

Bachelors of Science in Information Technology

**Gyalpozhing College of Information Technology**



**Proposal  
For  
Second Year Project  
Bachelor of Science in Information Technology**

Project Name

**Submitted by**

**KUENGA TENZIN TSHERING(12190063)**

**Gyalpozhing College of Information Technology**

**Read carefully before filling the form.**

1. Please do not alter the layout of the application form. Information must be filled in the spaces provided, under set format.
2. Guidance notes in various fields should not be deleted.
3. Required information should be duly filled in the specified fields.
4. Required heads/fields which are not relevant to the project should be marked **N/A** (Not Applicable) or left blank and should not be deleted.

## **Guidelines and Forms**

### **Submission Procedure**

Duly filled proposal forms completed in all respects should be submitted in form of soft copy and a hard copy to project guide and project coordinator. On receipt of the applications the proposals will be evaluated by reviewer panel and proposal would then be defended by student groups. The project group may need to revise the proposal in light of the evaluator's recommendations.

### **For further information, please contact:**

Project Coordinator

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**Application for Final Year Project****1. Project Identification**

<b>A. Reference Number:</b>	
(for office use only)	
<b>B. Project Title:</b>	
Daily Advice App	
<b>C. Project Internal Guide:</b>	
Name:	
Designation:	
Organization:	
Mobile # :	Tel. # :
Email:	
<b>C1. Project External Guide:</b>	
Name:	NA
Designation:	
Organization:	
Mobile # :	Tel. # :
Email:	
<b>C2. Student Group Lead:</b>	
Name:	Kuenga Tenzin Tshering
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Department:	B Sc IT
Mobile # :	17969564 Tel. # :
Email:	tsheringkuengatenzin@gmail.com



**D. Organizations Involved in the Project:**

*(Please identify all affiliated organizations collaborating in the project, and describe their role/contribution to the project.)*

**D1. Industrial Organizations:**

#	Organization Name	Role / Contribution
	NA	

**D2. Academic Organizations:**

#	Organization Name	Role / Contribution
	Gyalpozhing College Of information technology	

**D3. Funding Organizations:**

#	Organization Name	Role / Contribution
	NA	

**E. Key Words:**

*(Please provide a maximum of 5 key words that describe the project. The key words will be incorporated in our database.)*

**F. Research and Development Theme:**

To develop an application that provides users with Proverbs and Quotes from historical figures, philosophers and current world leaders that will motivate the user in a daily basis.

**G. Project Status:**

(Please mark ☒)

☐ New      ☒ Modification to previous Project

☒ Extension of existing project

**H. Project Duration:**

Expected Starting Date: 8<sup>th</sup> February 2021

Planned Duration in  
months: 6 Months.

**2. Scope, Introduction and Background of the Project**

**A. Scope of the Project:**

**System Scope:**

- Provide users with an interface where they can register when they can receive their proverbs and quotes.
- Set the time and frequency of advices and motivation they want to be provided with.
- Filter the types of quotes and proverbs they want to receive

**User Scope:**

- Students.



**B. Introduction (Project Background and Literature Review, Current State of the Art):**

Students, while studying needs constant motivation to enable them to work better and study hard and succeed in life, a daily reassurance from people who have already achieved greatness and success will enhance the student to study more.

Students are now all the time affiliated with mobile devices and all the studies and resource materials are now accessed through the mobile devices. Since many applications are now used for strengthening and assisting in improving student's academic exploits, I have come up with the proposal to come with an android application that will give constant advice and motivation from great minds from all over the world and pushing proverbs and quotes of motivation on a reminder like basis and can even access of wide range of topics such as self-esteem, relationships and dealing with stress.

Students mostly in universities are most commonly away from their parents and guardians, where the students are deprived from constant motivation and encouragement and inspiration from them as they are engaged in academic activities and thus from the application that I am developing, it will give the students the daily and constant boost in their morale and mental well-being.

