



Cover page

Project title: MiniMinds

Academic Year: 2024-2025

Group Members: Asmaa Yahya, Nour Sabri

Department Name: Computer Engineering

Project Type Software

Supervisor Name: Dr. Amjad Abu-Hassan

Format:

- Single space, Times New Roman.
- 12 pt,
- Maximum 1 page.

Abstract Body:

Items must be provided in the Abstract:

- Why do you think this project is important? Please explain the significance of this Project in brief.
- In your point of view what are the important aspects that should be covered in the project?
- Objective(s): In your view, please explain the main objectives of the project.
- Methodology: Give a brief outline of the application development process.
- Had this project been done before? Are there any similar applications available today?
- **Note:** Please deliver this abstract early to ensure that your Project has been approved by the department's projects committee. **Registration will not be done without this approval.**



Project's Abstract:

MiniMinds is a platform that helps parents find the ideal kindergarten for their children, ensuring a perfect start to their learning journey with an option that best suits their needs and preferences.

The project focuses on creating a friendly and efficient platform for kindergarten (KG) enrollment, communication, and management. It ensures that parents, KG owners, and administrators have access to personalized functionalities that enhance their experience. The smart search system helps parents find and apply to kindergartens that best match their preferences, simplifying the admission process.

Communication tools such as messaging and alerts facilitate better interaction between parents and KG owners, ensuring smooth coordination. A feedback and rating system promotes transparency by enabling parents to share their experiences and helping KG owners improve their services. Additionally, admin management ensures platform integrity. By adding these key features, the project aims to streamline enrollment, enhance communication, support decision-making through reviews, and maintain an organized, well-regulated system that benefits all users.

The project follows an Agile development process, ensuring iterative improvements and flexibility. The KG owners and parents use a mobile app built with Flutter, while the admin manages the system through a web-based panel. This approach allows continuous feedback, efficient development, and a seamless user experience.

There are similar apps like Brightwheel and HiMama that offer kindergarten management and communication features. However, our project stands out with personalized KG search, a rating and feedback system, and a dedicated admin panel.