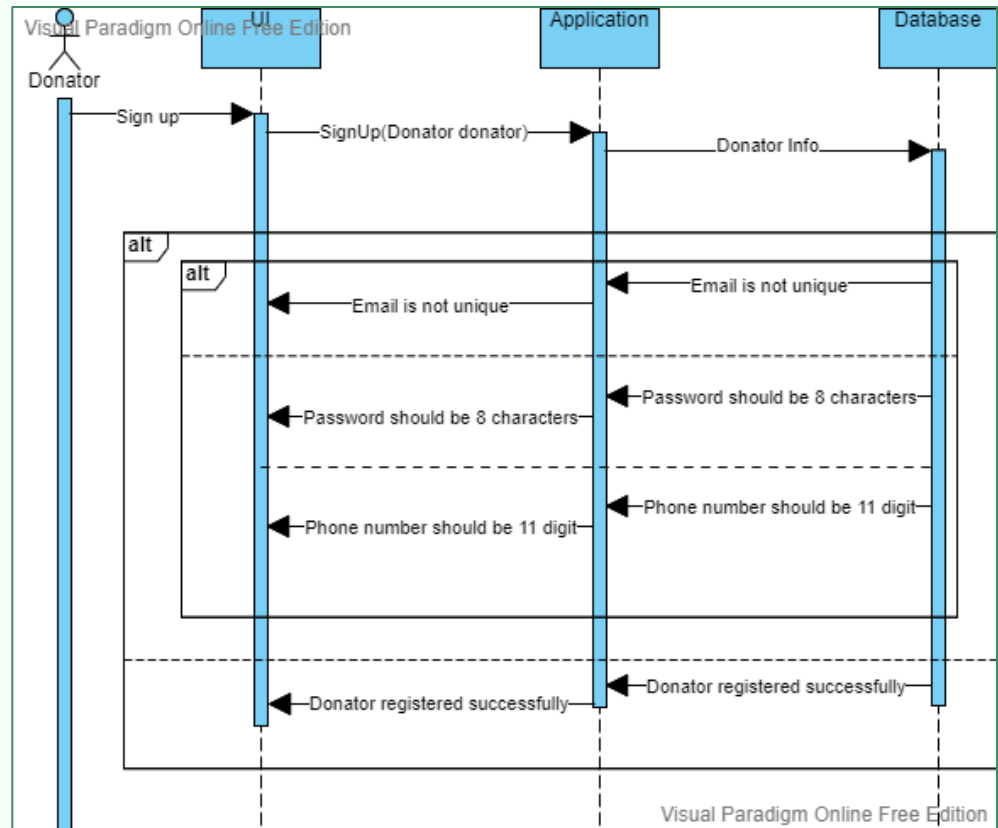
Use-case Table

Use Case Name:	Write event	
Actors:	Organization	
Pre-conditions:	The organization needs to have a successful account entry on our application.	
Post-conditions:	The organization can write event easily.	
Flow of events:	User Action	Application Action
	1- Organization opens the application and signs in.	
		2- Application verify the data from the database then show the home screen.
	3- Organization may write event.	
		4- Application store this event to the database, that then is shown to the donator's home screen.
Exceptions:	User Action	Application Action
	1- User may have lost internet connection while write an event.	
		2- Application will not able to store such event.



