A Minor Project Synopsis on

SAFE & FOUND

(An app for people to report and find missing items)

Submitted to Manipal University, Jaipur

Towards the partial fulfilment for the Award of the Degree of

BACHELOR OF TECHNOLOGY

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Introduction

People often lose/misplace items on the university campus and need to rely on word of mouth or social media pages to retrieve lost items. Similarly, if people find someone else's misplaced items, they have limited ways of finding the right owner.

The app, called "Safe & Found", is a platform for users to report missing items and search for found items in the university.

Users can create a report for a missing/found item, including a description and a photo. If a user finds an item that matches a missing/found item report, they can use the app to connect with the owner/finder and arrange a return. Users can also filter the reports by category (such as keys, phone, ID card, etc.) and date to make the search process more efficient.

With "Safe & Found", users can quickly and easily connect with the university community to find or return missing items, helping to reduce the stress and inconvenience associated with losing something valuable.
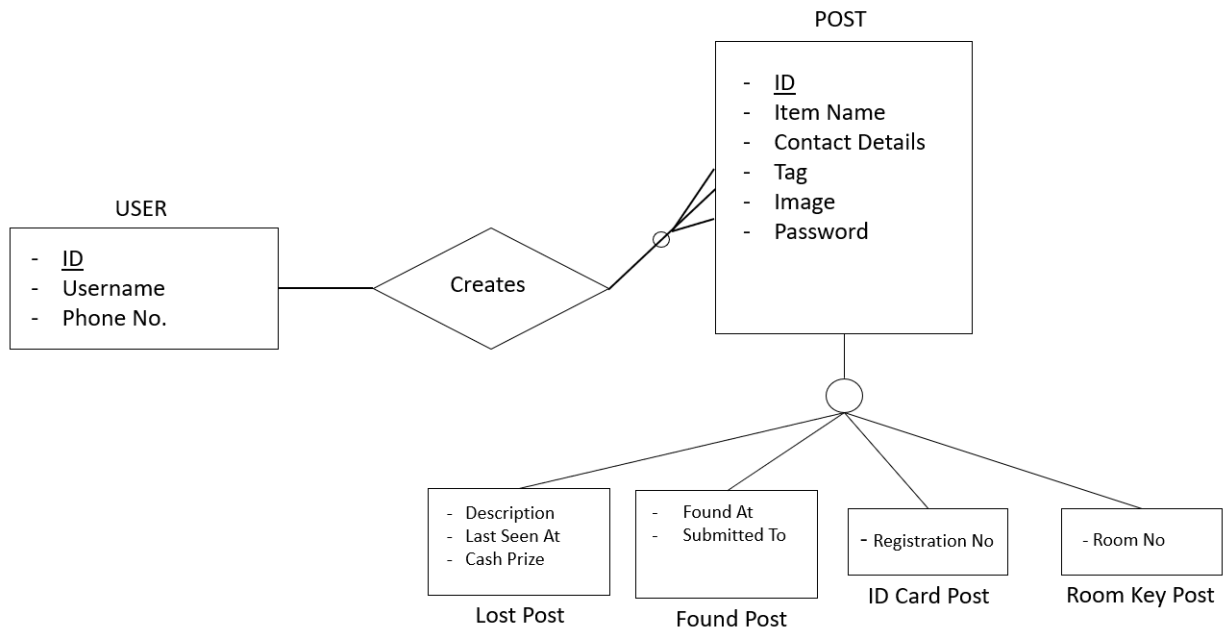
Project Objective

1. To provide a platform for users to report lost items and search for found items in their community.
2. To increase the chances of recovering lost items by connecting users who have lost items with users who have found items.
3. To reduce the stress and inconvenience associated with losing valuable items by making it easier for users to find or return lost items.
4. To encourage community involvement by allowing users to help each other find lost items.
5. To increase user engagement by providing a valuable and meaningful service to the community.

Existing Methods	Pros	Cons
Word of Mouth	Quickly share info with personal connections, increased trust, reduced dependency on technology	Limited reach, slow, inefficient, inconsistent reporting
Social Media Pages	Wider reach, easier accessibility, increased visibility	Information overload, lack of structure, privacy concerns, dependency on admins

