



Stamford University of Bangladesh

Project Proposal

Report-1

Course title: Software Engineering

Course code: CSI 332

Project Name: Fun Learns

Submitted to:

Name: Ashfaq Ali Shafin

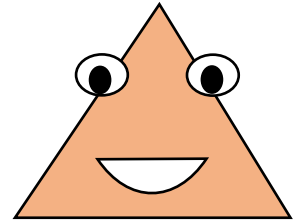
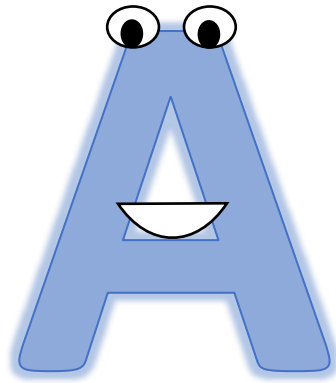
Designation: Lecturer

Stamford University Bangladesh

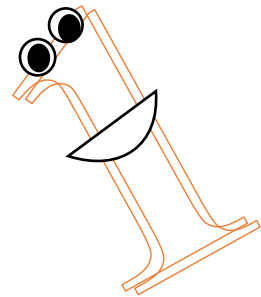
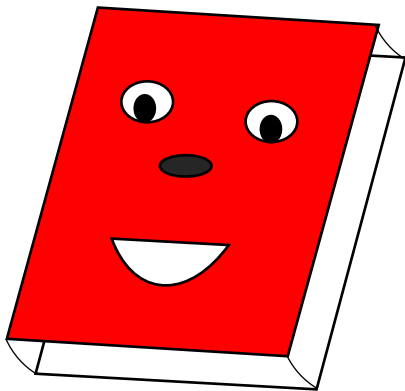
Submitted by:

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Fun learns



Introduction:

“Fun learning” is an internet-based software which will help the primary level students in their study. Here, we will provide books according to the syllabus. Kids who are learning their first lesson or in nursery class will get much fun in their study. Students will get the solution of mathematics, experiments of science, history of a king or a rhyme in English according to their textbook but in an interesting way. Also, they will find things out of their textbook to increasing their knowledge. And it will be also easy for the parents to teach their children.

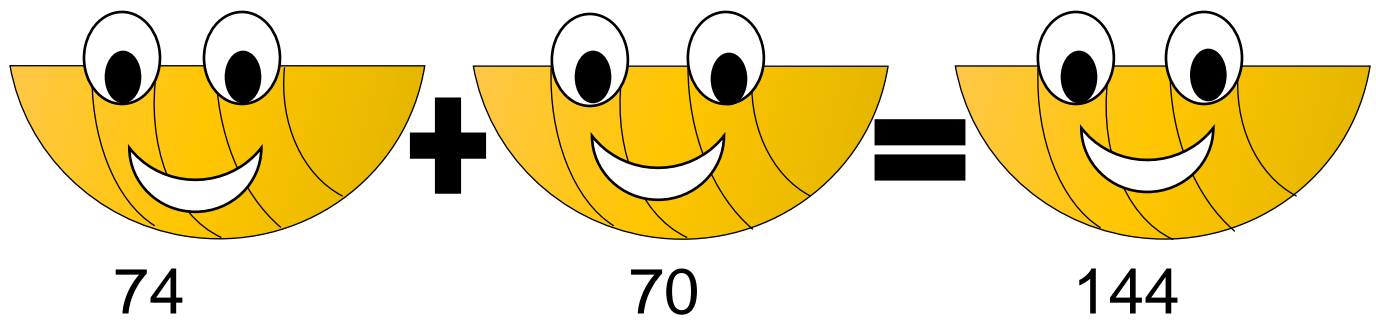
For example:

There are 74 litchies in a basket. There are 70 litchies in another basket. The litchies of the baskets put together and distributed equally among 8 persons. How many litchies does each person get?

