

# Development of Friend Zone App with Advanced Features: Grippy!

## S.V. Rupanar, Mohammad Muntazim Shaikh, Anushka Bansode, Samruddhi Paiyawal, Pooja Raska, Suhani Girhe, S. M.Khairnar, Om Shirurkar

Department of Engineering Sciences, Ajeenkya D Y Patil School of Engineering, Pune, Maharashtra, India

## ABSTRACT

We understand that making new friends can be challenging, whether you're moving to a new city, starting a new job, or simply looking to expand your social circle. That's why we've created this app, designed to help you meet like-minded individuals who share your interests, hobbies, and values. With our app, you can create a profile that showcases your personality and interests, browse through other profiles, and start chatting with potential new friends. You can also join groups based on your interests, participate in virtual events, and even organize your own meetups and can make your own community based on interest. Our mission is to make it easy and fun for you to find new friends and foster meaningful connections. Whether you're looking for a hiking buddy, a workout partner, or just someone to grab a coffee with, our app is the perfect place to start. There's "The Fault in Our Stars" by John Green, which tells the story of two teenagers, Hazel and Gus, who meet at a cancer support group and develop a deep connection. As they navigate the challenges of their illness, their friendship blossoms into something more, showing that even in the darkest of times, friendship can bring light and hope. These works of literature remind us of the importance of friendship and the power it has to enrich our lives. Whether we're reading about the adventures of Tom Sawyer and Huck Finn, the struggles of Amir and Hassan, or the love between Hazel and Gus, we're reminded of the beauty and complexity of this special bond

Keywords: Friendzone app, Social media, Grippy, app

## I. INTRODUCTION

The functions of this app enable the user to hunt a number of varieties of traits in a person, match them with theirs and get to know them on the basis of their likings. Making such apps can also come in handy for people with introverted characteristics since it'll allow them to know people faster than usual. It also can prove to be a platform for social awareness or various different kinds of things. Grippy doesn't solely aim to be a single purpose app. Its functionalities and qualities will allow it to be all inclusive and accessible for all categories of people. Also, things that make it unique include novel features and ideas for the sake and comfort of our users.



Since we envision our app to be the ideal place of meet, talk, entertainment, work and whatever else the mob wants it to be in the near future.

#### II. METHODS AND MATERIAL

GGr Grippy is a social media app designed mindfully for the purpose of giving people an opportunity to connect with each other and know their interests in a unique way. Having a guide buddy to help you socialize in an effective way can prove to be very beneficial in today's world. Where it might seem very difficult or rather impossible to approach someone in person, Grippy makes sure that you get in touch with those in your radar of similar interests making it way easier to make connections. This also includes individuals from various different sectors and age groups since we aim our app to be all inclusive and easy to use for all [1].

The aim of a friendship app is to create a platform that helps people connect with others and build meaningful relationships. The objectives of such an app may include:

**Facilitating social connections**: The app should enable users to find and connect with like-minded individuals who share their interests, hobbies, and values. This can be achieved through features such as customizable profiles, search filters, and chat functions[2].

**Fostering community**: The app should create a sense of community among its users, promoting a positive and supportive environment where people feel comfortable sharing their experiences and making new friends.

**Encouraging communication**: The app should encourage open and honest communication among its users, providing opportunities for dialogue and engagement through features such as discussion forums, virtual events, and group messaging.

**Ensuring safety and security**: The app should prioritize the safety and security of its users, implementing measures such as user verification, content moderation, and reporting mechanisms to prevent harassment and abuse.

**Providing value-added services**: The app should offer value-added services that enhance the user experience and facilitate meaningful connections, such as personalized recommendations, icebreaker activities, and social events.

Community where you can share similar mindset and ideas that will help you to build a project or something extraordinary.

Overall, the aim and objectives of a app should revolve around creating a platform that helps people find and foster genuine community or people, fostering a positive and supportive community, and providing a safe and enjoyable user experience.

#### **Recommended features**

A friendship or community building app could have several features to help users connect and build relationships. Here are some potential features:

**Profile creation**: Users should be able to create a profile that highlights their interests, hobbies, and personality traits.



**Search functionality**: Users should be able to search for other users based on common interests, location, or other criteria.

**Matching algorithm**: The app could use a matching algorithm to suggest potential friends based on shared interests, personality traits, and other factors.

**Messaging**: Users should be able to send and receive messages within the app to start conversations and build relationships.

Group creation: Users could create or join groups based on shared interests, such as hiking, cooking, or book clubs.

**Event planning**: The app could have a feature that allows users to plan and organize events, such as meetups or group outings.

**User reviews**: Users could leave reviews or ratings for other users they have connected with to help build trust and credibility within the community.

**Privacy settings**: Users should have control over their privacy settings, including who can view their profile and who can send those messages.

**In-app notifications**: The app could send notifications to users when they receive a new message, when someone matches with them, or when an event is planned in their area.

## Integration with social media

Posting options can share their interests through pictures or videos. Creating an interesting username or an fname for making the profile interesting and fun.

## III. RESULTS AND DISCUSSION

Some foreign social media apps such as Whats App, Facebook, Instagram and Snap chat used by a huge crowd in India serve as an example of how effective the online mode of exploration can be for many people. Similar Indian apps include,

- 1) Share Chat
- 2) Moj
- 3) Public
- 4) Josh etc.

Most of these have replaced the Chinese app "Tik Tok" proving to be replaceable and efficient in the same way that most foreign apps can be. However, we still feel the need to upgrade our productivity standards when it comes to the proposal and execution of such apps, since thinking global is the need of the hour.

## IV. CONCLUSION

There exist many such platforms that make it possible for humans to interact with each other, some might even suggest making another app like this as non-retrospective or baseless. But we need to understand that something simple can always give birth to something extraordinary. Where people get involved, the outcomes



are sensational and one such opportunity of doing it is our app Grippy. In the making of this platform, we make sure that it remains personal and secure for the user. Since security is one of the main goals of our team no user data can be harmed in the process. An effectively designed app can positively enhance people's perception so as to facilitate online social engagement and make it user-friendly. Bringing such technologies in the market has great impact on the public, let us make a positive one if we can.

#### **V. REFERENCES**

- [1]. Conceptualizing the Friend zone Phenomenon, Leah LeFeberv, 35 2022, Imagination, Cognition, and Personality.
- [2]. A review of the Social Impacts of Culture and Sport, Peter Taylor, Larissa Davies, Peter Wells, Jan Gilbertson and William Tayleur,2015.

