**Project Design Phase**

**Proposed Solution Template**

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| Date | 05-10-2025 |
| Team ID | **SWUID20250216599** |
| Project Name | Smart Meet |
| Maximum Marks | 2 Marks |

**Proposed Solution for Freelance Finder**

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| **S. No.** | **Parameter** | **Description** |
| **1** | **Problem Statement** (Problem to be solved) | Users experience significant "Zoom fatigue" from non-engaging meetings. Poor performance on low-bandwidth networks, security vulnerabilities, and a lack of integrated collaboration tools lead to unproductive sessions and user frustration. |
| **2** | **Idea / Solution Description** | Smart Meet is a full-stack web application (React front-end + Node.js/WebRTC back-end) that provides reliable, secure, and engaging video conferencing. It features HD video/audio, screen sharing, recording, and interactive tools like virtual whiteboards and polls. Admin controls allow for user and security management. |
| **3** | **Novelty / Uniqueness** | - AI-powered real-time transcription and meeting summaries.  - Interactive virtual whiteboards for live collaboration.  - Optimized low-bandwidth mode for stable connections.  - End-to-end encryption by default.  - Integration with calendar and project management tools. |
| **4** | **Social Impact / Customer Satisfaction** | - Enables effective remote work and learning globally.  - Reduces communication barriers for distributed teams.  - Enhances meeting productivity and reduces virtual fatigue.  - Provides a secure platform for sensitive business and personal conversations. |
| **5** | **Business Model (Revenue Model)** | - Freemium model with basic features and time limits.  - Pro/Business tiers for longer meetings, larger capacity, and cloud recording.  - Enterprise plans with advanced security, admin controls, and custom branding.  - Pay-per-use features like advanced AI analytics. |
| **6** | **Scalability of the Solution** | - Global server infrastructure for low-latency connections worldwide.  - Mobile-first design with future native apps for iOS and Android.  - Microservices architecture to independently scale signaling, media, and application servers based on demand.  - API for third-party integrations. |