Culturally Nepal (Website)

Proposal



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Computing Project

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# Ch-1

# Introduction

My project ‘Culturally Nepal’ is going to be about a website that spreads the idea of Nepalese cultural background. It will knowledge the people about the different kinds of cultures Nepalese people follow. It guides the visitors about what to do, what to see and where to be when they are in Nepal.

# Background of the project

So, basically the project is all about the information provision. To those who are visiting Nepal, it will be one of the good choices to look up for some ideas about what is going on. Besides that the project will also have some additional features like the suggestions for the places to visit or the special things to do while here.

# Problem statement

Project statement is an important topic as it defines what the problems may be and how it may impact as an effect. As it is said “The formulation of the problem is often more essential than its solution”.

**Time Management-**

Time management can be a problem when completing a whole project by an individual person.

**Product quality-**

The quality definition depends from person to person. All and everyone cannot be satisfied with the same feature of the product so it can be a problem.

**Undesirable outcome-**

Ideas and concepts keep on changing. While developing the website, what was desired at the beginning may not feel as pleasing and can come out as an undesirable outcome.

# Description of the project

The project is going to be about the website that shows or list outs the cultures of Nepal. Every list is going to have its own description. People can learn about the different festivals the natives celebrate with the corresponding pictures. It will have its own photo gallery kind of section. People can get the idea for their next visit area. The recommendation will be listed too.

# Features

1. Places to visit
2. Different kinds of activities
3. Different kinds of cultures followed in Nepal
4. Main attractions
5. Dates of the events etc.

# Overview

This includes the introduction about the project. The background, showing what the project is actually conceptualized. All the problems that could be faced in the coming phases are listed. The features of the project. What the users could find in the website. To summarize, This section includes the background of the project to be developed.

# Ch-2.

# Scope

The project ‘Culturally Nepal’ is an information and travel aid based website. So the scope of this project is to deliver the cultural based knowledge about Nepal. A page including the main attractions of Nepal. Page including the things the travelers can do while in here. Jutras and festivals page that redirects the users to their details. Also a photo gallery on the same topic.

# Limitation

I will try to make this project as clean as possible but it will not have all the features like:

1. Tracking the location
2. Maps
3. Planning the trip etc.

# Aims

As every project must have an aim. This project is also based on the aim to-

1. Design a beautiful website that includes at least minimum knowledge about the Nepalese cultural and natural beauty.
2. The must visit page to help travelers with their next destination.

# Objectives

Objectives are followed to achieve the aims. The objectives of this project are as follows-

1. Analyzing the project.
2. Listing out the essential subjects for the website.
3. Information about all the places to list are to be collected.
4. Planning the tasks. How and what should be done.
5. Designing the website according to the plan.
6. Managing the time.
7. Researching about all the things to do (e.g. Bungee jump).
8. Listing out the cultures Nepal is famous for.
9. A good design pattern must be followed.
10. Proper follow up of the development methodology should be done.
11. Testing for any error for codes to reduce them.

# Overview

The project’s scope is to deliver the knowledge to the users about Nepalese culture. Little similar to the tourist guide concept, it guides the people about where to travel and what to watch next. This section is about the limitations of the project. The aim it holds and the objectives that are followed to achieved it.

# Ch-3 Development methodology

# Description of the methodology chosen

There are many kinds of methodology but for this project I am choosing waterfall model. This is an individual project so, waterfall methodology is the best suited. Some of reasons to choose this methodology are as follows-

* Requirements are very well known, clear and fixed.
* Technology is understood.
* Requirements are free to choose and not difficult
* Enough resources with required skills are available freely
* The project is short.

Regarding the above points, our project requirements are also clear. Technology is understood. Our requirements and ideas are free to choose so it would not be so difficult. Since, this an individual project, resources available now are enough. This can be considered as a small project since it is being completed in less amount of time and an individual developer. Since all the reasons to use this methodology match this project, it is the best and suitable option for the development.

Advantages of Waterfall methodology

* Simple and easy to understand and use.
* Phases are completed one at a time.
* A schedule can be set with deadlines for each stage and a product can proceed through the development process.
* The start and end points are fixed so, the progress can be measured.

The phases/stages of waterfall model are described below-

# 

Fig 1: Waterfall Model

**Requirement analysis**

It can be known as the understanding of the exact necessity to develop the product. The requirement of the system is analysed about what it should be and how it should work.

**Design**

Planning the programming languages to be used. About the database system to be used. All the requirement analysis are taken into mind, studied and then the design is prepared. Sketching the designs about how it should look.

**Implementation**

The design that was visioned is now implemented into coding. All the designing of the product is done in this stage.

**Testing**

This stage is about testing the product and checking for the bugs. It is also done to verify if the product developed works according to the requirement specifications or not.

**Deployment**

Finalized product is then deployed in the respective field or environment.

**Maintenance**

It is done after the release. Issues keep on arising and should be fixed to keep it maintained. Important updates to the site must be done.

# Design pattern

# Architecture

# Ch-4 Project Planning

# WBS

# Milestone

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| S.N. | Project task | Starting date | Ending date | Number of days |
| 1. | Proposal |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

# Gantt chart

# Ch-5 Risk management

|  |  |
| --- | --- |
| **Likelihood** | **Value** |
| Low | 1 |
| Medium | 2 |
| High | 3 |

|  |  |
| --- | --- |
| **Consequences** | **Value** |
| Very low | 1 |
| Low | 2 |
| Medium | 3 |
| High | 4 |
| Very high | 5 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **S.N** | **Risks** | **Likelihood** | **Consequence** | **Impact** | **Measures** |
|  | Time manage difficulty | 2 | 5 |  | Work should be done according to the divided time schedule |
|  | Code errors | 3 | 4 |  |  |
|  | Hard disk failure | 1 | 5 |  |  |
|  | Misunderstood requirements | 1 | 4 |  |  |
|  | Health factors | 2 | 4 |  |  |
|  | Loss of data | 2 | 5 |  | Backup plans like copying the file in different medias |
|  |  |  |  |  |  |

# Ch-6 Configuration management

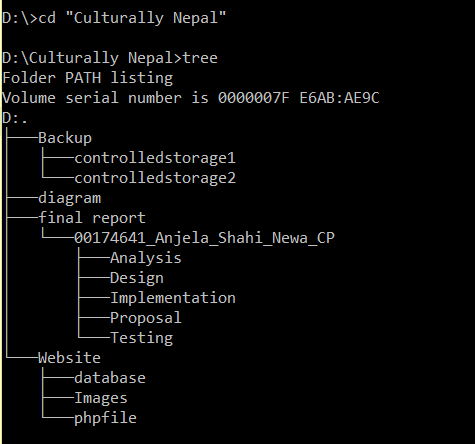
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Fig: Tree structure of folders

# Ch-7 Conclusion

# Ch-8 Reference and bibliography

# Bibliography

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