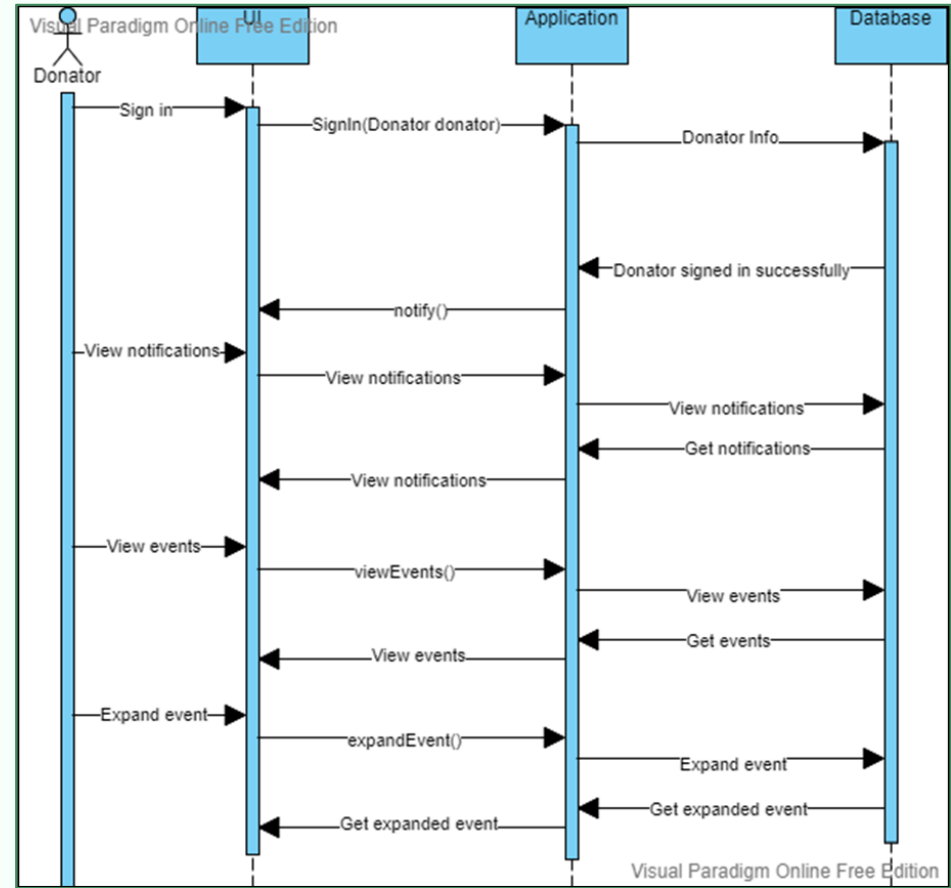
Sequence Diagram 1

Sign up scenario:



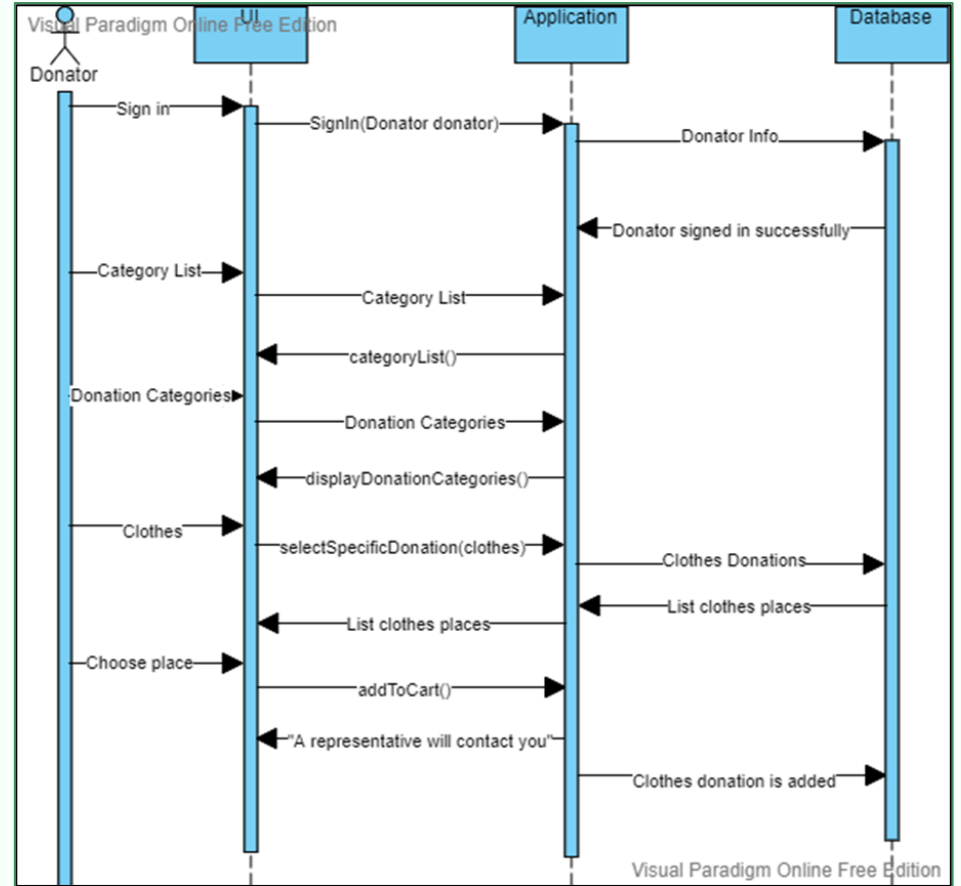
Sequence Diagram 2

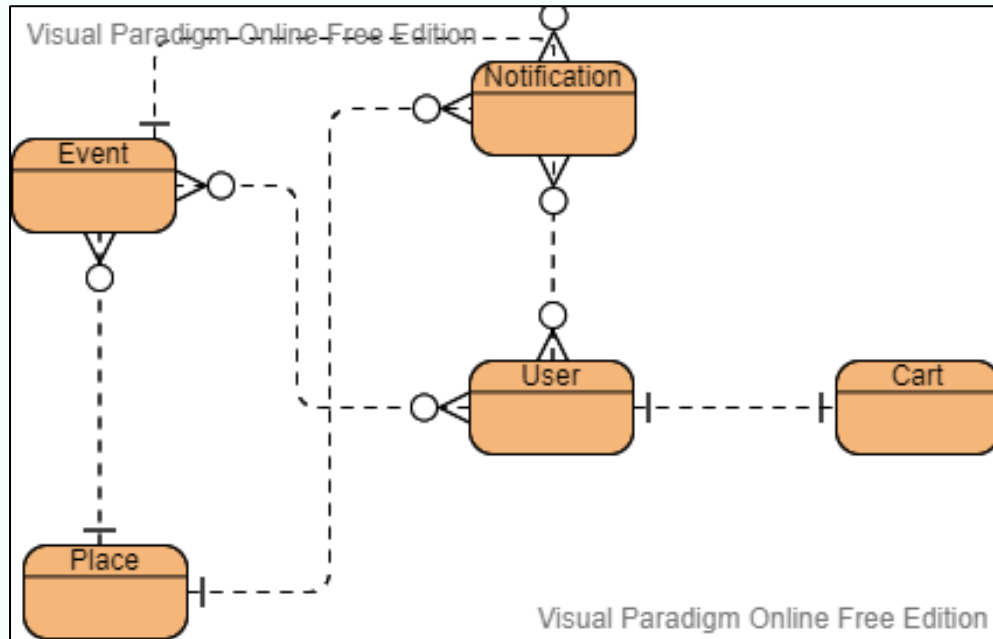
Sign in, view notifications, and view events scenarios:



Sequence Diagram 3

Sign in, list category and donation (clothes) scenarios:





Entity Relationship Diagram (ERD)

TABLE OF CONTENTS

01

Project idea

Idea description and domain of interest.

02

Problem significance

Problems to be solved.

03

Project specifications

Requirements and important diagrams.

04

Time Plan

Tasks to be fulfilled.

05

Demo

Successive screenshots of our application.

06

Conclusion

Conclusion to what we have said.



04

Time Plan

Tasks to be fulfilled.

