UTM

UNIVERSITI TEKNOLOGI MALAYSIA

SECD2613

ANALISIS DAN REKABENTUK SISTEM

Project Proposal

Lecturer Name: Dr Saidatul Hamidah Binti Abd Hamid

SECTION 16

Students Name	Matrix ID
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Project: TASK MANAGEMENT SYSTEM

Executive Summary:

Our Project is defined to the core as a Simple Task Management system applied in an app base environment. The project aims for a group of people to be able to control the flow of projects and task handling. This app provides a platform to any backgrounds of people, being able to conduct a project without the need to organize the structure of tasks and group's hierarchy but simply assigning it.

Background:

Our Team is a group of students that realize there is a narrow gap between projects handling structures and members organizations. So, we come up with an idea to fill it with a system that gives solution to the problem.

Objectives:

- Our scope is to solve the project flow within a class if the instructor decides to create assignments and projects.
- This system is aimed to remove the thought of creating structures all the while cruises both the lecturer and the students through a premade process.
- This project's target is also to make the students only focus on their specific task in a project rather than work on a problem one by one with no system to sort the ones who handled it.
- The goal to pursue is also to ease the lecturers of handling the whole process and not wasting time explaining the structure to the students.
- This system is also approaching towards an objective of a dependable platform to manage assignments and projects in a class.
- We are also hoping that we shine our way through a path towards efficiency in a circular learning process of a class environment.

Methodology:

1. Requirement Gathering and Analysis:

   Collect requirements through interviews and research, ensuring accuracy and understanding of stakeholder needs. Break down objectives into actionable tasks for clarity.

2. Design and Planning:

   Define project scope and objectives, breaking them down into smaller tasks or user stories. Ensure alignment with stakeholder expectations.

3. Development:

   Implement features and functionalities according to the defined scope and user stories. Optimize database schema for efficient data storage and retrieval.

4. Testing and Feedback:

   Conduct comprehensive testing to identify and rectify any issues or bugs. Gather stakeholder feedback to refine and enhance the application.

5. Deployment and Retrospective:

   Deploy the application following successful testing. Reflect on project successes and challenges, identifying areas for improvement and planning for future projects.

Resources:

1. Development Team:
   - Project Manager: Oversee project and manage resources.
   - Developers: Implement application features.
   - Application Tester and Debugger: Test and debug application.
   - Database Administrator: Manage application database.

2. Development Tools:
   - IDEs: Visual Studio Code.
   - Project Management Tools: Jira, Trello.
   - Collaboration Tools: Slack, Microsoft Teams.

3. Infrastructure and Software:
   - Infrastructure: Cloud services, data centers.
   - Software: Operating systems, development tools, testing tools.

4. Document and Collaborative Tools:
   - Google Workspace: Google Docs, Google Drive.
   - Microsoft Teams: Chat, video conferencing, file sharing.
   - GitHub: Code hosting, collaboration, issue tracking.

5. Testing Tools:
   - Selenium: Open-source testing framework for web apps.
   - Cypress: Modern testing tool for web apps.

Budget:

Budget		Cost
Personal Cost	Project Manager	RM 6000
	App Developer	RM4000
	Application tester and Debugger	RM3500
	Database and administrator	RM5000
Software and License	Development tools (Flutter Flow)	RM 299 per month
	Database Server (Microsoft Firebase)	_
Infrastructure and Host	Cloud infrastructure	RM 1200
	SSL Certificate	RM 500 per year
Miscellaneous expenses	Training material and documentation	RM 200
	Contingency Fund	RM 1000
	Total:	RM 24,988

Measurement and Reporting

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
Task																	
Planning Stage																	
Project Initiation																	
Requirement and analysis																	
Project Planning																	
Design Stage																	
System development																	
User Interface Design																	
App Function Development																	
Troubleshooting Stage																	
Project Deployment																	
Project Testing																	
Maintanence																	
App Deployment																	
Publish app																	

A Gantt chart visually lays out project tasks, durations, dependencies, and milestones over time. It helps in planning, scheduling, and tracking progress. By providing a clear overview of the project schedule, it facilitates effective communication with stakeholders and enables timely decision-making to ensure project success. This Gantt chart outlines the timeline for our project across 17 weeks, broken down into different stages and tasks.

- In the Planning Stage (Weeks 1-3), we will focus on initiating the project, conducting requirements analysis, and planning the project.
- The Design Stage (Weeks 4-11) will involve tasks such as user interface design, system development, and app function development.
- Following that, in the Troubleshooting Stage (Weeks 12-16), we will deploy the project, conduct testing, and address any issues that arise. Finally, in the App Deployment, we will focus on ongoing maintenance and support for the project before deploying the app and publishing it (Week 17).

Risk:

- Resource Constraints: Limited team members or budget could slow progress.
- Technical Challenges: Compatibility issues or unfamiliar tech may cause delays.
- Scope Creep: Additional features could extend the project timeline.
- Dependency Risks: Delays in dependent tasks could cascade across the project.
- External Dependencies: Disruptions to third-party services may affect project progress.