Cover page

Project title: Brain Box

Academic Year: 2024/2025

Group Members: Shahd Khader

Noor Ata

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Department Name: Computer Engineering

Project Type Software

Supervisor Name: Emad Natsheh

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?
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- **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:

Many students struggle to come up with creative project ideas and often lack the skills to start. Our project aims to address this issue by helping students discover real-world ideas, outlining all the essential points, including the pros and cons, to simplify and clarify the process, giving them the best chance for success. Additionally, students who no longer need hardware components used in their projects can sell them through the platform, providing a practical solution for decluttering while offering others the opportunity to access essential materials at a reduced cost. This creates a cycle of sustainability, collaboration, and resource sharing that benefits the entire learning community.

The platform combines two key elements: a **social media component** and an **e-commerce feature**. The social media aspect allows users to post their projects with detailed information, including the project type (software or hardware), associated courses (e.g., graduation projects, web development), and additional details like required skills, programming languages, and time spent on the project. Users can engage with posts by liking, commenting, saving, and sharing them, as well as participating in one-on-one or group chats. Profiles will display users' experience, completed projects, and skills, helping to create a community-driven environment where ideas and knowledge can be shared.

On the other hand, the e-commerce component focuses on enabling students to sell hardware components related to their projects. Users can list hardware they no longer need, making it easier for others to acquire the materials required for their own projects. This marketplace-style system allows for smooth transactions, with payment methods integrated into the platform.

In addition, the platform will feature notifications, a recommendation system, a search function with robust filters, and AI integration to answer detailed questions about projects. With secure login and JWT-based authentication, the platform will ensure data security while providing an intuitive, user-friendly experience for showcasing, exploring, and acquiring projects.

This project has not been made before at the university, and we aim to make it the best project ever.