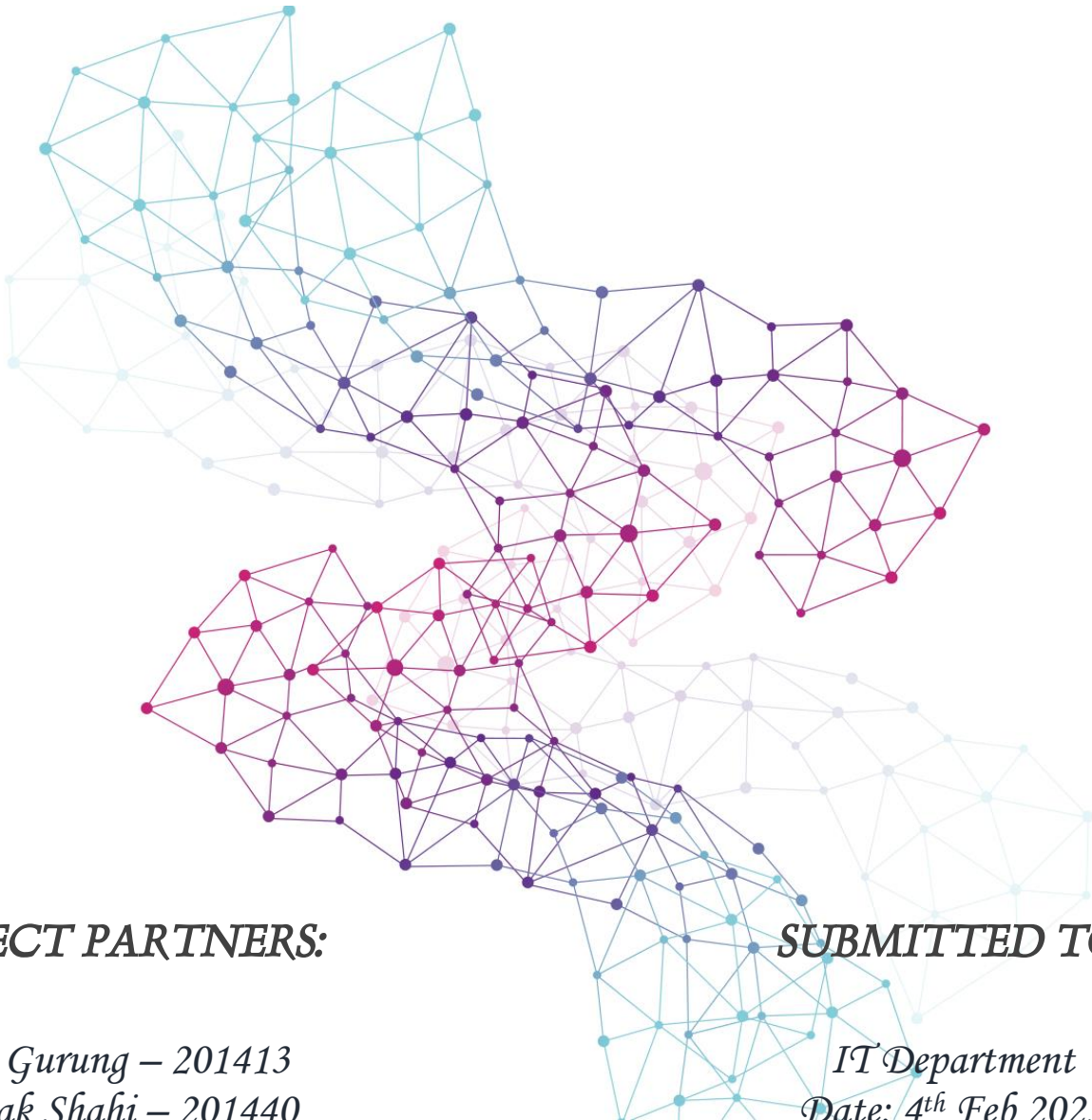# PROPOSAL
Website Design and Development

NEPAL COLLEGE OF INFORMATION TECHNOLOGY

BALKUMARI, LALITPUR

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Contents

ABSTRACT

In the present era, use of internet is increasing rapidly. Social media, the place where people maintain their digital profile helps people to express any kind of feelings via a status, image or any kind of post. People of different background can engage with each other through social media without having to meet in real life. It also helps maintaining healthy relationship with our beloved ones due to regular communication made possible. Our project 'DigiBond' will consider several instances of abstraction that will arise in the design and implementation of the web programming language.

