# CS 526 – Project

## Term 3 – 2022-2023

## **Project Form**

✔ Members of the group:

| # | Name |
|---|---|
| 1 | Warood Khalid Alzayer |
| 2 | Dhay Majed Alzaher |
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| 4 | Raghad Wadia Alshuwkh |
| 5 | Seema Hussain Hilal |
| 6 | Reem Adnan Aldarourah |

✔ Supervised by:

L.Ezaz Mohammed Al-dahasi.

✔ Title of the Project: Rotate

✔ Introduction of the Project - Problem Statement:

The aim of this project is to develop an application for classified donation advertisements. The application will contain multiple sections devoted to furniture and housing, books, electronic devices, clothes and more. This project will act as a third-party client for the volunteer and the recipient, by creating a user-friendly environment for posting the donation advertisement with its classification type, description, and the product image along with the volunteer contact information. The recipient will be able to filter the results with its desired classification type and location. Then shop among multiple ads, view the product description, and finally contact the volunteer with its contact information listed in the ad.

✔ Objectives (Product Characteristics and Requirements):

- Helpful application that provides multiple features such as searching for specific products and needs to get help with tools that are not in use by the owners.
- Applicable and easy to use.
- Safe and reliable in terms of users' privacy and product delivery.

✓ Project end user:

As this project goal and main idea revolve around helping people donate, the end users for the application are:
1. the admin.
2. Volunteers: people who want to donate.
3. Recipients: people who need those things that are donated, such as students or a charitable organization.

✓ Summary of Project Deliverables:

- Proposal.
- User interface design.
- Develop a Mobile application.
- The source code and APK file.
- Summary report of the application.
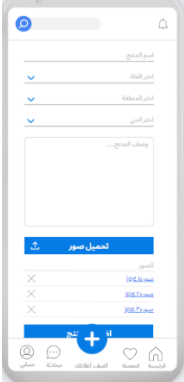- Final presentation.

✓ Project Success Criteria:

- The project is completed on time
- The project should be user-friendly.
- All project deliverables are completed by the agreed upon time.
- The cost should be relatively low, and the software should be developed in the defined budget.
- The project should serve the needs of all end users and ensure their satisfaction with the result.
- The team gains experience and is satisfied with the project results.
- The project meets corporate social responsibility needs.
- Helping the community by creating a new idea.
- The documentation of the project is such that it is also be helpful in the future.

✓ Solution Methodology:

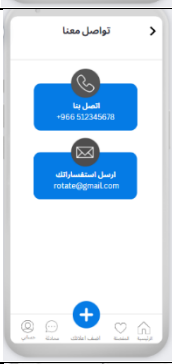Designing visually aesthetic and user-friendly application interfaces, to make it appealing to the user and easy to use by people of diverse ages by applying UI/UX techniques. Developing an Android application with XML and JAVA programming languages using the Android Studio environment.

✓ Interfaces with explanation:

| Interface name | Interfaces | Explanation |
|---|---|---|
| 1-Application name |  | The logo of the application – splash screen, appears permanently for 3 seconds until the application runs. |
| 2-log in page |  | A screen that prompts users to enter their credentials to access an application. Once the user has entered their credentials and clicked the login button, the application will verify the information and grant access to the user if the credentials are correct. If the credentials are incorrect, the user will be prompted to try again or reset their password. |
| 3-Forget password page |  | Allows users to reset their password if they have forgotten it. By asking the user to enter their email or phone number or username, and then a link will be sent through, which the password will be changed. |
| 4-sign up page |  | A screen that allows users to create a new account in an application by entering their personal information, and then grant the user to access the application's features and functionality. |

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|---|---|---|
| 5-Home page |  | The main page that users see when they open the app. Provides the user with relevant and useful information, and it also pops up new features or products. Also, it will navigate the user to the other sub interfaces. |
| 6-Add item page |  | Interface that allows users to create and publish an advertisement. Typically, this page will require users to enter information about their advertisement such as the title, category, region, district, description, and download an image. |
| 7-Category page |  | A screen that shows all the items and their categories, with pictures and a brief description that goes into detail when the user clicks on the image. The user is also able to put items on the wish list from here. |
| 8-Detail page |  | When a user selects an item from a category list, the details of the item will be displayed in a clear and concise manner in this page. |
| 9-Wish list page |  | A wish list page is a screen that enables the user to put and view items that he or she thinks of getting, along with a brief description of the item. |

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| 10-Account page |  | A screen that contains the user's information, such as name and email, as well as options for the user to edit its information, view all previous donations. The main feature is the plant that shows the reward progress of the users when they donate. |
| 11-Donate card pop-up |  | A feature allows users to earn points with each donation, which can be redeemed for rewards or gifts. |
| 12-Edit account page |  | Allows users to update their personal information, such as name, email, and password. |
| 13-Contact us page |  | Feature that allows users to reach out to the support team for assistance or to provide feedback. |
| 14- My donation page |  | A page that stores the donations made by a user. |