AIMP ASSIGNMENT 2

WBS REPORT

PROJECT TITLE: **BSTeRs (BlindSpot Tracker for e-hailing Riders)**

MEMBER NAME: **1. BADRUL AMIN BIN ISMAIL NASARUDDIN (B031910475)**
2. SYED MUHAMMAD HARITH BIN SYED ABDUL RAHMAN (B031910496)
3. MUHAMMAD LUQMAN BIN MOHD AZMAN (B031910487)

LECTURER: **Professor Ts. Dr. Goh Ong Sing**

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Hierarchical Structure

Level	WBS Number	Task Title
1	-	BSTeR
2	1	Project Conception & Initiation
3	1.1	Project Charter
3	1.2	Research about accident statistic in Malaysia
4	1.1.1	Project Charter Revisions
4	1.2.1	Research on what cause the problem
2	2	Project Definition & Planning
3	2.1	Scope & Goal Setting
3	2.2	Research on problem solving
4	2.2.1	Research on hardware
4	2.2.2	Circuit Design

4	2.2.3	Design the algorithm
3	2.3	Budget Planning
3	2.4	Communication plan
2	3	Project Launch & Execution
3	3.1	Project Task Tracking
3	3.2	Coding
3	3.3	Build the circuit
3	3.4	Project Testing
3	3.5	Monitoring
2	4	Project Performance / Monitoring
3	4.1	Project Objectives
3	4.2	Quality Deliverables
3	4.3	Effort & Cost Tracking
2	4.4	Project Performance

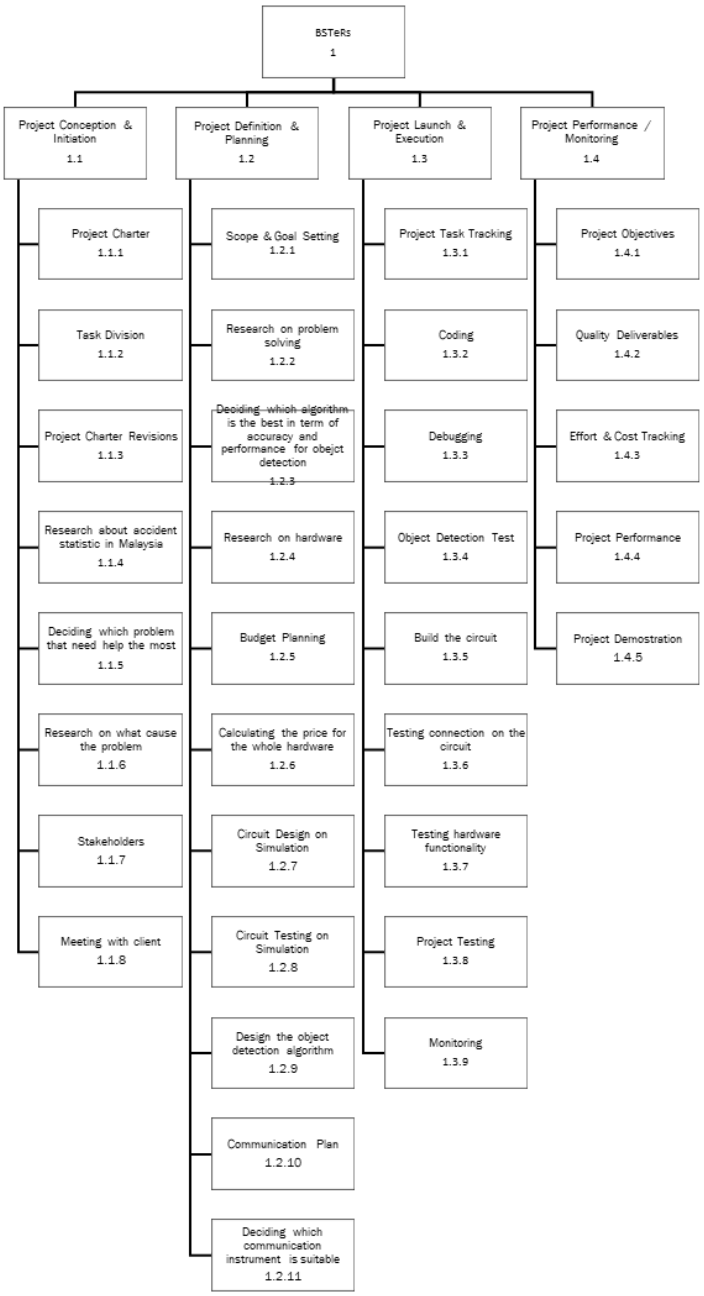
Tabular View

Level 1	Level 2	Level 3	
BSTeRs (BlindSpot Tracker for e-hailing Riders)	1.Project Conception & Initiation	1.1	Project Charter
		1.2	Task Division
		1.3	Project Charter Revisions
		1.4	Research about accident statistic in Malaysia
		1.5	Deciding which problem that need help the most
		1.6	Research on what cause the problem
		1.7	Stakeholders
		1.8	Meeting with client
	1.9 Project Definition & Planning	2	Scope & Goal Setting
		2.1	Research on problem solving
		2.2	Deciding which algorithm is the best in term of accuracy and performance for obeict detection
		2.3	Research on hardware
		2.4	Budget Planning
		2.5	Calculating the price for the whole hardware
		2.6	Circuit Design on Simulation
		2.7	Circuit Testing on Simulation
		2.8	Design the object detection algorithm
		2.9	Communication Plan
		3	Deciding which communication instrument is suitable