The android application that I will develop will comprise of many and wide ranges of inspirational quotes and morale boosting sayings and wise proverbs from all over the world and even from our own country. The application will let the user choose when they want to be notified and provided with the inspirational quotes and sayings and what areas they want to be motivated like ; studies, relationships, sports and etc.

**Literature Review:**

A Study of University Students' Motivation and Its Relationship with Their Academic Performance by Hasan Afzal has written that God-gifted talents, best teachers and best schooling augment the academic performance and students' motivation is prerequisite for students' accomplishment. This study attempts to identify the influence of students' motivation on their academic performance. The sample of 342 individuals studying in different universities of Pakistan was selected. Questionnaires comprising three parts were sent directly to targeted segment. In the first part, the first few questions are related to personal information; second part consists of thirty questions of "The University Student Motivation and Satisfaction Questionnaire Version 2", which was used to measure students' extrinsic and intrinsic motivation, and last part is related to academic performance of the students. The study delineates that students' motivations dimensions extrinsic motivation and intrinsic motivation has positive impact on academic performance of students. Academics performance amplifies between the ranges of 23 percent and 34 percent due to extrinsic motivation and intrinsic motivation and the overall model is significant ( $p < 0.05$ ). When we compare variables on individual bases,

students who adapt self-exploratory variable and altruism variable, rejection of alternative options variable tend to perform better, whereas student who adapt career and qualifications variable, social enjoyment variable and social pressure variable tend to perform less than expected. The study accentuates that students' motivation is a vital part of students' success.

Another article by Dan L. Miller on “**Quotations Add Interest and Lend Authority to Classroom Lessons**” it is stated that Quotations yield the greatest insight from the fewest words. In addition to the wisdom and guidance quotations provide, teachers effectively use quotations in displays, presentations, speeches, research, writing prompts, classroom lessons, and discussions. Students employ quotations for speeches, classroom assignments, as sources of inspiration and guidance, and as support for essays—particularly those required for entrance to college. Considering the fast-paced, media culture in which today's students thrive, adolescents in a hurry embrace a quotation ranging from five to six words to three or four sentences. As a change of pace from textbook passages, short stories, poems, and novels, teachers find it refreshing to use quotations to stimulate thought and focus on the development of communication, thinking, and social skills. Although the lesson strategies outlined in this article use sample quotations most appropriately used in English classes, other subject area teachers, librarians, counselors, and administrators will also find value in many of the strategies.

Reviewing those abstracts has further reenforces the idea of developing the application as students are improving as they are given with constant motivation, inspirations and advices.

**C. Challenges:**

Personal Challenges:

- ✓ Exploration of android development in details will take time.
- ✓ Getting desired interface will be questionable.
- ✓ Being in line with the workplan schedule.

User Challenges:

- ✓ User friendly interface will be questionable

**D. Motivation and Need:**

1. Motivation and inspiration from great people with great minds is much needed for students in a learning environment.
2. From those various quotes and sayings, the students will also improve their language skills as well.
3. An app that provides constant motivation will ease the students and be much feasible as they don't have to search for them constantly and it will be also specifically timed.

### 3. Aim and Objectives of the Project

AIM: To provide and notify students with quotes, sayings, wise advices from influential and successful people on a daily basis to boost their morale to study hard

OBJECTIVES:

1. Provide proverbs and quotes from influential people in a daily basis or to set them on the user's desirable timings.
2. Filter what type of proverbs and quotes they want to see in their notifications.

## 4. Methodology

### **A Development / Research / Test Methodology:**

#### General Methodology

Following are the software processes which will be used in the developing the project;

#### Problem Statement

- This phase focuses on identifying the issues faced within the community and thrives to develop the application that serves to be the solution for the stated problem.

#### Literature Review

- The comprehensive summary of previous research paper on related topic is thoroughly discussed in this phase. It includes articles, books and other sources relevant to particular topic.

