



## **Project X: Scope Document**

### **Software Project Management (SE430)**

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## **Table of Contents:**

<b>1. Introduction</b>	<b>3</b>
<b>2. Project Objectives</b>	<b>3</b>
2.1 Primary Objectives	3
2.2 Secondary Objectives	3
<b>3. Detailed Deliverables</b>	<b>4</b>
3.1 Core Features	4
3.2 Supporting Systems	4
<b>4. Explicit Exclusions</b>	<b>5</b>
<b>5. Constraints Analysis</b>	<b>5</b>
5.1 Hard Constraints	5
5.2 Soft Constraints	6
<b>6. Stakeholder Matrix</b>	<b>6</b>
<b>7. Risk Management Plan</b>	<b>6</b>
7.1 Identified Risks	6
7.2 Contingency Reserves	7
<b>8. Quality Standards</b>	<b>7</b>
8.1 Development Standards	7
8.2 Success Criteria	7
<b>9. Approval &amp; Signatures</b>	<b>7</b>

## 1. Introduction

ProjectX is an exceptional academic project marketplace designed especially for university students and buyers looking for well-documented and high-quality academic resources. The intention is to promote free-flowing academic knowledge and afford students opportunities to sell completed works via an easily accessible digital space. The scope outline in this document will take a reader through the project objectives, deliverables, exclusions, constraints, stakeholders, and the success criteria necessary for the successful implementation and delivery of ProjectX in a 10-week development timeline.

## 2. Project Objectives

### 2.1 Primary Objectives

Objective	Success Metric	Measurement Method
Providing a centralized marketplace for students to buy the projects and sell academic projects.	(Total Number of Active ListingsNumber of Projects Sold) $\times$ 100	Tracked by monitoring the number of projects that have been marked as sold by sellers
Enhance knowledge transfer by making well-documented projects accessible.(via project guides,tutorials and documentation)	80% of users find relevant projects in $\leq 3$ clicks	Tracked via UI/UX analytics and heatmaps
Encourage monetization of student work	30% of active sellers earn over Rs. 5,000	Tracked via admin dashboard
Improve project discoverability with structured categorization and search filters.	Many users use search filters to find projects	Count the number of searches with filters applied.
Support academic growth with supplementary learning resources (tutorials, guides).	Majority of the users access at least one learning resource	Track clicks of learning resources (tutorials/guides) via logs.

### 2.2 Secondary Objectives

Objective	Success Metric	Measurement Method
Reduce academic project search time as compared to GitHub/Google Scholar benchmarks.	reduction in search time	Track search time from start to results. Compare this with average search time data from GitHub/Google Scholar.
Increase user base	1,000 verified user registrations within 3 months	Track the number of new user registrations daily/weekly.

### 3. Detailed Deliverables

#### 3.1 Core Features

The most significant core features of ProjectX thus provide students with a seamless experience for the buying or selling of academic and technical projects. These core features include:

1. **User Authentication & Authorization:** Secure and safe logins and sign-ups for both buyers and sellers.
2. **Project Listings & Categorization:** A structured way of posting projects in relevant categories-for instance, software, electronics, mechanical, AI, etc.-to easily check for availability.
3. **Search & Filtering Functionality:** Keyword search and filter options (by domain, price, popularity) that allow users to quickly narrow down their searches for projects fitting their requirements.
4. **Shopping Cart & Checkout:** Adding projects to the cart, handling items, and checking out are the tools provided for the customers.
5. **Order Tracking:** Order tracking giving users access to a dashboard to track their order status in real-time.
6. **Notifications:** Alerts via email about newsletter subscriptions or notifications sent to the administrator about submissions of the contact form by users using NodeMailer.
7. **Multimedia resources access:** Access to guides, tutorials, etc., enabling users to understand and deploy purchased projects.
8. **Admin Panel:** Admin dashboard is allowing project management, sales, and analytics tracking.

#### 3.2 Supporting Systems

The following are some of the supporting systems to be incorporated into the design and development approach to ensure the platform is reliable, efficient, fast, and secure:

1. **UI/UX Design Framework:** Figma prototypes and designs with a focus on intuitive user journeys and interaction responsiveness.
2. **Communication Systems:** Google Meet and WhatsApp for team collaboration for effective decision-making and progress tracking.
3. **Email Notification System:** NodeMailer to be integrated for sending notifications to any user who subscribes to the newsletter or to the admin when users fill in the contact us page.
4. **Security Protocols:** Role-based authentication and secure management of user data to safeguard the users of the platform and handle their privacy.

