

Fontys University of Applied Science Software

Project Plan

Individual project:



Tutor:

Tim Kurvers

Student:

Mohammed Al Harbi 4089553

Contents

1.	Introduction to the project.....	3
2.	What is HenaKnowledge?.....	4
3.	Users of the project.....	5
4.	Problem and solution	6
5.	Project goal.....	7
6.	Feature Insights about the project..	7

1. Introduction

- This document is the project plan of for the third semester software individual project. In this document, information about HenaKnowledge platform will be provided. This document will cover what this platform is, how is it useful? What kind of problem it solves? Who are the users of that platform? The scope of the problem and future insights about the project.

2. What is Henaknowledge?

- It is an interactive platform that aims to share experiences of students and teachers in a university scope level. There, students can read other experiences, can like them and can leave comments for them. Not only it helps sharing experiences, but it also allows them to be more active in the platform by giving them a scoring system that eventually will allow them to earn real money in the university.

3. Users of the project

- HenaKnowledge platform is on a university scope level and that means there will be 3 type of users. First one is the admin role which has high privileges such as signing students or teachers up in the platform. Second one is the teacher role which has medium level of privileges for example, responds to students' questions. Last one is the student role which has lower level of privileges such as asking a question to a teacher or sharing their experience.

4. Problem and solution

- Students in universities sometimes ask each other about some or experience they had regarding a subject they learnt in university. It can be frustrating for students who never know or gone through that experience before to go through them for first time and here is where the platform comes into play.

Henaknowledge allows those students who have gone through the experience to share post it and then all users may see and read that post. Based on the likes and interactions that occurred to that post the student will be rewarded with points which eventually can be exchanged with real money. That approach would encourage students to share their experience and then earn money at the same time. Teachers on the other hand, can respond to students' questions and then the student may react to the respond that was sent by the teacher. According to the reactions the teacher gets they gain points, and they can exchange them too.

Admins then can see how active people are in the platform and view them in a data visualization.

5. Project goal

- The platform aims currently on a goal which is experiences are shared, students are active, teachers respond more to students and they all would eventually earn money.

6. Future insights

- In the future if this project succeeded, it would be very interesting to expand the scope to a country level where the students can interact with other students from different universities and different teachers.