KARACHI INSTITUTE OF ECONOMICS & TECHNOLOGY
College of Engineering

(Software Engineering)

PROJECT PROPOSAL

Course: “Software Project Management”

Semester: Spring 2024

Project Title: “University Contest Management System”

Students Name & IDs:-

1. **Ali Siraj** **14156**
2. **Hashir Ahmed** **13948**
3. **Abdullah Nagori** **13694**

Engineering Program: BESE

Submitted To: Rehan Abu Hashir **Date: May 27, 2024**

Introduction: -

This report provides a comprehensive overview of the University Contest Management System project, managed and executed using the Wrike platform. The project is part of the Software Project Management course, aimed at developing a system to facilitate the organization and management of university contests. The system is designed to streamline processes such as registration, scheduling, scoring, and result announcement, ensuring a seamless experience for both organizers and participants.

Objectives: -

The primary objectives of the UCMS are to:

- Develop a user-friendly system for managing various university contests.
- Automate the registration process for participants.
- Streamline scheduling and coordination of events.
- Implement a scoring system that ensures fair and accurate results.
- Facilitate easy communication between organizers and participants.
- Generate real-time reports and analytics for event monitoring and evaluation.

Methodology: -

The project was managed using the Wrike platform, which provided tools for task management, collaboration, and progress tracking. The Agile methodology was employed to ensure flexibility and iterative development.

Key Components of the Wrike Platform Used:

- **Task Management**: Creating, assigning, and tracking tasks.
- **Collaboration Tools**: Enabling team communication and file sharing.
- **Gantt Charts**: Visualizing project timelines and dependencies.
- **Time Tracking**: Monitoring the time spent on various tasks.
- **Reporting**: Generating progress reports and analytics.

Project Phases and Milestones: -

The project was divided into several phases, each with specific milestones:

Phase 1: Planning and Requirements Gathering

- Objectives Defined: Clear objectives and goals were set.
- Requirements Documented: Detailed requirements were gathered from stakeholders.
- Initial Timeline Established: A project timeline with key milestones was created.

Phase 2: System Design

- System Architecture: The overall system architecture was designed.
- UI/UX Design: User interface and experience were planned and wireframes were created.
- Database Design: The database schema was designed to handle contest data efficiently.

Phase 3: Development

- Front-end Development: User interfaces were developed.
- Back-end Development: Server-side logic and database integration were implemented.
- Integration: Front-end and back-end components were integrated.

Phase 4: Testing

- Unit Testing: Individual components were tested for functionality.
- Integration Testing: Integrated components were tested to ensure seamless operation.
- User Acceptance Testing (UAT): End-users tested the system to validate requirements.

Phase 5: Deployment

- Deployment Preparation: Final adjustments and preparations for deployment.
- System Deployment: The system was deployed in a live environment.
- Training and Support: Training sessions were conducted for users, and support channels were established.

Scope of the Project

The scope of UCMS includes:

- **User Management:** Registration and authentication for students, faculty, and administrators.
- **Contest Management:** Creation, scheduling, and management of contests.
- **Submission Handling:** Mechanisms for participants to submit their work and for evaluators to review it.
- **Evaluation and Results:** Tools for scoring submissions and publishing results.
- **Communication:** Features for announcements, notifications, and forums for discussions.

Stakeholder Analysis

- **Students**: Participants in the contests.
- **Faculty**: Organizers and evaluators.
- **Administrators**: System managers and support staff.

Before implementing an event management system, Problems we face:

There are several problems that the environment may face in the current event management process. Some of these problems include:

- **Manual and Time-Consuming Processes:** Event organizers often rely on manual methods for registration, advertising, and administration, leading to inefficiencies and errors.
- **Disorganized Information:** Scattered event information across multiple platforms results in confusion and miscommunication, making event management difficult.
- **Lack of Participant Engagement:** Without an integrated platform, keeping participants updated about event details is challenging, reducing attendance and satisfaction.
- **Limited Marketing Capabilities:** Traditional methods lack robust marketing tools, limiting event promotion and audience reach.
- **Inefficient Resource Allocation:** Without a streamlined system, organizers struggle with budget management, vendor coordination, and logistics, leading to wasted resources and higher costs.

Engineering Problem:

The engineering problem is to develop an application that can streamline the event management process by consolidating registration, advertising, and administration in a single platform. The application must be easy to use and allow event organizers to manage multiple aspects of the event from one place, while also providing participants with a seamless registration process and easy access to event information.