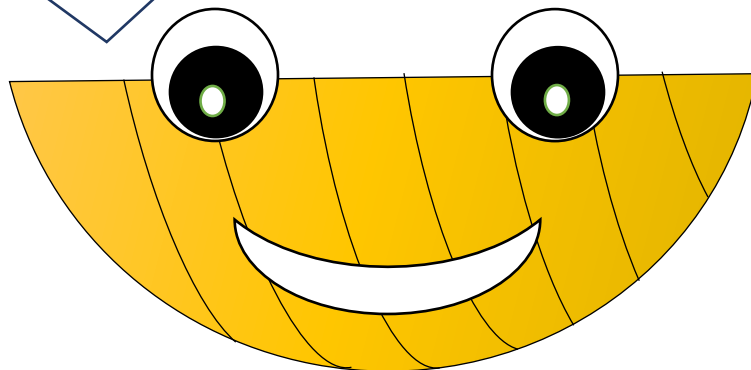
The solution will,



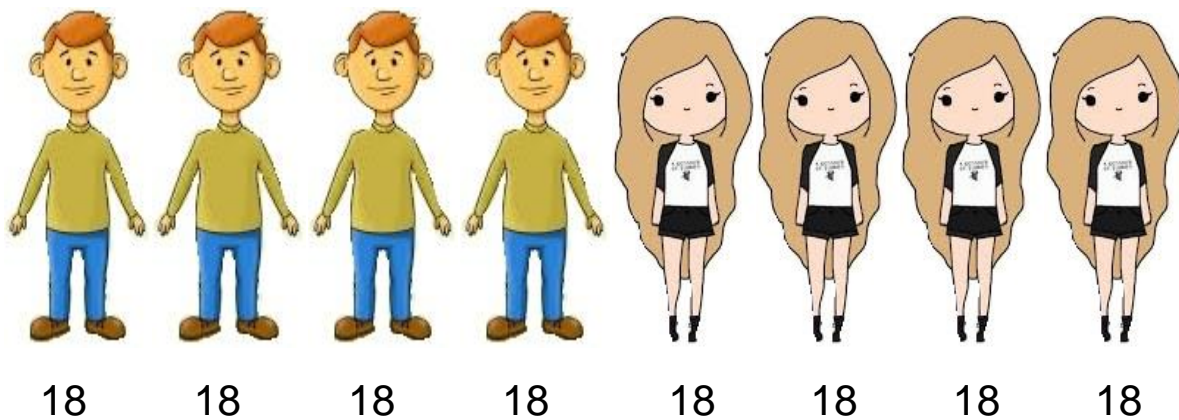
together we have,


$$74 + 70 = 144$$

Dividing my 144 litchies
among 8 people



Each will get,



$$\text{Divison: } 144/8=18$$

Through this they will get the idea of the solution but not the solution.

Motivation:

“Learn with fun” is our main motive. Kids in these days are getting addicted in mobile, computer, internet more than books. But when will find their study with funny things they will enjoy it. So, we want kids to study while playing.

Goals of the project:

- Easy and free access for everyone.
- Making every subject's interesting.
- Smart and systematic learning.
- Study and entertainment will combine, so kids will enjoy their study.
- Enhance the quality of learning.
- Meet the learning style or needs of students.
- New methods of learning will attract students.

Feasibility:

- Programming language: C#, Asp.net
- Database: SQL
- Operating system: Windows/ Linux

Technical feasibility:

- We are not hiring any developers so cost is decreasing.
- There won't be any software cost, because we are using free or open source software.

Economical feasibility:

- As we are making things interesting according to the textbook so resources collecting cost will be zero.
- We want to make this a nonprofit project. So, every little we will do by ourselves. But if there any need the we will appoint system analyst and developer.

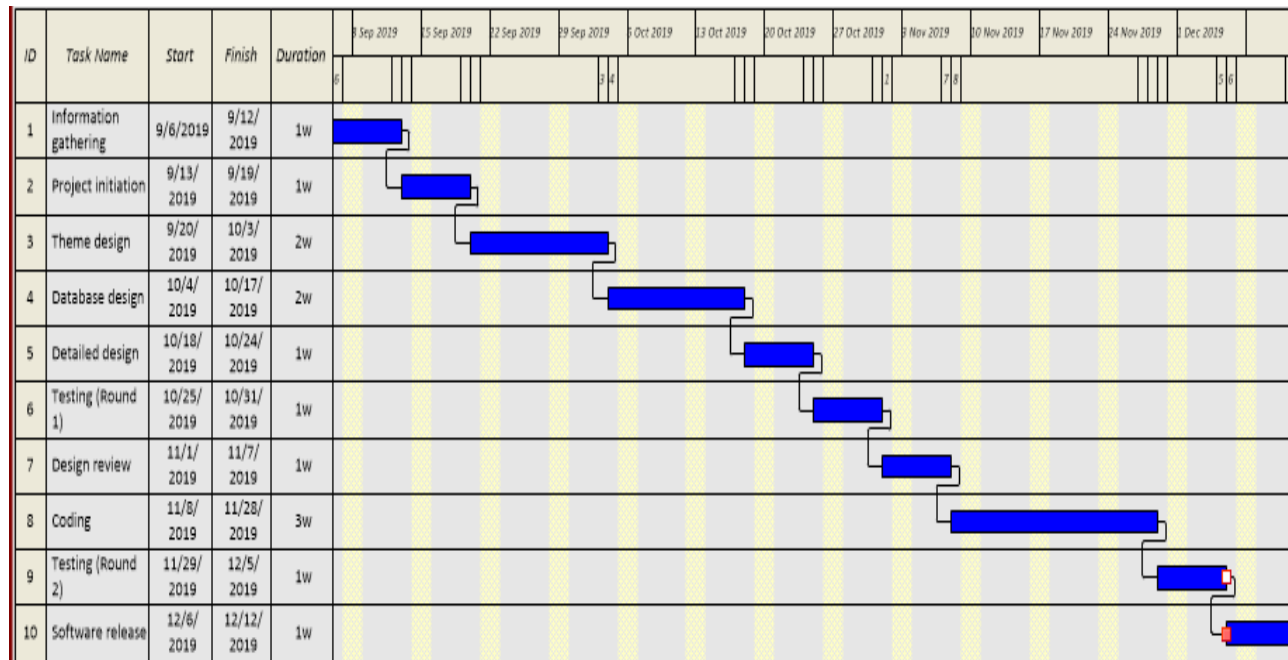
Operational feasibility:

- The users will be kids so we will do this project according to their interest.
- It will be simple and easy for both parents and kids.
- We will make sure users faces no kinds of problems.

Project scheduling:

Activity	Description	Precedence	Time(in/week)
1	Information gathering	None	1 weeks
2	Project initiation	1	1 week
3	Theme design	2	2 week
4	Database design	2,3	2 weeks
5	Detailed design	2,3,4	1 week
6	Testing(round 1)	5	1 week
7	Design review	6	1 week
8	Coding	7	3 weeks
9	Testing (Round 2)	8	1 week
10	Software release	9	1 week

Gantt Chart:



Risk Analysis:

- Because the syllabus of textbooks changes we have to be aware of the updates.
- Registration process will be easy and simple.
- There will be a backup of this project.

Conclusion:

We want to do this project so that students of play to primary level can learn their lessons easily. We want to keep them away from the extra burden of today's educational war. We don't if we will be successful or not but we will try our best.