We wish to construct a platform where people can share their knowledge based on their interests. We present a library which captures the essence of web application and extend it with more practical facilities, such as building clear communication between users, attracting qualified leads, and so on.

DigiBond is a social media website that facilitates the creation and sharing of information, ideas, interests, and other forms of expression through virtual communities and networks. In our project, we are working to build a website that caters to the above requirements.

1. INTRODUCTION

1.1 Background

'DigiBond' is a perfect platform to build a community which connects people having similar thought process. Initial usage of the product is to act as the idea sharing platform created mainly focused to the developers. Users of the product will be able to post and share ideas and interact with each other. The main target audience for our project are people who are willing on sharing their opinions on a Global topic or to express their feelings to the circle they create using our project.

1.2 Benefits

- People can share information, opinions and their views on a global topic or among the circle.
- It can be a good platform for discussing debatable issues.
- The website we are creating will be responsive as most of the people prefer on using different device for accessing our product.

1.3 Problems:

- *The response time of the website can be slow for the initial phase as we are using free hosting service.*
- *Safety and security are comparatively less in our website.*

2. OBJECTIVES

- ❖ It aims in providing the clear communication between users.
- ❖ Playing, sharing or displaying information or content online.
- ❖ To provide service as a learning platform as people can share their knowledge based on their expertise.
- ❖ Aims on providing user friendly UI for all the age groups.

3. LITERATURE REVIEW

Technology began to change rapidly in the 20th Century. After the creation of the first super computers in the 1940s, scientists and engineers began to develop ways to create networks between those computers, and this would later lead to the birth of the Internet.

The earliest forms of the Internet like, CompuServe, were developed in the 1960s. Primitive forms of email were also developed during this time. By the 70s, networking technology had improved, and 1979's UseNet allowed users to communicate through a virtual newsletter.

By the 1980s, home computers were becoming more common and social media was becoming more sophisticated. Internet relay chats, or IRCs, were first used in 1988 and continued to be popular well into the 1990's.
The first recognizable social media site, Six Degrees, was created in 1997. It enabled users to upload a profile and make friends with other users. In 1999, the first blogging sites became popular, creating a social media sensation that's still popular today.

After the invention of blogging, social media began to explode in popularity. Sites like MySpace and LinkedIn gained prominence in the early 2000s, and sites like Photobucket and Flickr facilitated online photo sharing. YouTube came out in 2005, creating an entirely new way for people to communicate and share with each other across great distances.

By 2006, Facebook and Twitter both became available to users throughout the world. These sites remain some of the most popular social networks on the Internet. Other sites like Tumblr, Spotify, Foursquare and Pinterest began popping up to fill specific social networking niches.

Today, there is a tremendous variety of social networking sites, and many of them can be linked to allow cross-posting. This creates an environment where users can reach the maximum number of people without sacrificing the intimacy of person-to-person communication. We can only speculate about what the future of social networking may look in the next decade or even 100 years from now, but it seems clear that it will exist in some form for as long as humans are alive.

4. METHODOLOGY

4.1 Research

For the research, we used various kinds of sources that helped us to build the concept for project. Some of the methods we used during our research involved both our direct participation and some were based on the ideas we found in internet. Based on that there were two types of method we used for the research:

- Primary Method:

    These methods involved our direct involvement. We conducted meetings and took surveys concerning the idea of project that we are working on. Similarly, we took part in various programs that enlightened us with the knowledge about pros and cons of using internet and social media.

- Secondary Method:

    As for the further research, we got involved in exploring various web contents on the internet and we closely studied different article that portrayed the similar ideas as our project.