Time Plan

Task	Task Title	Task status
1	Idea brainstorming.	Stared 22/10/2021
2	Started the documentation.	Started 19/12/2021
3	1 st requirement trial.	Finished 23/12/2021
4	Changes in the documentation.	Started 11/2/2022
5	Finished the diagrams and started doing the logo.	Started 14/2/2022
6	UI prototyping screens.	Started 15/2/2022
7	UI prototyping screens + logo.	Started 20/2/2022
8	Presentation making.	Started 22/2/2022 Finished 24/2/2022
9	Flutter implementation	Started 8/3/2022
10	First release	Will be 8/4/2022
11	Maintenance	Will be 20/4/2022
12	Second release	Will be 15/6/2022
13	Final touches in the project	Will be 30/6/2022

Gantt Chart

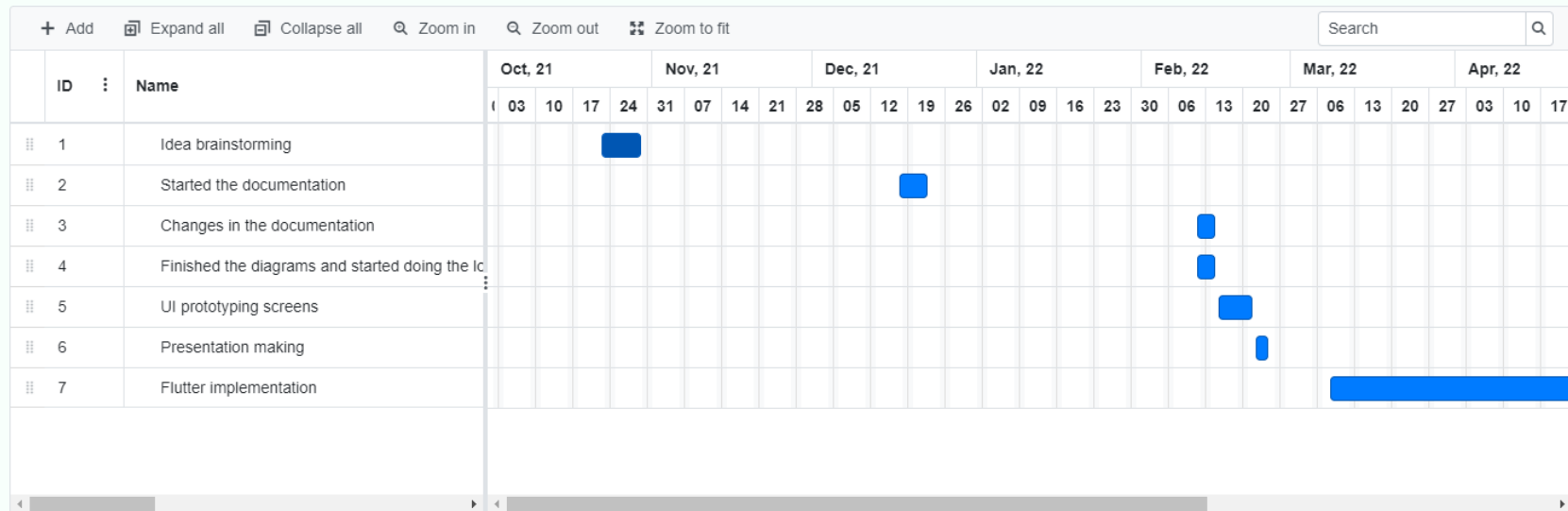


TABLE OF CONTENTS

01

Project idea

Idea description and domain of interest.

02

Problem significance

Problems to be solved.

03

Project specifications

Requirements and important diagrams.

04

Time Plan

Tasks to be fulfilled.

05

Demo

Successive screenshots of our application.

06

Conclusion

Conclusion to what we have said.