## 4. Explicit Exclusions

The following features and functionalities are explicitly excluded from the scope of ProjectX to ensure focus, manageability, and timely delivery of core objectives:

1. **Freelancing Services:** The services of ProjectX are not meant to include and cover freelancing, custom project development and hiring. The platform simply allows buying and selling already done academic and technical projects.
2. **Shipment or Physical Delivery:** All project transactions and deliveries will be strictly digital. There won't be any logistics or physical shipping of products.
3. **Plagiarism Checking and Authenticity Checking:** The platform will not check originality or authenticity of projects being uploaded. There will be no systems integrating plagiarism detection tools.
4. **Advanced Licensing or Copyright Handling:** No licensing, intellectual property rights, or copyright issues will be taken care of by projectX in relation to projects sold.
5. **Multi-language or Localization Support:** The very first release will be English only; localization and multi-language features do not include the present scope.

## 5. Constraints Analysis

### 5.1 Hard Constraints

Constraint	Impact	Mitigation
<b>Fixed Project Timeline</b>	Limited time for development and testing phases	Maintain a detailed schedule with weekly milestones and internal deadlines
<b>Budget Limitations (Rs. 507,000–521,100)</b>	Restricts use of premium tools or hiring additional developers	Use open-source tools, free-tier APIs, and rely on in-house skills

<b>Limited Team Size (6 members)</b>	Increases workload and risks delays in case of illness/unavailability	Assign clear roles, ensure regular progress check-ins, and cross-train team members
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## 5.2 Soft Constraints

Constraint	Mitigation
<b>Data privacy concerns with project uploads</b>	Creating a content moderation checklist; including disclaimers and consent checkbox during uploads
<b>Lack of testing coverage in early stages</b>	Introduction of test-driven development for core modules; assigning dedicated QA responsibilities

## 6. Stakeholder Matrix

Stakeholder	Interest Level	Influence	Communication Plan
Students (Sellers)	High	Medium	Face-to-face interviews, surveys
Buyers	High	Medium	Face-to-face interviews, surveys
Mam Ayesha Maqbool	High	High	Progress reports via LMS

## 7. Risk Management Plan

### 7.1 Identified Risks

Risk	Probability	Impact	Mitigation
<b>Low student engagement</b>	40%	High	Promote platform via student societies
<b>Copyright infringement</b>	30%	Medium	Require user agreement checkbox
<b>Project quality assurance</b>	30%	Medium	Peer review of the project code

### 7.2 Contingency Reserves

1. **Time Buffer:** Reserve final 5 days (May 15–20) for quality testing.
2. **Budget Buffer:** Rs. 50,000 reserved for emergency server scaling.

## 8. Quality Standards

### 8.1 Development Standards

1. **Coding Guidelines:** Developers have to stick to the industry-standard coding practices like consistent naming conventions, comments, etc for maintainability and clarity.
2. **Version Control:** Git is to be used for version control of source code. All changes will be committed regularly and branches will be created for new features or bug fixes.
3. **Code Reviews:** Peer code reviews will take place for all major changes to ensure it is of good quality and also to catch any issues early on.
4. **Testing:** Unit tests, integration tests, and user acceptance testing (UAT) will be mandatory to verify the correctness of all features.
5. **UI/User Experience Consistency:** The front-end will comply with the design prototypes in Figma, ensuring an intuitive and user-friendly experience across devices.

### 8.2 Success Criteria

1. **User Adoption:** Successful onboarding of users. Hence, at least 1,000 verified user registrations for the first three months.
2. **Project Listings:** The goal would be reached within one month of post-launch - 500 active projects uploaded and continuously uploading new projects for updates.
3. **Transaction Volume:** This would result in a volume of transactions that would earn 30% of active sellers over Rs. 5,000 from selling during the first six months.
4. **User Satisfaction:** At least 85% positive user feedback in post-purchase survey responses with 70% of users accessed at least one educational resource.

## 9. Approval & Signatures

Role	Name	Signature	Date
Project Sponsor	Mam Ayesha Maqbool	_____	_____