4.2 Project Development

- *Discovery*
- *Information Architecture*
- *Wireframes*
- *Design*
- *Content*
- *Development*
- *QA*
- *Launch*
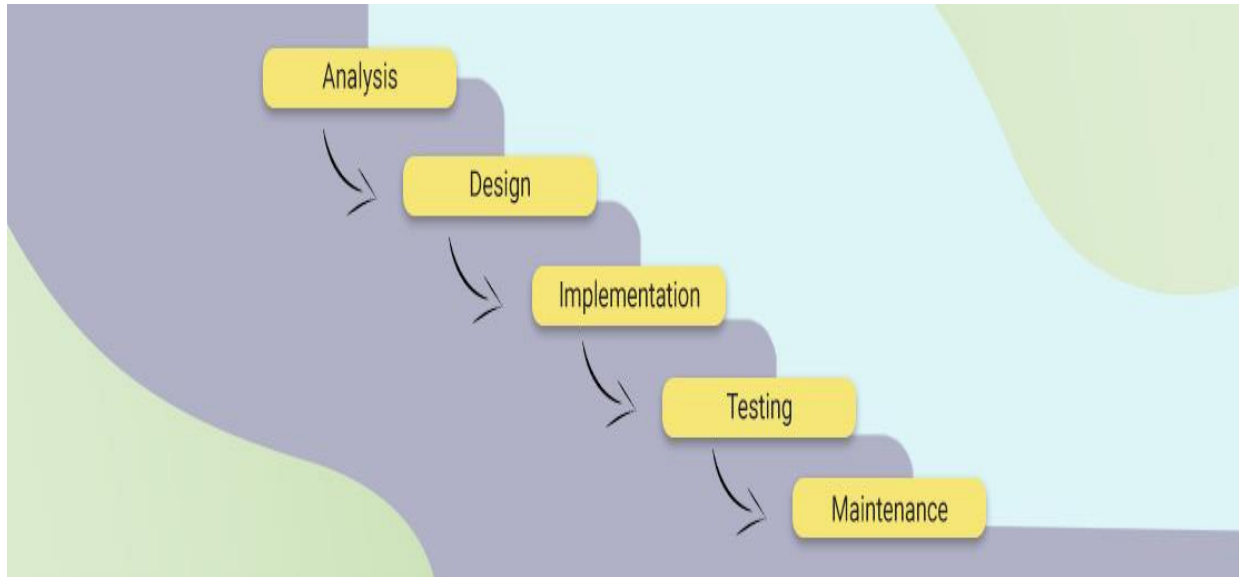
5. TOOLS

To develop 'DigiBond' the following tools are going to become handy for making the work of our team a lot faster, easier and convenient :

5.1 COLLABORATION TOOLS:

- We will be using github for the sharing of code and resource between our team members.
- For the brainstorming or discussion, we will be using a popular video communication service Google meet or discord.

Designed by pngtree

5.2 DEVELOPING TOOLS:

- We will be using Visual Studio code as am IDE.

- *For the frontend we will be using HTML5 and CSS3.*
- *For making the website dynamic we will be using JavaScript.*
- *While for the backend we will be using PHP.*
- *We will be using MySQL database for storing the data of clients.*
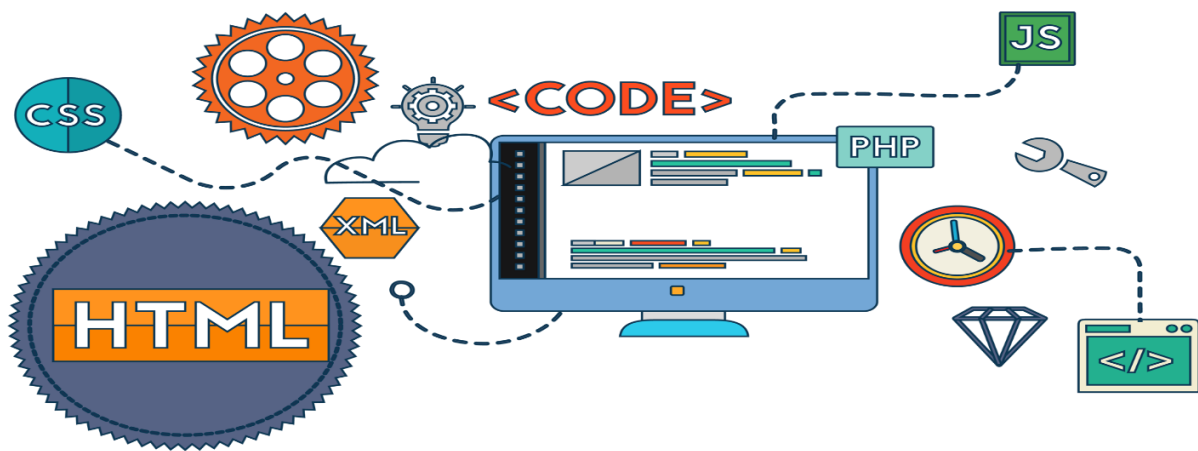

Fig: Str. of web development.