Methodology
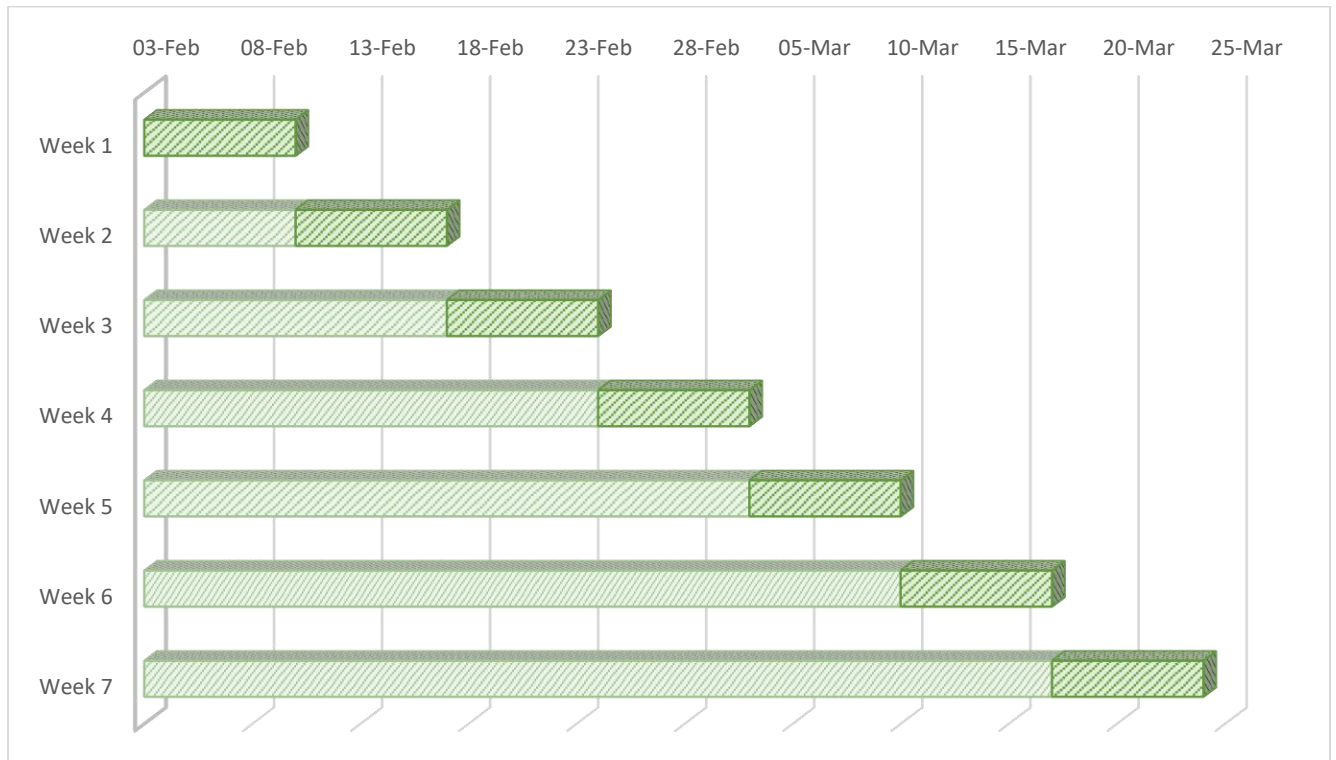
- **Week 1** – Begin creating the webapp with the help of the SpringInitialzr. Design and create the schema for the database. Create tables for the various posts with the help of MySQL Workbench. Define the inheritance relationship among the posts.
- **Week 2** – Design new services for creating posts and a web service.
- **Week 3** – Use AngularJS and Bootstrap to create the landing page. Begin the designing of the various post pages (lost items, found items, all items etc).
- **Week 4** – Complete the frontend aspect of the website.
- **Week 5, 6** – Add the logic for creating and deleting posts, filtering posts based on tags.
- **Week 7** – Finish any other remaining aspects of the project.
- **Week 8 and beyond** – Deploy the webapp on AWS EC2. Add additional features to improve the user experience.

USER

- ID
- Username
- Phone No.

Creates

POST

- ID
- Item Name
- Contact Details
- Tag
- Image
- Password

Lost Post
- Description
- Last Seen At
- Cash Prize

Found Post
- Found At
- Submitted To

ID Card Post
- Registration No

Room Key Post
- Room No

Facilities Required

Software

IDE	IntelliJ IDEA
Frontend Libraries and Frameworks	AngularJS, Bootstrap
Backend Framework	SpringBoot (Java)
Database	MySQL
Hosting Service	AWS EC2
Other Tools and Services	MySQL Workbench, Maven, Tomcat server

Hardware (Recommended)

Processor	Intel i3 and above
RAM	8GB
Storage	128GB
Internet Connectivity	Required

<u>References</u>

1. Spring and Hibernate Tutorial - https://www.udemy.com/course/spring-hibernate-tutorial/
2. SpringBoot Project Walkthrough - https://www.youtube.com/playlist?list=PL0zysOflRCel5kT-AiGyy5oMabnlilkIS
3. StackOverflow