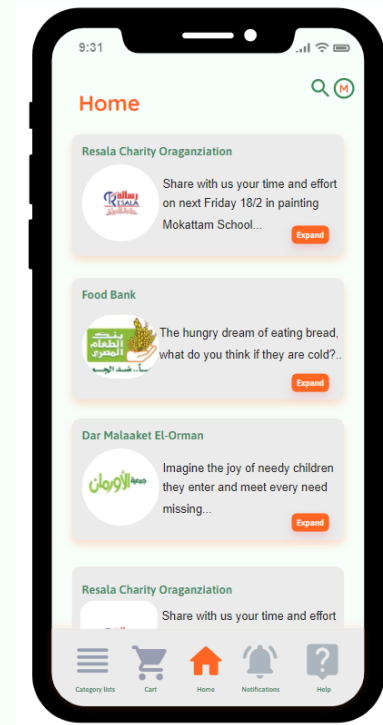
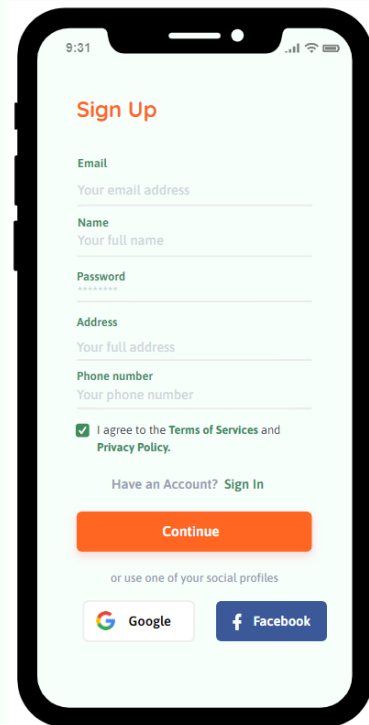
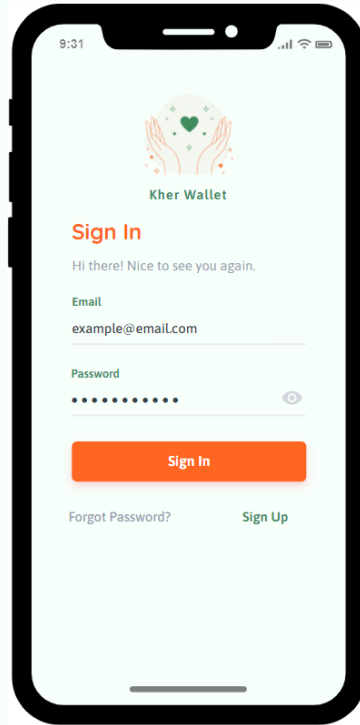


05

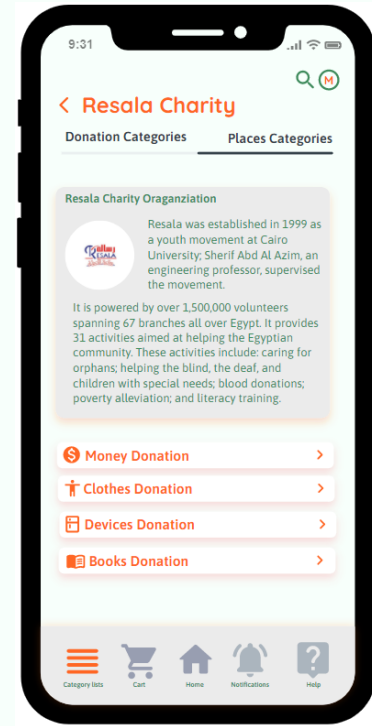
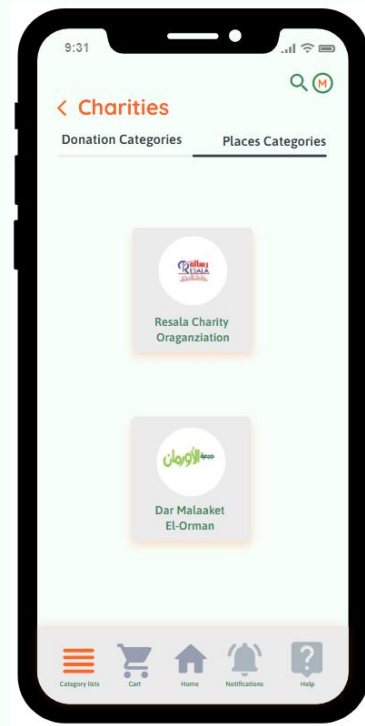
Demo

Successive screenshots of our
application.