#### Requirement gathering and analysis

- When the gathering of related and required information to stated problems from various sources such as existing system and research papers are completed, the project team then works on understanding the detailed problem. It involves conducting several brain storming and survey related to the topic. The SRS document is prepared simultaneously which will serve the purpose of input for design phase. This helps to provide additional creative ideas and information while designing.

#### Design

- In this phase the design is prepared from the requirement specification which is studied in the former phase. It helps specify hardware and requirements of the system.

#### Implementation

- After successful system design the project is divided into modules and actual coding is started. This is the longest phase software development life cycle.

#### Testing

- After coding, it is tested to make sure that the product is actually serving the needs addressed and gathered during the requirement phase. It makes sure that the system functions as specified and eliminates any issues and errors in this phase.

#### Documentation

- Finally, after completion of all the coding and achieving all the features of the application, project document is created.

Agile Software Development Model

I adopted the Agile Waterfall model for the following reasons;

- It is responsive to changes as they are iterative in nature.
- Inexpensive while changing requirements as the working software is frequently delivered to the user.
- Availability of risk identification factor.
- High customer satisfaction.

**C. Project Activities:**

- Installation of software and tools: Installing android studio version (2 and above), Android SDK, Java Development Kit (v8 or more), flutter, java programming language, MySQL

We will be referring the following resource materials:

- books, video tutorials, online reference related to android app development, flutter, java programming language.

Designing of user interface, database and flow of the data by adapting various strategies.

Unit testing will be done on the developed product.

End product would consist of the report documentation and would be concluded with a presentation.

**D Key Milestones and Deliverables:**

*(Please list and describe the principal milestones and associated deliverables of the project. A key milestone is reached when a significant phase in the project is concluded, e.g. selection and simulation of algorithms, completion of architectural design and design documents, commissioning of equipment, completion of test, etc.) The timing of milestones is also to be shown in the Gantt chart in Section 8.*

No.	Elapsed time from start (in months) of the project	Milestone	Deliverables
	08/02//21	Group division	Students are divided into groups of four
	08/02/21 - 12/02/21	Topic selection	Selected the topic to develop the mobile application
	13/02/21- 17/02/21	Content discussion	Collected the required information
	18/02/21- 22/02/21	Survey	Conducting of survey to test the feasibility.
	23/02/21- 26/02/21	Project proposal	Preparation and submission of the project proposal.
	27/02/21	Proposal presentation	Presentation of the project proposal.
	28/02/21- 22/03/21	Requirement gathering and Analysis	Software requirement specification document(SRS).
	23/03/21- 29/03/21	Software installation	Installing necessary environment set up for development stage.
	30/03/21- 15/04/21	Design	ERD design, relational diagram, database design, user interface design and architectural design.
	15/04/21- 15/05/21	Implementation and coding	Implementing of functional features and generating of source code.
	15/05/21- 22/05/21	testing	Test case



	22/05/21- 28/05/21	Completion of development	Completing the development of the application
	29/05/21	Final documentation	Final documentation report
(Please add more rows if required.)			

**5. Benefits of the Project (Expected output/outcomes):**

- ✓ Students will be provided and notified with inspirational proverbs and quotes that will be essential while learning.
- ✓ The different quotes and sayings from great minds will widen and enhance the student's knowledge and help on academic papers and articles.

**6. Risk Analysis/Feasibility****A. Risks of the Project:**

(Please describe the factors that may cause delays in, or prevent implementation of, the project as proposed above; estimate the degree of risk.)

(Please mark ☒ where applicable)

	Low	Medium	High
Technical risk		<input checked="" type="checkbox"/>	
Timing risk		<input checked="" type="checkbox"/>	
Budget risk	<input checked="" type="checkbox"/>		

**A1. Comments(Describe the risk):**

Technical risks:

The designing, implementation and testing of the application by a singular developer will come with difficulties.

Timing risk:

The scheduled time for the development of the application is given with only 6 months thus, the designing and development phases needs to be rushed which will decrease the quality and efficiency of the application.