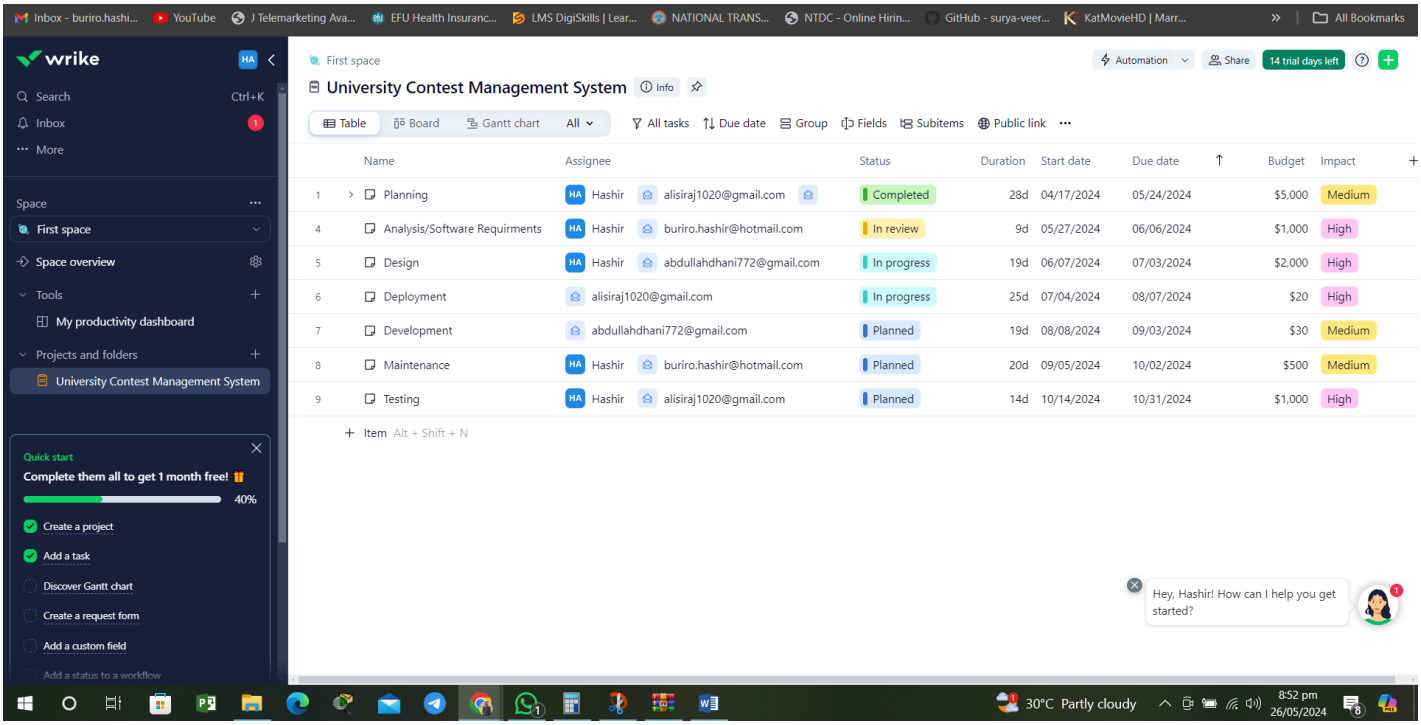
Solutions:

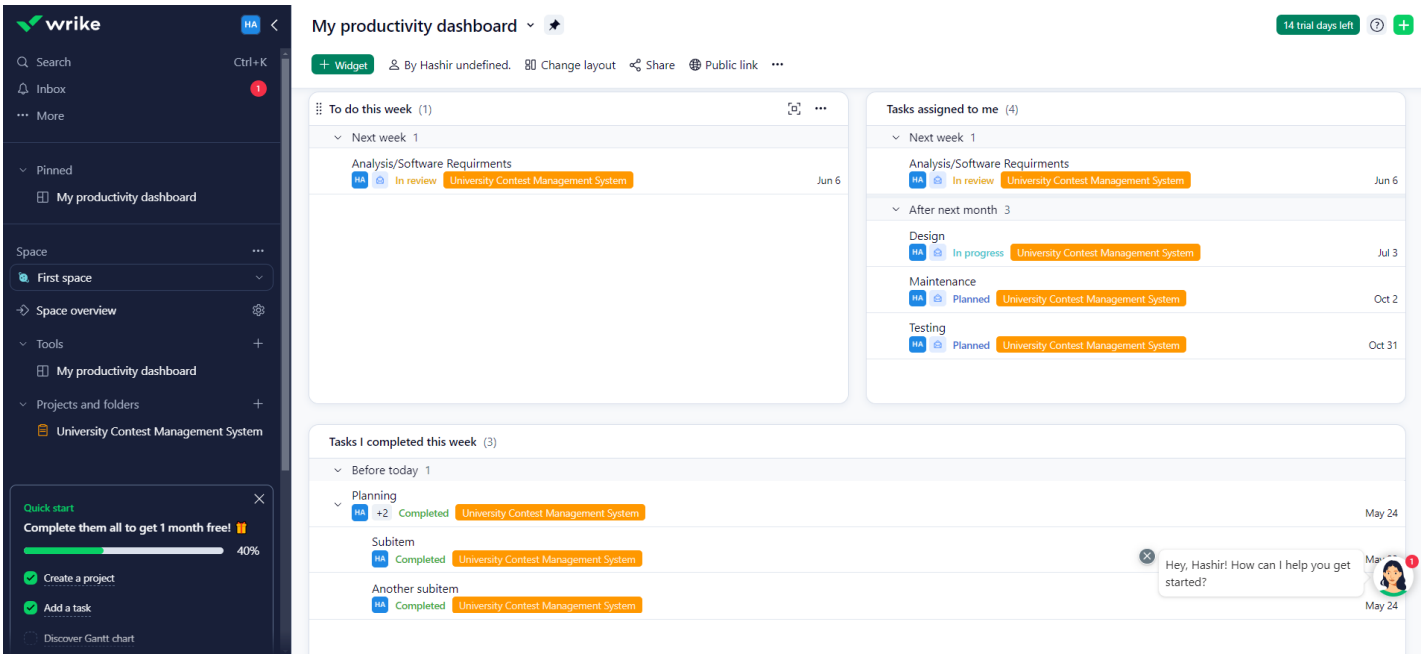
One possible solution is to develop an event management application that includes an admin panel for organizers to manage event details, such as advertising, timing, and winner announcements. The application would also include a user-friendly registration process and provide participants with access to event information and updates. To streamline the registration process, the application could use a centralized database to manage participant information securely. It could also include marketing features such as social media integration and email marketing tools to help promote the event and attract participants.