	3.1Project Launch & Execution	3.2	Project Task Tracking
		3.3	Coding
		3.4	Debugging
		3.5	Object Detection Test
		3.6	Build the circuit
		3.7	Testing connection on the circuit
		3.8	Testing hardware functionality
		3.9	Project Testing
		4	Monitoring
	4.1Project Performance / Monitoring	4.2	Project Objectives
		4.3	Quality Deliverables
		4.4	Effort & Cost Tracking
		4.5	Project Performance
		4.6	Project Demostration

This is the tabular view for the BSTeRs wbs. It contain all phases and task required to do the project.

Tree Structure View



This is the tree structure view of BSTeRs wbs. It started with the phase project conception and initiation then followed by task under it. Then the next task is executed until to the last phase which is project performance and monitoring.

WBS Dictionary

WBS DICTIONARY

PROJECT NAME:	*Blindspot Tracker for E-Hailing Riders (BSTeR*	PROJECT MEMBER:	*MUHAMMAD LUQMAN BIN AZMAN,SYED MUHAMMAD HARITH*	PROJECT MANAGER:BADRUL AMIN BIN NASARUDIN

ID	TASK TITLE	DETAILED DESCRIPTION	KEY MILESTONES	RESPONSIBLE PARTY	RESOURCE PLAN	COST ESTIMATES
1.1	Project Charter	*short document that describes our project in its entirety — including what the objectives are, how it will be carried out, and who the stakeholders are*	*4/10 to 6/10(3DAYS)*	*Whole team*	*Find objectives, make short document and plan the project flow*	*NONE*
1.2	Task Division	splitting up of activities into separate tasks that are then either assigned to individuals or to other units such as departments	6/10 to 8/10(3DAYS)	Luqman	Divide the task by list out each task and assign	*NONE*
1.3	Project Charter Revisions	Revised project charter	8/10 to 9/10(2DAYS)	Badrul	Revised the document	*NONE*
1.4	Research about accident statistic in Malaysia	Research on the internet to collect data about accident in Malaysia	9/10 to 12/10(4DAYS)	Badrul	List out link source for research	*NONE*
1.5	Deciding which problem that	Conclude and discuss about the most impactful problem	9/10 to 15/10(7DAYS)	Harith	Discuss in team what the most impactful problem	*NONE*
1.6	Research on what cause the p	Research on the internet to know what causing the most impactful problem earlier	9/10 to 18/10(10DAYS)	Harith	List out source for research	*NONE*
1.7	Stakeholders	Stakeholders are those with an interest in our project's outcome. They are typically the members of a project team, project managers, executives, project sponsors, customers, and users.	18/10 to 22/10(5DAYS)	Harith	Find and list stakeholders interest	*NONE*
1.8	Meeting with client	Meeting with client meeting, meaning, direct collaboration and communication with a customer, is the best way to understand their needs and how our team can help support	22/10 to 24/10(3DAYS)	Whole team	Make an appointment with the supervisor	*NONE*
2	Scope & Goal Setting	Tweak scope and goal setting to our supervisor preference	25/10 to 27/10(3DAYS)	Luqman	Define scope and goal of the project	*NONE*
2.1	Research on problem solving	Researching on the internet about how to solve the selected problem	28/10 to 4/11(8DAYS)	Harith	List out link and source for the research	*NONE*
2.2	Deciding which algorithm is the best in term of accuracy and performance for abejct detection	List out several algorithm to use for solving the problem and decide	4/11 to 5/11(2DAYS)	Luqman	Discuss in team which is most suitable and easier to do for the algorithm	*NONE*
2.3	Research on hardware	Researching about what hardware to use for the project	5/11 to 9/11(5DAYS)	Badrul	Find the most cost efficient hardware	*NONE*
2.4	Budget Planning	the process of constructing a budget and then utilizing it to control the operations of a business	5/11 to 7/11(3DAYS)	Badrul	Plan what to spend and make an excel sheet to record money flow	*NONE*