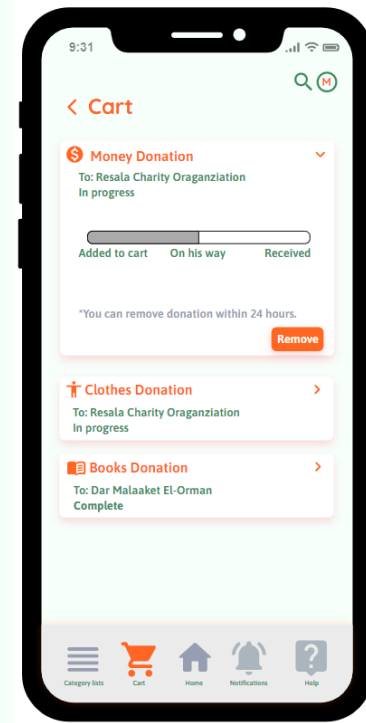
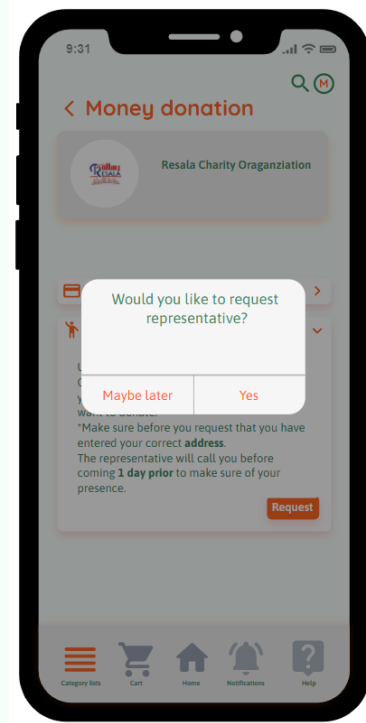
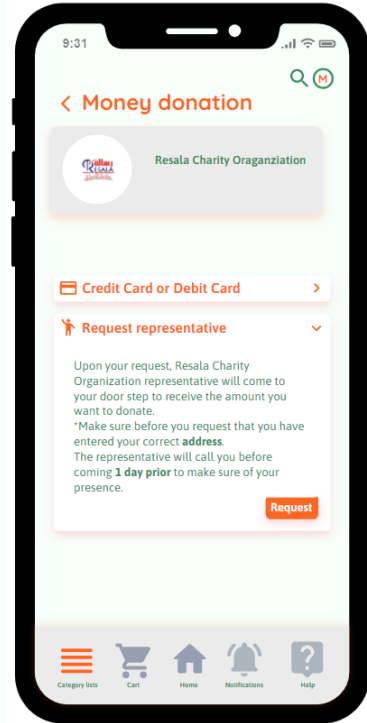
Donator's demo