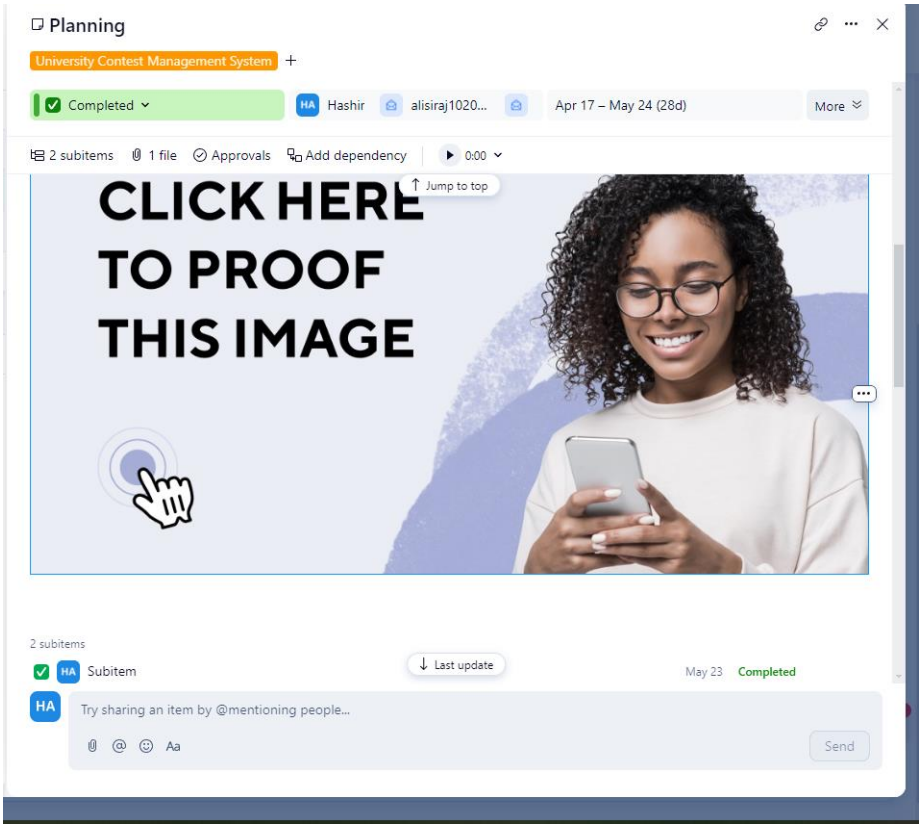
Motivation:

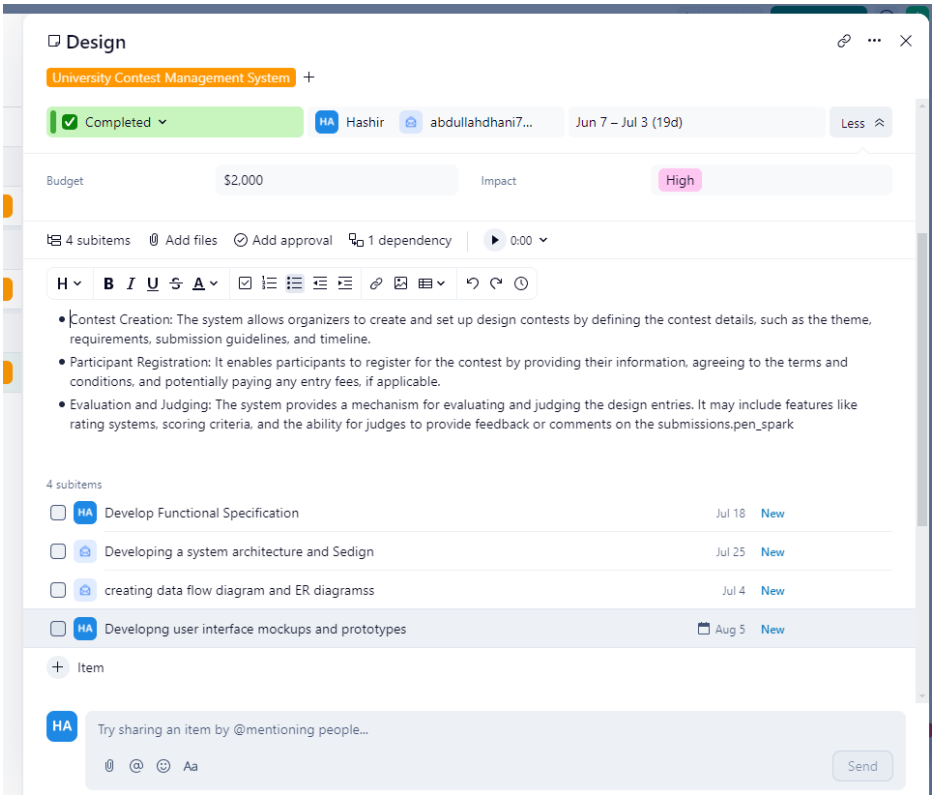
The motivation behind developing an event management application is to simplify the event management process in universities because it's very difficult to Register Participants and Announce the location of event and timing to single Participant, it will reduce the burden on event organizers. By consolidating registration, advertising, and administration in one platform, the application would help organizers save time and resources while providing a better experience for participants. The application could also help promote events more effectively by making it easier to advertise and market them to a broader audience. Ultimately, the goal is to create a more efficient and effective event management process that benefits both organizers and participants.