	2.5	Calculating the price for the whole hardware	Total cost for the whole hardware purchased	6/11 to 8/11(3DAYS)	Badrul	Track all money flow and total the cost	*RM1000++*
	2.6	Circuit Design on Simulation	Use simulation to design circuit	8/11 to 10/11(3DAYS)	Luqman	Designing on simulation	*NONE*
	2.7	Circuit Testing on Simulation	Use simulation to test the circuit	10/11 to 10/11(1DAYS)	Luqman	Test whether the circuit working or not	*NONE*
	2.8	Design the object detection algorithm	a logical step-by-step process for solving a problem. Algorithms are normally written as a flowchart or in pseudocode	8/11 to 14/11(7DAYS)	Luqman	Designing the algorithm based on research earlier	*NONE*
	2.9	Communication Plan	an outline of how our team going to communicate important, ongoing project information to key stakeholders	4/11 to 6/11(2DAYS)	Harith	Keep track of meeting dates of team	*NONE*
	3	Deciding which communication instrument is suitable	Deciding which platform is much easier to communicate	14/11 to 14/11(1DAYS)	Harith	Make a schedule	*NONE*
	3.2	Project Task Tracking	An effective to-do app can help our team keep track of our tasks for work	15/11 to 17/11(2DAYS)	Badrul	Use app to keep track of the progress	*NONE*
	3.3	Coding	the process of using a programming language to get a computer to behave how you want it to	18/11 to 1/12(14DAYS)	Luqman	Coding will be help by others	*NONE*
	3.4	Debugging	process of detecting and removing of existing and potential errors	20/11 to 25/11(5DAYS)	Luqman	Find potential bug by run several time	*NONE*
	3.5	Object Detection Test	Test the algorithm	1/12 to 3/12(2DAYS)	Luqman	Test the algorithm	*NONE*
	3.6	Build the circuit	Build the circuit(Lidar,led,arduino board etc.	20/11 to 30/11(10DAYS)	Badrul	Build circuit based on simulation	*NONE*
	3.7	Testing connection on the circuit	Test whether the hardware responsive or not	30/11 to 2/12(4DAYS)	Badrul	Testing the responsiveness of the hardware	*NONE*

	3.8	Testing hardware functionality	Testing each hardware one by one to know each one of the hardware is working	30/11 to 2/12(4DAYS)	Badrul	Testing each component to know if its working	*NONE*
	3.9	Project Testing	to detect software failures so that defects may be discovered and corrected	30/11 to 3/12(5DAYS)	Harith	Testing the project to know effectiveness	*NONE*
	4	Monitoring	the process of keeping a close eye on the entire project management life cycle and ensuring project activities are on the right track	1/12 to 5/12(4DAYS)	Harith	Keep monitor and test to find potential error	*NONE*
	4.2	Project Objectives	what our team plan to achieve by the end of our project	6/12 to 7/12(1DAYS)	Harith	Check whether objective achieved	*NONE*
	4.3	Quality Deliverables	Defines the customer's expectations for quality, the internal process and product attributes that indicate whether the quality factors are being satisfied.	7/12 to 11/12(4DAYS)	Harith	Ask supervisor if the project need some correction	*NONE*
	4.4	Effort & Cost Tracking	The effort tracking contains personnel expenses, consumables, investments, material overheads, payment to third parties.	12/12 to 25/12(14DAYS)	Badrul	Keep track of the task and cost	*NONE*
	4.5	Project Performance	the process of creating, implementing, and managing projects that contribute to the performance of an organization and its strategy	19/12 to 24/12(5DAYS)	Luqman	Conclude project performance	*NONE*
	4.6	Project Demostration	Demonstration of the project	26/12	Luqman	Prepare what to present	*NONE*

A WBS dictionary is an add-on to our WBS that provides more information about each component. A work breakdown structure (WBS) and a project scope statement are the other two pillars that enable scope management in our project.

Glossary of Terms

WBS : Work Breakdown Structure
Outline view : outline of the work breakdown structure (wbs)
Hierarchical structure : structure of the wbs in hierarchical order
Tabular view : pattern of wbs data spreading
Tree structure view : wbs in tree structure
Project charter : contain objective, scope and responsibilities
Task Division : splitting the task for each person
Stakeholder : Person or Company funds the project.
Client : Potential customer
Scope : area or range of project target
Objective : focus of the project
Goal : Main target to be achieve
Algorithm : way of processing input data to get desired output data
Accuracy : how well the project algorithm work
Performance : how fast and stable the program
Budget : cost estimation of the project
Hardware : physical component in the project
Circuit design : hardware connections design
Circuit testing : hardware connection testing
Coding : process of writing the program structure and function
Debugging : process of checking the coding
Work Package: deliverable or work component at the lowest level of its WBS branch.
WBS Component: located at any level. It can be a Work Package or a WBS Element as there's no restriction on what a WBS Component is.
WBS Element: single WBS component and its associated attributes located anywhere within a WBS. A WBS Element can contain work, or it can contain other WBS Elements or Work Packages.