

MeetingPoint

A Web Platform for Local Event Discovery and Management

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The project introduces MeetingPoint, a web-based platform designed to help individuals connect with others who share similar interests in their local community. It assists users in finding nearby events and building long-term social ties. This idea fills a noticeable gap in the current market, where similar apps often focus on large events or those organized by big companies. They typically provide limited support for informal, community-led gatherings. MeetingPoint will enable users to find, create, and join a variety of locally organized activities, such as movie nights, hiking trips, study groups, and cultural meetups. The platform especially targets people who have recently arrived to a new city, want to meet new friends, or seek activities that match their interests and schedules. MeetingPoint will be accessible through standard web browsers, allowing more users to take advantage of it without needing to install an app.

One of the main technical challenges of the project is implementing effective location-based discovery methods. These methods help users find relevant events in their area while keeping the user experience intuitive. Another major challenge is creating a recommendation system that learns from user behavior, interests, and participation history. This system should suggest events that truly match individual preferences. The project must also deal with the complexity of real-time communication among event participants. It is important to ensure seamless group chat functionality to improve social interaction. Additionally, the platform needs to balance having rich features with good performance and scalability, especially as the user base and event volume grow. To tackle these challenges, the project will use geolocation services along with interactive maps. It will implement filtering and search algorithms, employ a real-time communication protocol, and design an optimized database structure. Development will follow an agile Scrum approach with eight iterative sprints over 15 weeks.

The main aim of the project is to build a practical, easy-to-use platform that promotes community involvement, encourages real connections, and shows how technology can close social gaps in local areas. Expected results include a fully working web application with event management tools, helpful discovery features, social networking elements, and tailored user experiences that make it simple and fun to find and organize local events.