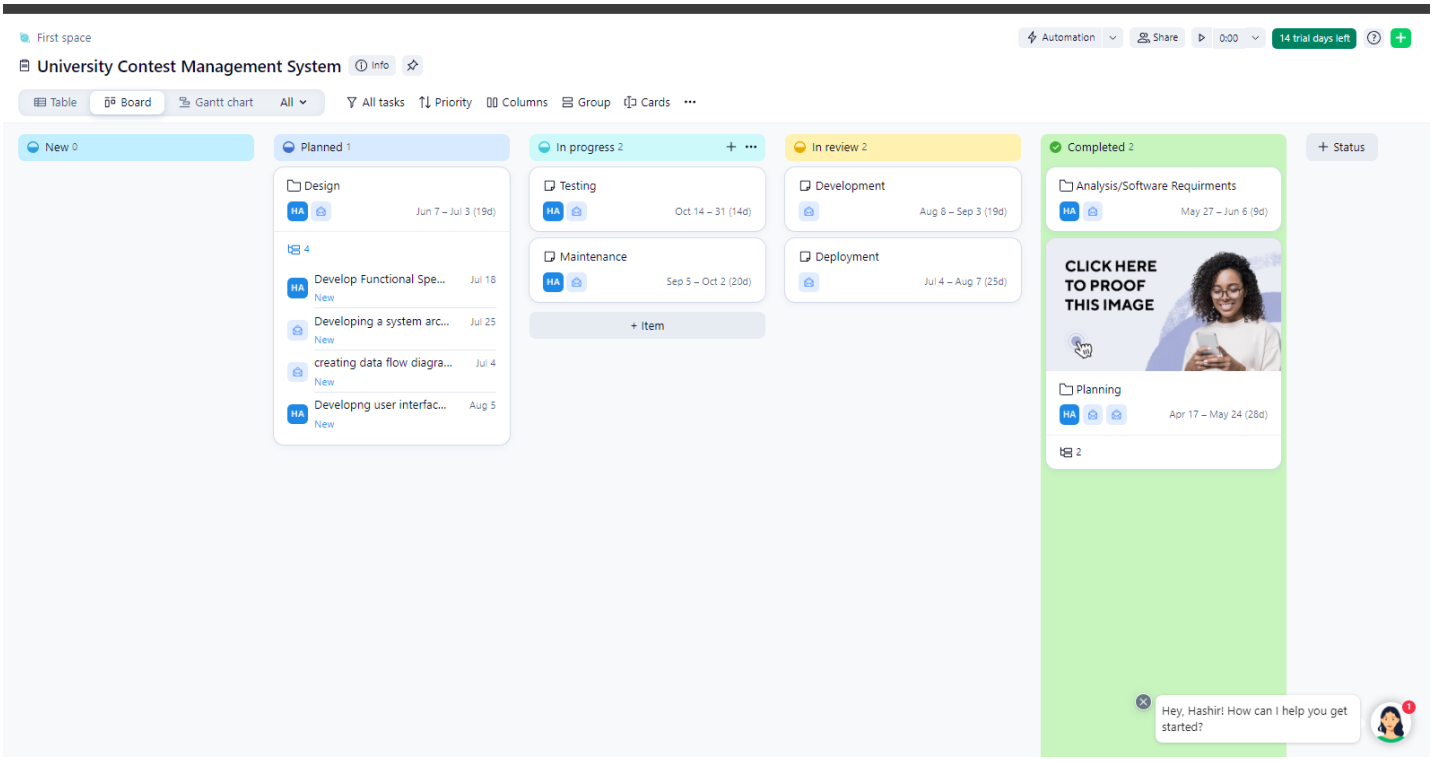
Some Output Images of Wrike where we manage our Project

