**Project Name:** GawkyTorial

**Problem Definition:** Many people struggle with basic photo and video editing and Java programming, leading to inefficiencies and a steep learning curve.

**Goal:** Develop a user-friendly web application that provides tutorials and tips on photo and video editing and basic Java programming, improving their skills and overall productivity.

**Scope Definition:** The project will focus on developing the core features of a tutorial website, including:

• Tutorial creation, editing, and deletion

• Tutorial categorization based on difficulty level and topic

• Progress tracking for users

• Reminder system for upcoming tutorials

• Simple search and filtering functionality for tutorials

**Requirements Gathering:**

• Conduct user interviews and surveys to gather user needs and expectations.

• Analyze existing tutorial websites to identify best practices and features.

**Design Alternatives:**

• Explore different UI/UX designs for the tutorial interface, focusing on usability and accessibility.

• Consider implementing various learning methodologies, such as step-by-step guides or video tutorials.

**Solution Selection:**

• Evaluate design alternatives based on user feedback, feasibility, and alignment with project goals.

• Select the design that best addresses user needs and provides a user-friendly and efficient learning experience.

**Project Planning:**

• Create a detailed project plan outlining tasks, dependencies, timelines, and resource allocation.

• Break down the project into manageable phases and milestones to track progress effectively.

**Implementation:**

• Develop the front-end of the web application using HTML, CSS, and JavaScript.

• Develop the back-end of the application using a suitable server-side programming language and database.

• Implement user authentication and authorization mechanisms to secure user data.

**Testing:**

• Conduct thorough unit testing to ensure the individual components of the application function correctly.

• Perform integration testing to verify the interaction between different components of the application.

• Conduct user acceptance testing to gather feedback from real users and identify any usability issues.

**Deployment:**

• Deploy the web application to a hosting platform, ensuring scalability and performance.

• Provide clear documentation and support resources for users to access.

**Project Closure:**

• Evaluate the project’s success based on predefined criteria, such as user satisfaction, feature completeness, and budget adherence.

• Document lessons learned and identify areas for improvement for future projects.

• Archive project documentation and source code for future reference.