

**AMMAN ARAB UNIVERSITY**

**جامعة عمان العربية**

**College of Computer Sciences and Informatics**



Faculty of Computer Sciences and Informatics  
كلية العلوم الحاسوبية والمعلوماتية



**جامعة عمان العربية**  
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*Lost and found board*

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# **1.Introduction**

## **1.1 Problem Statement**

At universities, students frequently lose personal belongings such as student ID cards, keys, wallets, phones, or study materials , While there are individual attempts to communicate through WhatsApp or Facebook groups, these efforts are disorganized, making it difficult to locate lost items quickly, There is no central system within the university that makes it easy for students to report lost items or find them safely and easily.

## **1.2 Business Case**

Creating a dedicated app or website for lost and found items within the university will provide a unified and secure platform that will help: 1. Reduce the time and effort required to find lost items. 2. Enhance the university's image by adopting smart solutions to serve students. 3. The app could also be expanded in the future to include other universities or educational institutions..

## **1.3 Scope The scope includes:**

1. Developing a university-specific application (or website).
2. Allowing students to create accounts using their university email addresses.
3. The ability to upload posts containing photos and descriptions of lost or found items.
4. A search function within posts.
5. Communication between users via private messages or comments.
6. A simple user interface similar to social media applications.

## **1.4 Goals:**

### **1. 4.1 Creating a secure and user-friendly digital platform for finding lost items within the university:**

The project aims to develop a reliable application that allows students to report and find their belongings easily through a simple and clear user interface.

### **1.4.2 Reduce the rate of lost and unretrieved items by at least 50%:**

Through the organized system and quick access to information, students will be able to retrieve their belongings much faster compared to traditional methods

### **1.4.3 Promoting Cooperation and Responsibility Among Students:**

This project aims to foster a spirit of cooperation within the university community by encouraging students to help each other find lost items

### **1.4.4 Facilitating the Reporting of Lost and Found Items in Minutes:**

The application allows users to quickly and easily upload a post containing a photo and description of the lost or found item without requiring significant effort or complicated procedures

## **2. Planning & Management**

2.1 Project Plan and Schedule Table 2.1 shows the project plan and schedule for the Lost and found board system, outlining the main phases from requirements gathering to final documentation. The table includes five key phases, each containing specific activities to achieve the project objectives. It also presents the start and end dates for each phase, with a duration of one week per stage. Through this table, the workflow and time allocation between tasks can be

clearly tracked. This structured planning helps ensure that the project is completed efficiently and within the scheduled timeframe

Table 2.1: Project Plan and Schedule for Lost and found board

Phase	Activities	Start Date	End Date	Duration
<b>Phase 1: Requirements Gathering</b>	1. Problem Statement 2. Business Case 3. Scope 4. Goals 5. Functional Requirements	4/11/2025	12/11/2025	1 week
<b>Phase 2: System Design</b>	1. Use Case Diagram 2. User Interface 3. ER Diagram 4. System Architecture (MVC) 5. Gantt Chart 5. Class Diagram	22/11/2025	1/12/2025	1 week