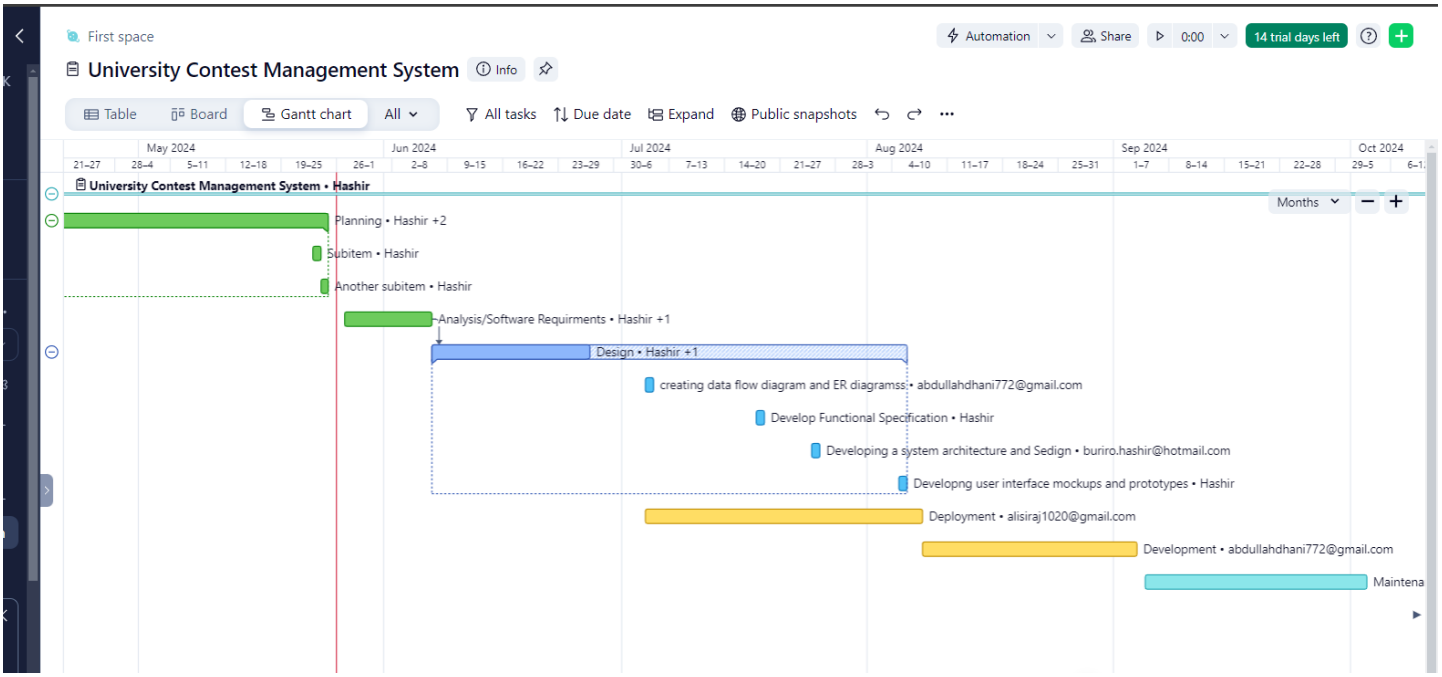


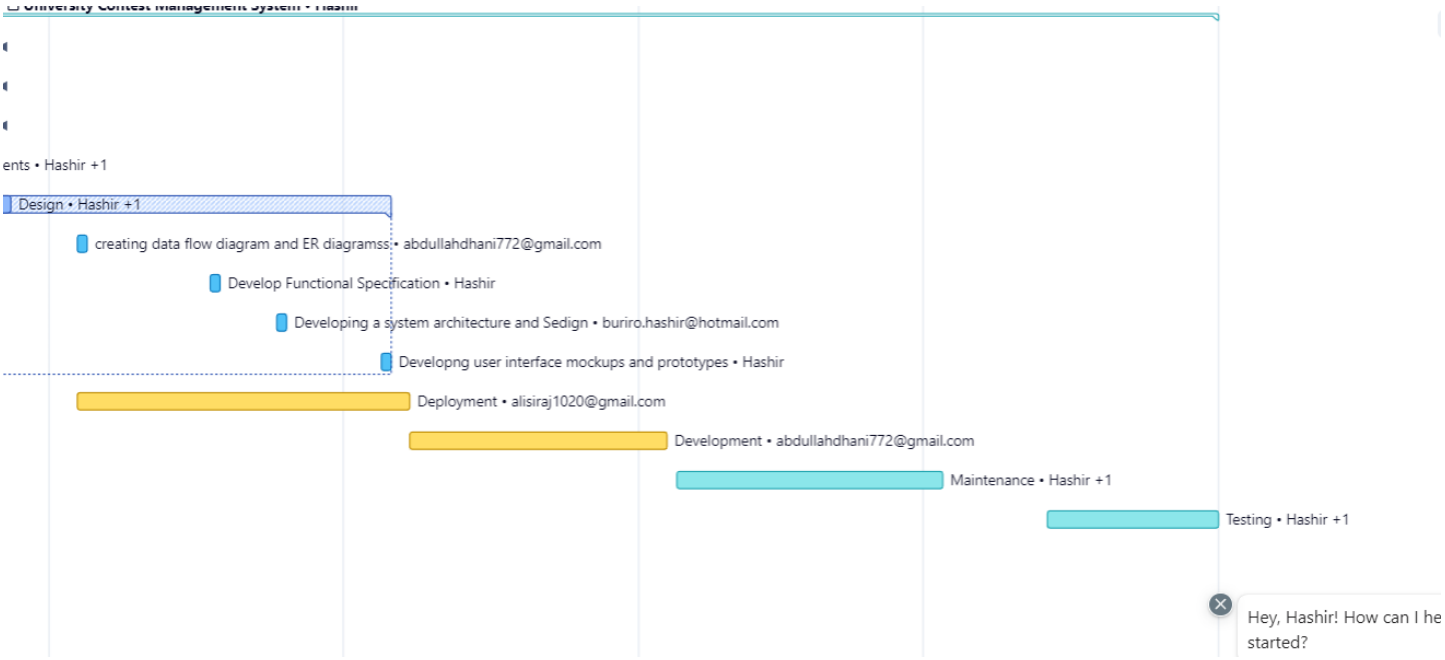


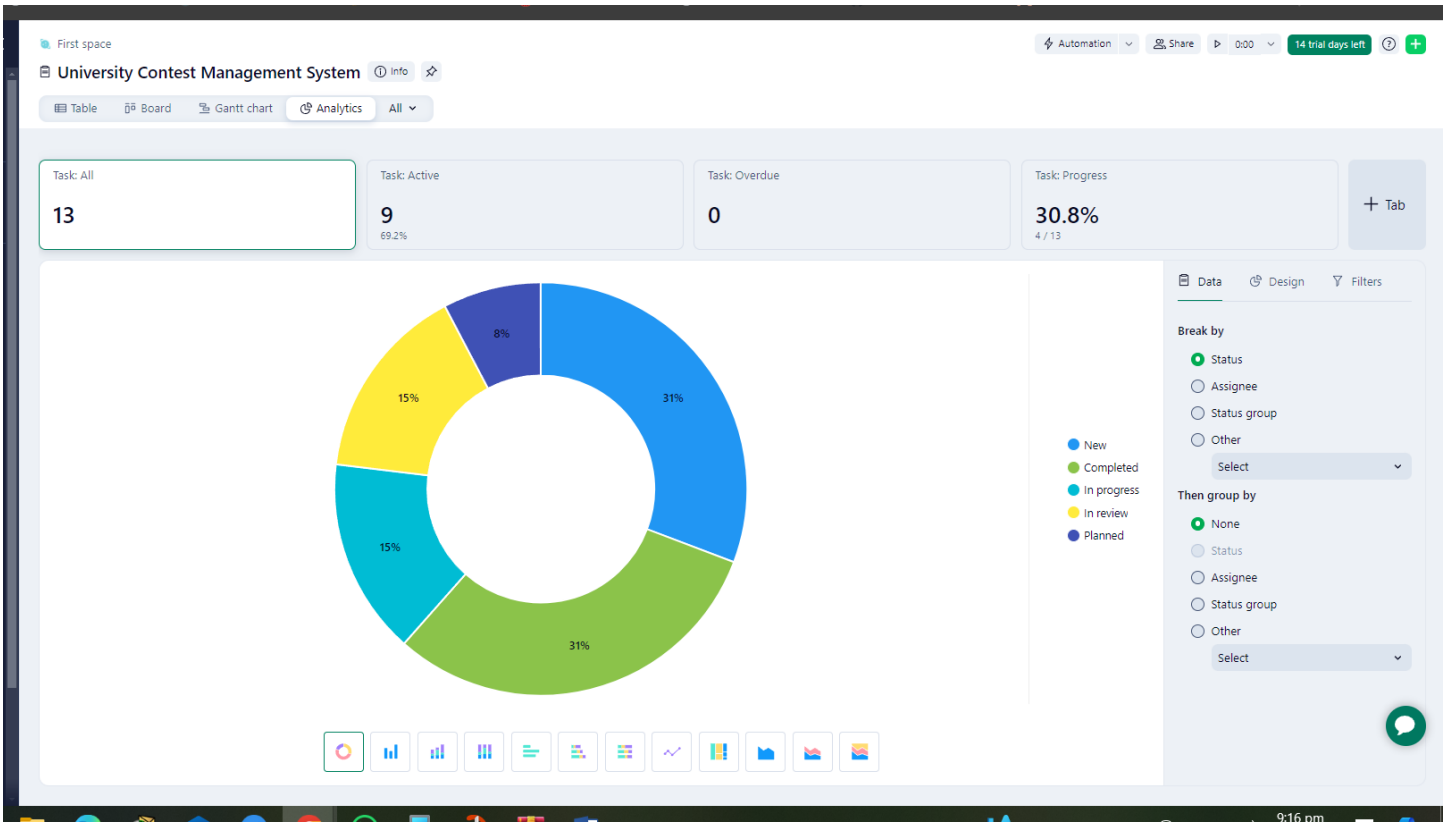

Planning
University Contest Management System
Completed
Hashir
alisiraj1020...
Apr 17 – May 24 (28d)
More
2 subitems
1 file
Approvals
Add dependency
0:00
Jump to top
CLICK HERE TO PROOF THIS IMAGE
2 subitems
Subitem
Last update
May 23
Completed
Try sharing an item by @mentioning people...
Aa
Send

