# **Project Information**

**Document Version 1.0 – Project Proposal** 

## **Online Entertainment Portal**



**Prepared by Fariya Sultana Prity** 

ID:20-42889-1

**Department: CSE** 

**Course: Software Engineering [B]** 

Instructor: Assoc. Prof. Raihan Uddin Ahmed

#### **Overview**

Entertainment is one most important need in this modern era. The World is crazy about entertainment and nothing sells like entertainment. There are various types of entertainments tools are available online and offline people are using both properly at the time. Entertainment is not only limited to the silver screen but in these days, entertainment also showing on the television and other forms of performing arts. Some of the stage plays, music, theaters, dance and other performing arts across the world. In these days every one searching information online smoothy with various websites, they find several types of news and updates including entertainments also.

Online Entertainment portal is a web-based application/system which will share valuable information on Movies, Art and Culture, Astrology, Ayurveda, Baby Zone, Beauty, Car Zone, Cricket, Education, Fashion, Health & Fitness, Food, Healthy Heart, Home and Lifestyle, Jokes, Money, Nature, Parenting, Pets, Quotes, Sports, Celebrities, Tips, Weddings with buy option. It's a good platform which connects sellers with customers. It will help to view the various information at the same portal or websites. The latest technology provides several benefits, products, and services on the website, the users easy to move to the other page according to their need. There are several advertisements are showing various offers and features. The system will be called "Online Entertainment Portal" or **OEP** in short.

## Related/similar software systems

Although there are entertainment systems in market but they do not create a balanced marketplace. OEP is the entertainments application with new dimensions, latest features and proper view option on the sites.

#### **Justifications**

- People can find entertainments in terms of their demand, budget and time.
- People will become accustomed to quality entertainment.
- New sellers will have a place to sell their products.

#### Goal

Build a web portal/application to provide entertainments and build connections between users and sellers

## **Objectives**

- 1. Build an easy to uses web application for giving entertainments
- 2. Build a web portal usable from devices of all sizes
- 3. Build a web portal that will increase the employments of new sellers
- 4. Build a web portal to reduce human depressions
- **5.** Build a web portal to provide confidentiality entertainment service

#### **Modules**

Modules/ Work Items	Description
Administrator Module	Administrator has full authority over the website. He sees all registered sellers and users, has ability to delete them and edits websites that are regularly updated. He is responsible for protecting the information that both users and sellers provide with their products on this site.
Users Module	They use the site to their needs and try to Register for an event. Users have an option they can buy products that will be delivered to them for which prices are to be paid
Sellers	They use the site to sell their products like movies, books. They decide the price of their products and regularly need to update about the quantity of product present with them.

## Scope

\*\*\*if any scope changes are required by the client at a later date, then the scope, the time and budget may also change.

Developers have the opportunity to auto-introduce every aspect of the software (such as Design, hosting, Security, User privacy, Testing, Data). They are solely responsible for any changes to the software. As management continues to change, so do developers of ONLINE ENTERTAINMENT SYSTEM

#### **Deliverables**

The complete web application along with all its database schemas Help files

#### **Risks**

Government policy may change requiring changes in the project or abandonment of the project.

### Plan of work

A structured project management approach is being followed

**Note**: The time allotted here is subject to change based on client availability to give details to project team

#	Phases	Details	Duration	Cost
1	Initial works	Define the project in detail on a case-by- case basis. To understand the feasibility and values of the business, partners need to be identified, information should be collected.	1 weeks	15,000
2	Planning phase	Definitely set specific and achievable goals. We will set a deadline, decide on the milestones of the project and determine the availability of the project at this stage. Work will be done in collaboration with all members of the team. The project will be divided into smaller parts at this stage for better management.	1 weeks	35,000
3	Execution phase	Project development teams will be formed and the works will be handed over to the appropriate agencies. The progress of the project will be monitored on the basis of the schedule prepared at the previous stage. Product design, development and testing will be done by the development team.	6 weeks	1,20,000
4	Closing things up	Take things in stride and try not focus too much on the success of the project.	1 week	10,000
		Total Time	9 weeks	1,80,000

#### Product development work breakdown (7 weeks)

Traditional waterfall method is used for this breakdown

**Note:** The time allotted here is subject to change based on client availability to give details/guidance to the implementation team

#	Phases	Details	Duration
1	Understand requirements	Requirements will be collected and documented for use.	1/2 weeks

2	Architecture and design	The architecture of the product will be determined. Detailed design will be made to start the actual development. The technology platform will be decided. Designs will be created for data storage (database design). We will also create a preliminary test plan and test case at this stage.	1/2 weeks
3	Coding/Implementat ion phase	Applications for use will be based on established practice and standards. Can be applied for unit testing cleaner code.	4 weeks
4	Testing	Testing will be done on the basis of test plan and test case. User acceptance testing will be done in closed groups. Bug fix and regression testing will be done here.	1/2 weeks
5	Deployment	Install the system and make it live for the general user.	1/2 week
	6 weeks		

## Signatories