



MALAWI UNIVERSITY OF SCIENCE AND TECHNOLOGY

MALAWI INSTITUTE OF TECHNOLOGY

COMPUTER SYSTEMS AND INFORMATION TECHNOLOGY

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COURSE NAME: SYSTEM ANALYSIS AND DESIGN

COURSE CODE: SYAD-2200

ASSIGNMENT TITLE: FINDMYHOSTEL PROJECT CHARTER

GITHUB LINK: <https://github.com/HAMID-JUMA/GROUP-7-FindMyHostel-Project.git>

PROJECT CHARTER

1. PROJECT OVERVIEW

a. Project Name: FindMyHostel

b. Project description:

FindMyHostel is a web-based hostel booking system designed to simplify the process of finding and booking off campus hostels. It will also be connecting students to the respective hostel owners, allow hostel owners to list and manage their hostels and provide a tool for hostel comparison to students by providing a centralised web-based platform for searching and booking any of all the recommended (by MUST) off-campus hostels. FindMyHostel, connects students to their suitable hostels and connects hostels to their potential customers(students). It Offers the following features; hostel and rooms listing, hostel location, secure booking, pricing, reviews and rating.

c. FindMyHostel Users:

- i. MUST students looking for off-campus hostels.
- ii. Off-campus Hostel owners.

d. Project Objectives:

- i. Providing a central hub: allowing students to find and book their suitable hostels and allow hostel owners to list(market) and manage their hostels
- ii. Providing an easy, user friendly, secure and faster way to find and book off-campus hostels
- iii. Offering hostels comparison tool, filter feature allows the students to compare different hostels depending on pricing, distance from MUST campus, rating and reviews and amenities.

2. PROJECT SCOPE

a. In-scope

- i. User registration and authentication
- ii. Dashboard for different users; students to view, search, book and cancel bookings and for the hostel owners to list, create, rename, update, delete, check free and occupied rooms, interact directly with the students who have made bookings and others on their hostels.

b. Out of scope

- i. Linking with google map or any other payment means
- ii. It will, currently be developed specifically to be applicable for MUST off-campus hostels only, anything beyond this, is out of our scope.

3. DELIVERABLES

- a. Front end: responsive, user friendly and visually appealing client side, allowing students to search, book, cancel bookings and interact with the hostel owners.
- b. Back end: Database to manage listings, bookings and payment.
- c. Security: user Authentication
- d. Dashboard: hostel owners listing and managing their properties
- e. Search filters: Price, location, amenities, reviews and rating

4. SUCCESS CRITERIA

The following criteria will be used to determine our project success:

- a. Fully functional, User friendly, visually appealing
- b. Users and testing 80% positive feedback
- c. Successful testing with 50 users

5. RESOURCES

Technological Resources

- a. Programming Languages: (Front End) HTML, CSS, JAVASCRIPT, (Back End) PHP and any framework we might consider using it on the way
- b. Database: MySQL
- c. CASE Tools: VS Code(coding), Figma (Designing), Drawio (Designing), Google workspace (collaboration, storage, communication, file sharing)
- d. Communication tools: Google meet, Whats App, Telegram.

Financial Resources: project scope does not need financial resource currently

Human Resources:

- a. Project Manager: CK
- b. Database Admin: Adrian
- c. Project Designer: Juma
- d. Front End Developers: Jac, Mozzy, CK, John, Juma
- e. Back End Developers: Mozzy, Gare, Adrian, John
- f. System Testers: all
- g. Documenter: Jac, Gareth

6. PROJECT SCHEDULE

- The project will be completed in 3-4weeks period, with our critical stages being: Ideation, planning, requirement gathering and designing, Implementation and testing.

7. PROJECT BUDGET

The project scope does not need financial resources.

8. PROJECT STAKEHOLDERS

- a. Project Supervisor, Mr. Arthur Mwang'onda
- b. Developing Team, Group 7
- c. Students (search and book for hostels)
- d. Hostel Owners (list and manages their hostels)

9. PROJECT MILESTONES

- a. Week 1. Official project start, ideation phase, learning additional tools to be used, setting up group schedules, assigning roles, understanding the project, creating project proposal, presenting the proposal.
- b. Week 2. Planning, requirement gathering and designing.
- c. Week 3. Implementation(coding)
- d. Week 4. Finalising the code, testing, debugging and celebrating our success

10. PROJECT ASSUMPTION

- a. 98% of the students looking for the hostels will be using the system actively.
- b. Hostel owners will be listing and providing the actual reflection of their hotels.
- c. If the system proves to be very successful, we shall implement other important features like payment API to make it fully functional and host it on the internet for easy access.

11. PROJECT CONSTRAINTS

- a. The project taking longer than planned due to technological or limitation in expertise or due to any uncertainties
- b. Hostel owners failing to adapt the system.
- c. Limited experience in handling projects as it's our first web-based project.

12. PROJECT APPROVAL

Project (FindMyHostel), approved by our project supervisor, Mr. Arthur Mwang'onda.