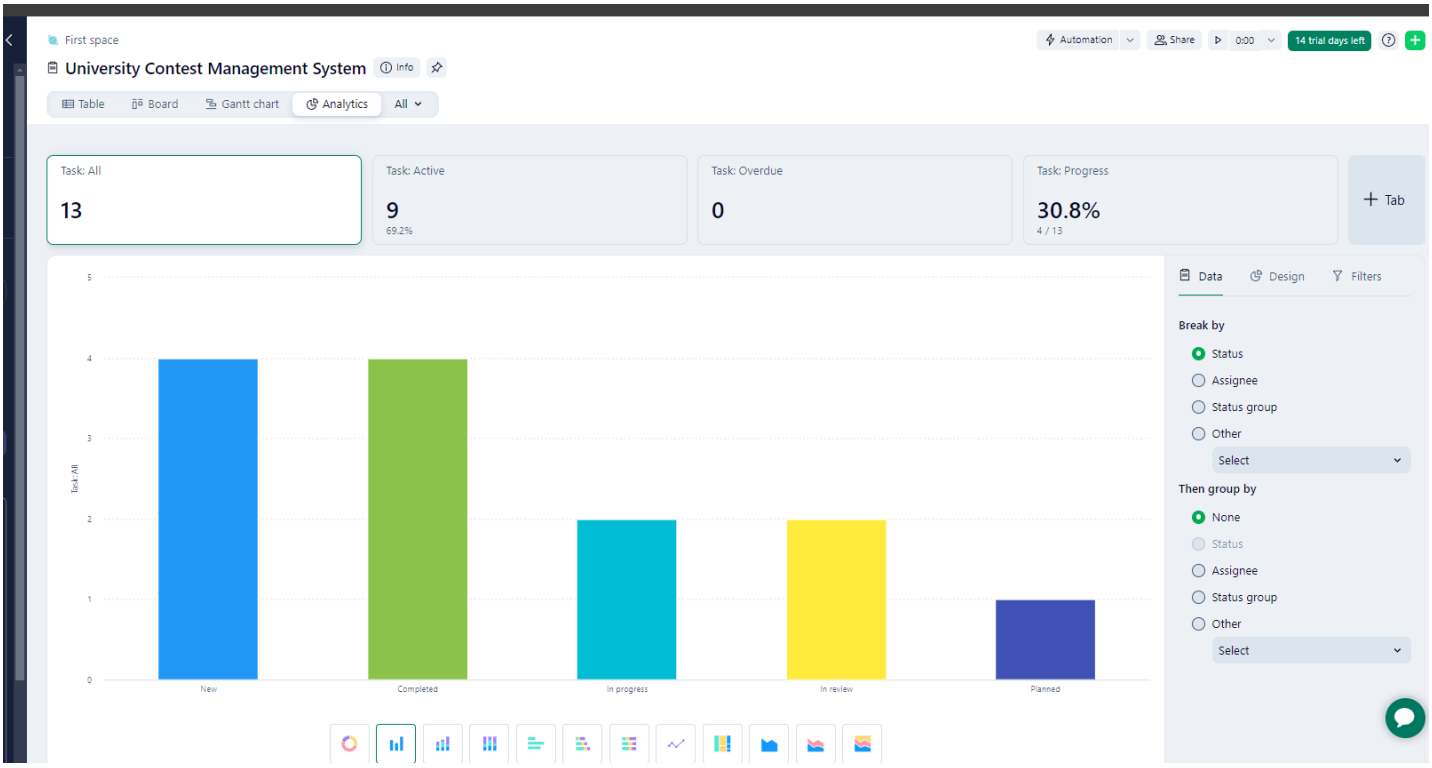

Design
University Contest Management System
Completed
Hashir
abdullahdhani7...
Jun 7 – Jul 3 (19d)
Less
Budget
$2,000
Impact
High
4 subitems
Add files
Add approval
1 dependency
0:00
Contest Creation: The system allows organizers to create and set up design contests by defining the contest details, such as the theme, requirements, submission guidelines, and timeline.
Participant Registration: It enables participants to register for the contest by providing their information, agreeing to the terms and conditions, and potentially paying any entry fees, if applicable.
Evaluation and Judging: The system provides a mechanism for evaluating and judging the design entries. It may include features like rating systems, scoring criteria, and the ability for judges to provide feedback or comments on the submissions.pen_spark
4 subitems
Develop Functional Specification
Jul 18
New
Developing a system architecture and Sedign
Jul 25
New
creating data flow diagram and ER diagramss
Jul 4
New
Developng user interface mockups and prototypes
Aug 5
New
Item
Try sharing an item by @mentioning people...
Aa
Send