Budget risk:

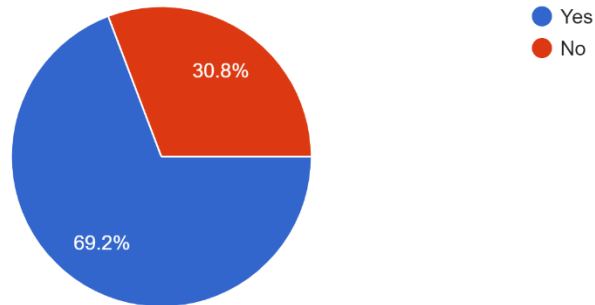
Since no external devices are needed for the development of the application and free development software are available the budget risk is classified as low.

**A2. Feasibility Study:**

After sending out a google forms through the college mail, the responses for the apps feasibility was held good as 90% of the students as approved of the need of an application that provides constant motivation and advices.

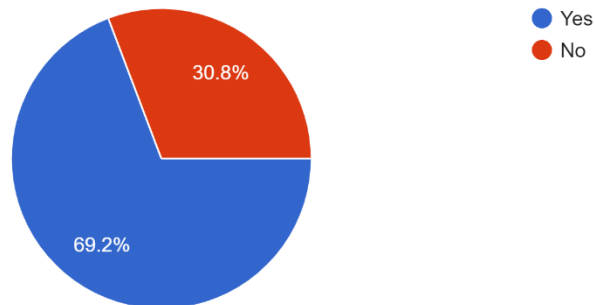
Do you think quotes and sayings from influential people are relevant for your inspiration and motivation while studying?

13 responses



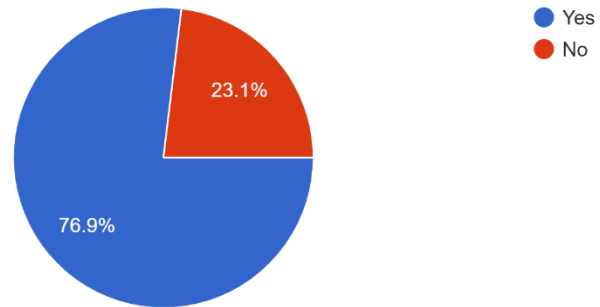
Do you think Constant motivation is needed?

13 responses



Do you think a mobile application that gives you constant motivation and encouragement going to be helpfull?

13 responses



*(Approval of Project Proposal by the Competent Authority (Department Chairman) and Project Review Team is mandatory before the start of project execution.)*

Sl #	Name	Signature
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### ***Project Coordinator***

Date: \_\_\_\_\_ Signature: \_\_\_\_\_

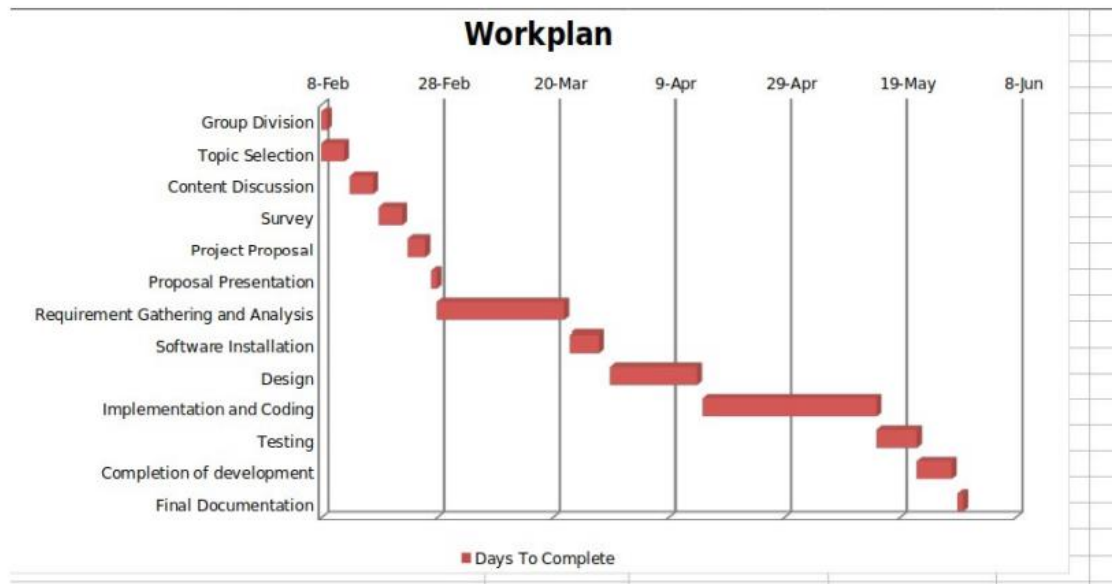
& stamp:

**8. Reviewers Panel Comments**

## 10. Project Schedule / Milestone Chart /Work plan

(Project schedule using MS-Project (or similar tools) with all tasks, deliverables, milestones, clearly indicated are preferred. Task should be measured in terms of hours)

Task	Start-Date	Days To Complete	End-Date	Hours
Group Division	8-Feb	1	8-Feb	24
Topic Selection	8-Feb	4	12-Feb	96
Content Discussion	13-Feb	4	17-Feb	96
Survey	18-Feb	4	22-Feb	96
Project Proposal	23-Feb	3	26-Feb	72
Proposal Presentation	27-Feb	1	27-Feb	24
Requirement Gathering and Analysis	28-Feb	22	22-Mar	528
Software Installation	23-Mar	5	29-Mar	120
Design	30-Mar	15	14-Apr	360
Implementation and Coding	15-Apr	30	15-May	720
Testing	15-May	7	22-May	168
Completion of development	22-May	6	28-May	144
Final Documentation	29-May	1	29-May	24



### **13. Report Writing Guidelines**

*(Project report will be written under the specified guidelines.)*



**Project Prototype:**

**1.App loading page**

This is the first interface of the application.

**2. Log in page**

Then the next interface of the application is the log-in and registration options.

The log in of the user is done through email.

**3.Registration**

If you choose the registration option then you will be directed to the registration interface and fill out the following information.