6. TIMELINE

In this project, we will be designing and developing a simple website for the users. To develop the website, we need to work on the fields like: HTML, CSS, PHP and JavaScript.

6.1 Time Schedule

Phase	Description of Work	Number of working days
Phase 1	Starting with the raw Html coding	2
Phase 2	CSS implementation for design	4
Phase 3	Implementing PHP for backend	4
Phase 4	Implementing JavaScript for making the website dynamic	3
Phase 5	Reviewing and finalizing the overall project	1
Total project Duration		15

6.2 Pie-chart for tech stacks used

Programming languages

- html 10%
- css 30%
- js 25%
- php 35%

Legend: html, css, js, php
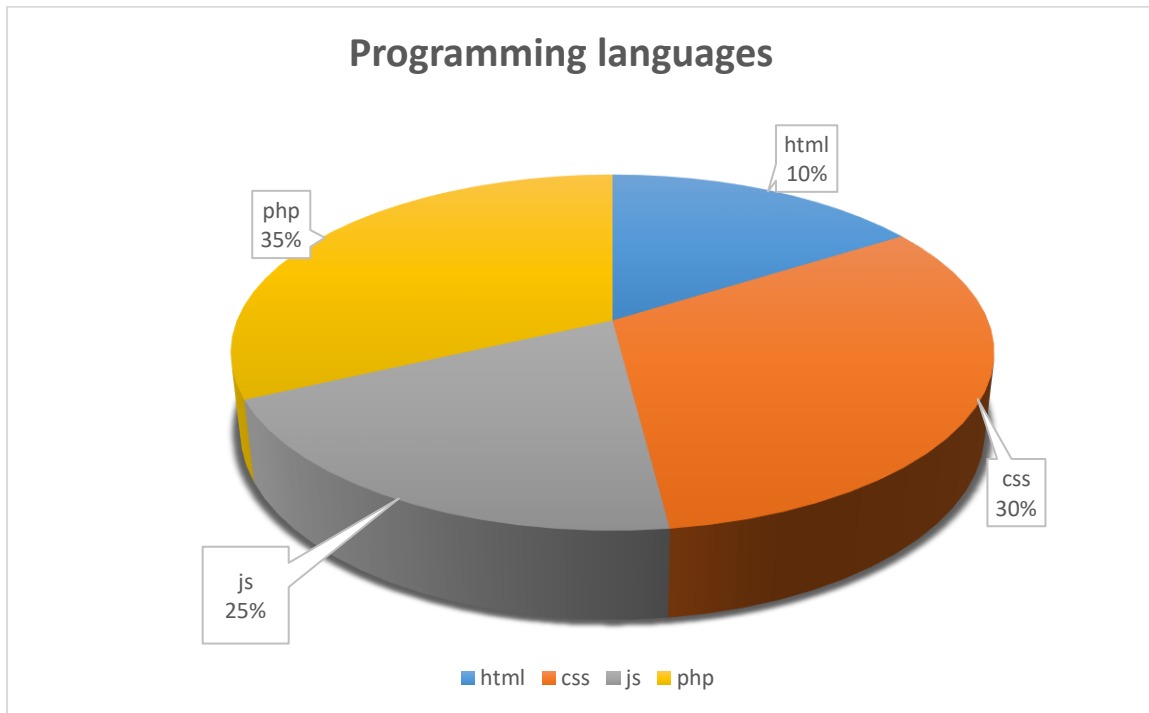
7. CONCLUSION

In today's Web era, a good design and concept for any website is essential. Any flaw in design or concept may lead to the loss of users that will eventually lead to the loss in business. Considering all the aforementioned factors 'DigiBond' aims to provide its user the best service possible. Although it can be hard to come up with design that is well suited to all of the users, there will be a design that is appropriate for most of the audience.

The website we are creating should utilize the all the necessary techniques, design, strategies, and process for the better experience of the user and the developer ensuring the code will be adaptable according to the need or time . We are determined to work on 'DigiBond' with equal effort of all the team members. We will also learn all of the tools and techniques necessary to build and develop a minimalistic and working website. In conclusion, the final outcome of the project is a self-designed and user friendly website that connects people throughout the world.

8. REFERENCE

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