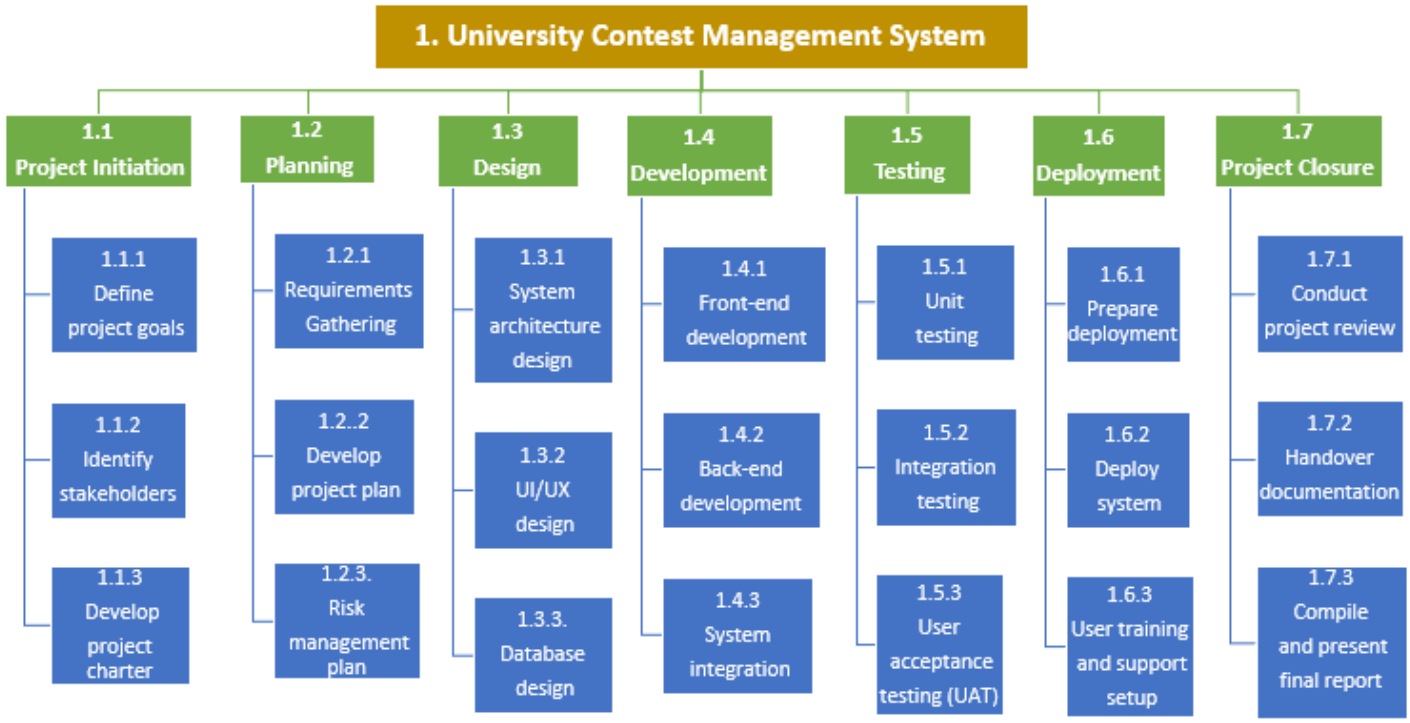

First space
University Contest Management System
Info
Automation
Share
0:00
14 trial days left
Table
Board
Gantt chart
All
All tasks
Priority
Columns
Group
Cards
New 0
Planned 1
In progress 2
In review 2
Completed 2
Status
Design
Jun 7 – Jul 3 (19d)
Develop Functional Spe...
Developing a system arc...
creating data flow diagra...
Developng user interfac...
Testing
Oct 14 – 31 (14d)
Maintenance
Sep 5 – Oct 2 (20d)
+ Item
Development
Aug 8 – Sep 3 (19d)
Deployment
Jul 4 – Aug 7 (25d)
Analysis/Software Requirments
May 27 – Jun 6 (9d)
CLICK HERE TO PROOF THIS IMAGE
Planning
Apr 17 – May 24 (28d)
Hey, Hashir! How can I help you get started?


First space
University Contest Management System
Info
Automation
Share
0:00
14 trial days left
Table
Board
Gantt chart
All
All tasks
Due date
Expand
Public snapshots
May 2024
Jun 2024
Jul 2024
Aug 2024
Sep 2024
Oct 2024
University Contest Management System • Hashir
Months
Planning • Hashir +2
Subitem • Hashir
Another subitem • Hashir
Analysis/Software Requirments • Hashir +1
Design • Hashir +1
creating data flow diagram and ER diagramss • abdullahdhani772@gmail.com
Develop Functional Specification • Hashir
Developing a system architecture and Sedign • buriro.hashir@hotmail.com
Developng user interface mockups and prototypes • Hashir
Deployment • alisiraj1020@gmail.com
Development • abdullahdhani772@gmail.com
Maintena


ents • Hashir +1
Design • Hashir +1
creating data flow diagram and ER diagramss • abdullahdhani772@gmail.com
Develop Functional Specification • Hashir
Developing a system architecture and Sedign • buriro.hashir@hotmail.com
Developng user interface mockups and prototypes • Hashir
Deployment • alisiraj1020@gmail.com
Development • abdullahdhani772@gmail.com
Maintenance • Hashir +1
Testing • Hashir +1
Hey, Hashir! How can I he
started?


First space
University Contest Management System
Info
Automation
Share
0:00
14 trial days left
Table
Board
Gantt chart
Analytics
All
Task: All
13
Task: Active
9
69.2%
Task: Overdue
0
Task: Progress
30.8%
4 / 13
Tab
31%
31%
15%
15%
8%
New
Completed
In progress
In review
Planned
Data
Design
Filters
Break by
Status
Assignee
Status group
Other
Select
Then group by
None
Status
Assignee
Status group
Other
Select
9:16 pm


First space
University Contest Management System
Info
Automation
Share
0:00
14 trial days left
Table
Board
Gantt chart
Analytics
All
Task: All
13
Task: Active
9
69.2%
Task: Overdue
0
Task: Progress
30.8%
4 / 13
Tab
Data
Design
Filters
Break by
Status
Assignee
Status group
Other
Select
Then group by
None
Status
Assignee
Status group
Other
Select
Task: All
New
Completed
In progress
In review
Planned


1. University Contest Management System
1.1 Project Initiation
1.1.1 Define project goals
1.1.2 Identify stakeholders
1.1.3 Develop project charter
1.2 Planning
1.2.1 Requirements Gathering
1.2..2 Develop project plan
1.2.3. Risk management plan
1.3 Design
1.3.1 System architecture design
1.3.2 UI/UX design
1.3.3. Database design
1.4 Development
1.4.1 Front-end development
1.4.2 Back-end development
1.4.3 System integration
1.5 Testing
1.5.1 Unit testing
1.5.2 Integration testing
1.5.3 User acceptance testing (UAT)
1.6 Deployment
1.6.1 Prepare deployment
1.6.2 Deploy system
1.6.3 User training and support setup
1.7 Project Closure
1.7.1 Conduct project review
1.7.2 Handover documentation
1.7.3 Compile and present final report