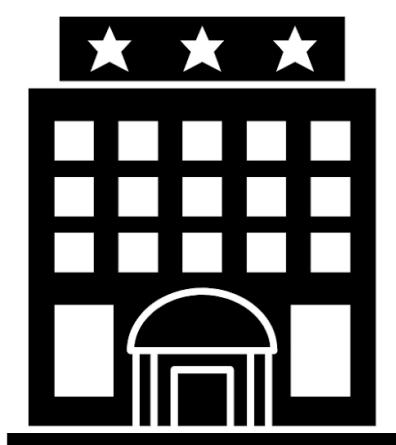




Hotel Booking System

Project Team Information

PREPARED BY :
22i-1291 Mishal Ali
22i-0861 Ayaan Mughal
22i-0832 Ayaan Khan



The Team:



Welcome to Team TISM Tech!

A Trio of hardworking individuals seeking to solve real-world necessities and problems in the existing tech sphere.



Ayaan Khan (Team Lead)

- Scrum Master, Project Manager, Tester

Biography:

With expertise in project development, C++, Java, databases, Scrum, Agile methodologies, and DevOps, I ensure seamless project execution and team collaboration. As a Product Manager & Scrum Master, I drive efficiency, optimize workflows, and foster innovation to deliver high-quality solutions within Agile environments. Passionate about technology and process improvement.

Github Account: [@AyaanKhan1576](#)

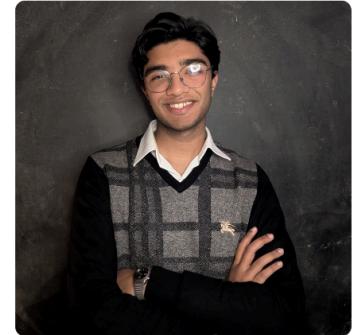
Ayaan Mughal

- UI Designer, Developer

Biography:

I am a Computer Science student with strong problem-solving skills and creativity. Proficient in C++, Assembly (MASM615), Python, and Java, I work with multiple IDEs. My passion for graphic design enhances my software development approach. I thrive in collaborative environments, eager to contribute and learn.

Github Account: [@ayaanm930](#)



Mishal Ali

- Requirement Analyst/Architect, Developer

Biography:

I am a detail-oriented Computer Science student at NUCES Islamabad with expertise in web development, C++, and Python. I have hands-on experience in front-end frameworks like React and have developed multiple projects, including Pacman in Assembly. A High Achiever, I am passionate about problem-solving and scalable software development.

Github Account: [@mishal-A2](#)

Method of Communication

Our main forms of communication include email, phone, messenger, online meeting platforms, and text. Emails will be used formally eg. project updates and announcements. Phone calls are primarily for urgent matters. Messenger apps and texts are for regular communications like questions, quick decisions, and collaboration. Meeting platforms like Google Meets will be used for collaboration during work hours for improved communication.

Communication Time Response

- **Emails:** Within 24 hours
- **Phone Calls:** Answered immediately or within 2-4 hours
- **Messenger Apps:** Within an hour
- **Text:** Within 2-4 hours
- **Meeting Platform:** Instant since the team will be present the entire duration of the call

Meeting Attendance

Meetings will be held based on the importance of work. Attendance is mandatory for everyone, with the exception of any emergencies.

Running Meetings

Meetings will be held on discussed time on Google Meets or in person depending on the hours and availability of team members. **Mishal Ali** will be taking notes to be used later by the entire team.

Meeting Preparation

Preparation is mandatory, and each member should complete any missing task and be ready with updates or questions.

Version Control

We're using **Git** and **GitHub** to keep track of code changes, collaborate efficiently, and maintain a smooth development process. Our workflow includes:

- **Branching Strategy:**
 1. `main` → Stable, production-ready code.
 2. `dev` → Work-in-progress before merging to `main`.
 3. Feature branches for new features or bug fixes.
 - **Workflow:**
 1. Clone the repo and create a new branch for each task.
 2. Commit changes with clear messages (e.g., `feat: Added login API`).
 3. Push to GitHub and open a **pull request (PR)** for review.
 4. Merge only after approval.
-

Division of Work

Work will be divided based on the roles of team members, workload and their expertise.

Ayaan Khan (Team Lead) will decide who does which task with input from the members.

Stakeholders shall be consulted whenever necessary.

Contingency Plan

- **Drop out:** The team will redistribute the work and seek additional help as per needs.
- **Consistently Missing Meetings:** The member will be updated on their work via emergency contacts
- **Academic Dishonesty:** The issue will be taken to higher authorities and optimal course of action will be taken to mitigate any hindrance