**4.Setting daily reminders**

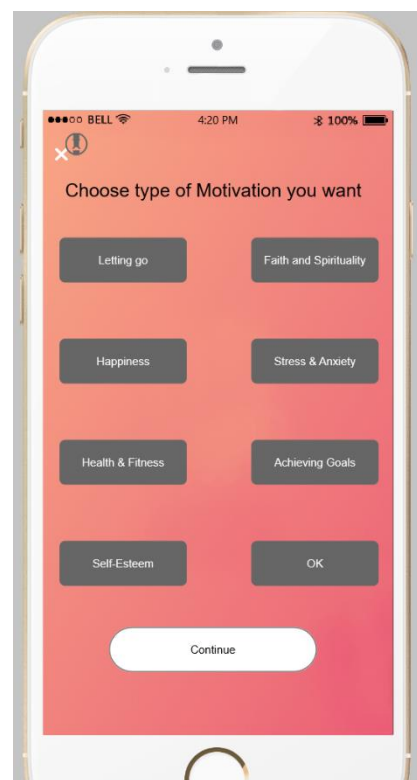
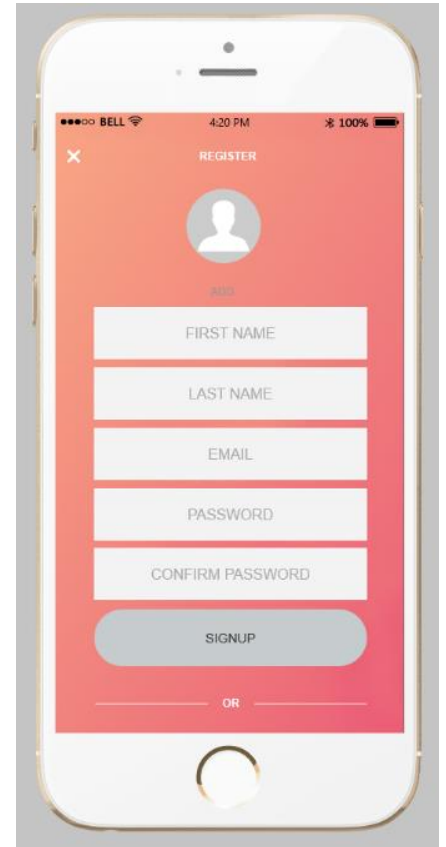
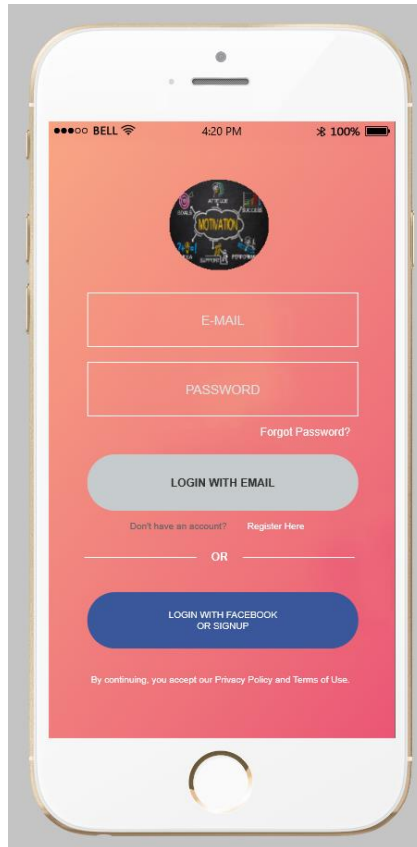
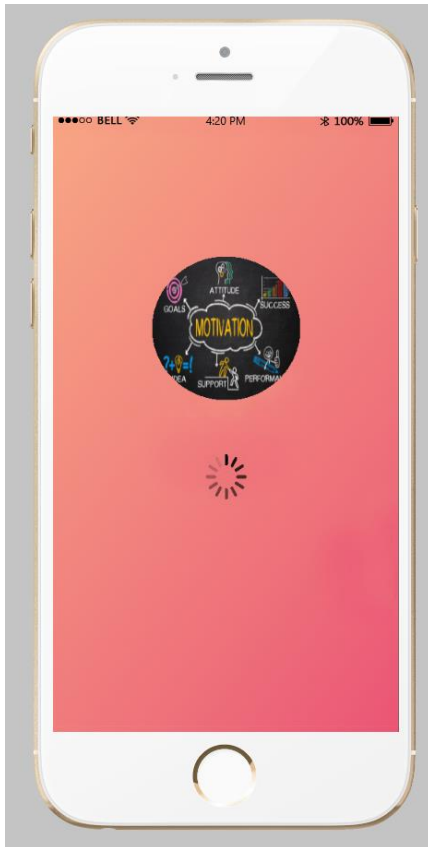
After registering, you are taken to the interface where you can adjust the frequency of the notifications and timing of the notifications

**5.Choosing the type of motivation.**

Here the user can choose and filter out the types of motivation they want varying all those different areas.

**6.Qoutes and proverbs**

Finally you are lead to the interface where you can view all the quotes and sayings and explore all the different types.



## Bibliography

Afzal, Hasan and Ali, Imran and Aslam Khan, Muhammad and Hamid, Kashif, A Study of University Students' Motivation and Its Relationship with Their Academic Performance (April 1, 2010). Available at SSRN: <https://ssrn.com/abstract=2899435> or <http://dx.doi.org/10.2139/ssrn.2899435>

Miller, D. L. (2020). Quotations Add Interest and Lend Authority to Classroom Lessons. *The Clearing House: A Journal of Educational Strategies, Issues and Ideas*, 94(1), 8-14.