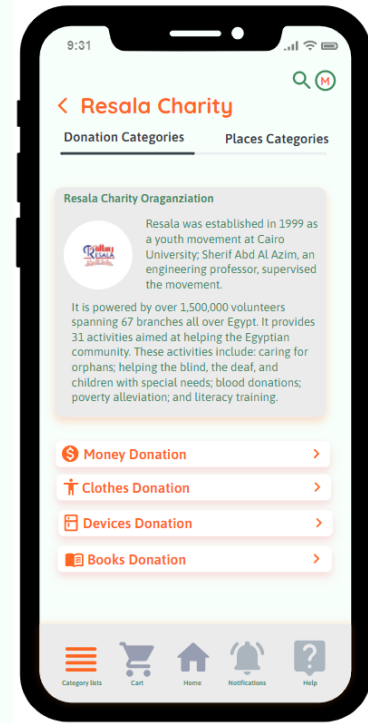
Donator's demo



Donator's demo



Donator's demo



organization's demo

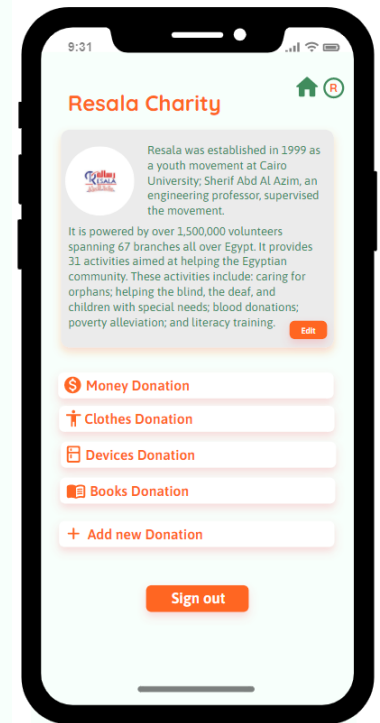
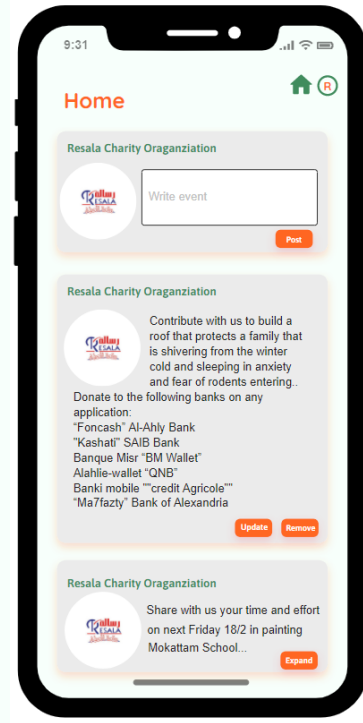
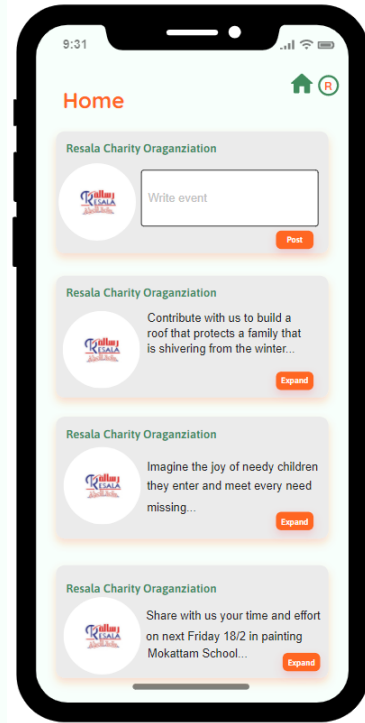
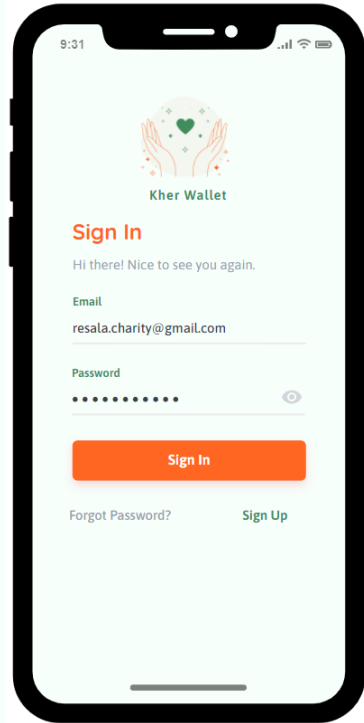


TABLE OF CONTENTS

01

Project idea

Idea description and domain of interest.

02

Problem significance

Problems to be solved.

03

Project specifications

Requirements and important diagrams.

04

Time Plan

Tasks to be fulfilled.

05

Demo

Successive screenshots of our application.

06

Conclusion

Conclusion to what we have said.



06

Conclusion

Conclusion to what we have
said.

THANKS!

Do you have any questions?

kherwallet@gmail.com



KHER WALLET

M o b i l e A p p
