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Fund Me

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ABSTRACT: In the evolving landscape of digital innovation, crowdfunding has emerged as a powerful tool to democratize financial support for creative, entrepreneurial, and socially impactful projects. Fund Me is a web-based crowdfunding platform that facilitates the creation, promotion, and funding of user-driven projects. The primary goal of this platform is to streamline the interaction between project creators and potential supporters through a secure, user-friendly, and socially engaging environment.

This project leverages relational database design and full-stack web development to enable users to register, create and manage projects, pledge funds, follow other users, and engage in social interactions such as likes, comments, and ratings. The backend is powered by PHP and MySQL, while the frontend uses HTML, CSS, JavaScript, and Bootstrap. The system emphasizes data integrity, normalization, and relational design to provide scalable and maintainable data structures.

I. INTRODUCTION

Crowdfunding platforms have revolutionized how creative, entrepreneurial, and social initiatives receive financial support. Traditionally, acquiring funding required navigating complex systems, securing institutional backing, or gaining access to venture capital—resources not readily available to everyone. These conventional barriers often excluded grassroots innovators, small-scale creators, and independent changemakers from realizing their visions.

With the rise of crowdfunding platforms such as Kickstarter, Indiegogo, and GoFundMe, the landscape has dramatically changed. These platforms empower individuals to present their ideas directly to the public and raise small contributions from a large pool of supporters. This democratization of funding has enabled countless projects—from innovative gadgets to community-driven causes—to come to life, supported by a global audience that believes in their potential.

In this context, the development of the platform “FundMe” serves as a practical exploration into the systems and structures that make such crowdfunding ecosystems possible. Created as part of the academic curriculum for the CS 6083 – Database Systems course at New York University (NYU), FundMe is more than just a conceptual exercise. It is a working prototype that brings together theoretical knowledge and real-world application in a comprehensive learning experience.

FundMe allows users to fully engage with a simulated crowdfunding environment. Users can register on the platform, create and manage fundraising campaigns, and support other campaigns by pledging funds. Beyond financial transactions, the system also facilitates social interaction. Users can leave comments, like campaigns, and give ratings—contributing to a vibrant, community-driven atmosphere. Campaign creators are provided tools to post real-time updates, enabling them to maintain transparency, build trust, and keep their backers informed throughout the fundraising journey.

The development of FundMe focuses heavily on the design and implementation of its underlying database architecture. The project explores the optimal structuring of relational data, efficient querying mechanisms, and data integrity constraints to ensure a scalable, robust system. It demonstrates how core database principles such as



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normalization, indexing, transaction handling, and access control can be seamlessly integrated into a real-world application.

Ultimately, FundMe embodies a hands-on approach to learning. It showcases the practical utility of database systems in building dynamic, user-focused web applications that mirror real-world platforms. Through this project, students not only gain technical proficiency in database management but also develop a deeper appreciation for how backend systems power some of today's most impactful technologies.

II. LITERATURE REVIEW

The emergence of crowdfunding platforms has significantly transformed the traditional funding landscape, providing a democratic, decentralized alternative to conventional venture capital, bank loans, and grant systems. These platforms empower individuals, startups, and social causes to present their ideas directly to the public and seek financial support from a broad community of backers. Over the past decade, platforms such as kickstarter, gofundme, and indiegogo have become global enablers of creativity, entrepreneurship, and activism. The fundme project situates itself within this dynamic ecosystem, aiming to explore the technical and systemic underpinnings of such platforms—particularly from a database systems perspective.

III. METHODOLOGY

The development of the fundme crowdfunding platform follows a structured, three-tier architecture that emphasizes separation of concerns across the presentation layer, application layer, and data layer. this modular approach ensures scalability, maintainability, and clarity in system design. the project is implemented using widely adopted web technologies and open-source tools to simulate the real-world architecture of modern web applications.

3.1 SYSTEM ARCHITECTURE OVERVIEW

- presentation layer:

The front-end of the application is built using html5, css3, javascript, and bootstrap 4, ensuring responsive design, user-friendly interfaces, and cross-browser compatibility. the ui allows users to interact with the system through forms, dashboards, campaign listings, and social features like commenting and liking.

- application layer:

The server-side logic is handled using php, which manages data flow between the interface and the database. php scripts are responsible for user authentication, session management, routing requests, processing campaign data, and handling user actions like donations or comments.

- data layer:

The data is stored and managed using a mysql relational database. tables are designed with appropriate relationships, constraints, and indexing to support key operations like user management, campaign tracking, donation history, and content moderation. the database is accessed securely via sql queries embedded in php scripts.

3.2 TOOLS AND TECHNOLOGIES USED

CATEGORY	TECHNOLOGY	PURPOSE
FRONTEND	HTML5, CSS3	MARKUP AND STYLING FOR USER INTERFACE
	JAVASCRIPT	DYNAMIC BEHAVIOR AND USER INTERACTIONS
	BOOTSTRAP	RESPONSIVE AND MODERN DESIGN FRAMEWORK
BACKEND	PHP	SERVER-SIDE SCRIPTING AND APPLICATION LOGIC
DATABASE	MYSQL	DATA STORAGE, RETRIEVAL, AND MANAGEMENT
SERVER	APACHE (VIA XAMPP)	LOCAL SERVER ENVIRONMENT FOR TESTING AND DEPLOYMENT

3.3 FUNCTIONAL REQUIREMENTS

The platform supports a variety of core functionalities essential to a crowdfunding ecosystem. these include:

- user registration and login:



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users can create accounts and securely log in using authentication credentials. session tracking ensures personalized access to platform features.

- campaign creation and management:

registered users can initiate fundraising campaigns by submitting descriptions, funding goals, images, and deadlines. users can edit or remove campaigns they own.

- donation processing:

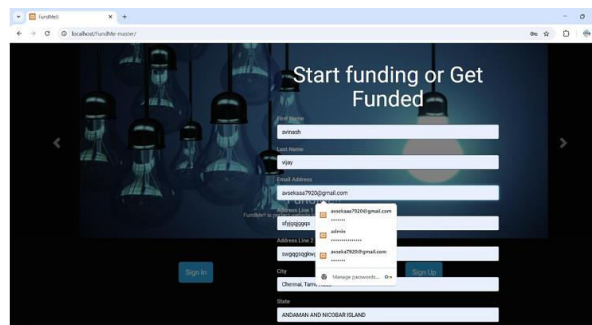
users can browse active campaigns and make donations. each donation is recorded and linked to both the user and the campaign, updating the funding progress accordingly.

- commenting on campaigns:

users can interact with campaign creators and other supporters by posting comments. this feature encourages community engagement and feedback.

- administrative panel:

an admin dashboard allows authorized users to manage platform-wide operations, including user accounts, active campaigns, reported content, and site moderation tools.



Sign Module

IV. CONCLUSION

The FundMe platform provides a comprehensive solution for online fundraising, offering features that benefit both campaign creators and donors. With a focus on security, scalability, and user experience, FundMe aims to become a leading platform in the crowdfunding space.

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