**SYSTEMS PROJECT PROPOSAL**

**TITLE: MOBILE MONEY SALES AGENT SYSTEM:**

**PROJECT PROPOSAL:**

**CASE STUDY:**

Open

**BACKGROUND:**

For many years, we have been buying airtime, data and having other mobile money services physically. This has at times caused serious issues as at times, we are in places where these places are distant from us yet we are in need of these services urgently.

To ensure that people access these services from anywhere they are, I am proposing to build a system firstly as a web application and then later an application where people can buy airtime, data, minutes and carry out different mobile money transactions.

**PROBLEM STATEMENT:**

The online learning system that Bugema University is using currently is filled with a lot of data, making regular updates by lecturers, administrators even more hard and tiresome. Lecturers have resorted to using whatsApp as a means of passing on notes and assignments to students.

It could be argued that many students use whatsApp and can access the notes, but the question is can the notes be accessed easily, quickly and at anytime by students? The answer here is that some students are not able to access whatsApp quickly, sometimes whatsApp can crash, change of phones, loosing of phones and many others and students have to struggle all over again looking for notes.

This problem needs to be solved because it affects the students getting content from lecturers like notes and references and also gives lecturers hard time while giving out notes to students.

**MAIN OBJECTIVE:**

Is to make upload of course content quick and easy for lecturers and access of the content easier for the students.

**AIM:**

To enable lecturers have a quick platform on which they can share course notes, assignments and reference notes with students who can easily read and access the content.

**SPECIFIC OBJECTIVES:**

1. To make an application that students and lecturers can use for accessing and uploading course content respectively.

2. To make the system also accessible as a web application on web browsers

3. To enable students easily download and save course contents

4. To enable lecturers upload notes, assignment and coursework for students.

**SIGNIFICANCE:**

This course management system will enable all students access their course content and materials, download and save them where necessary.

For lecturers, it will be less hectic having to share notes, work and assignment since this will come as a easy to use, simple, straight forward system for simply uploading of course content and material for lecturers to their students.

Stake holders are the lecturers, students and the administration of Bugema University.

**SCOPE:**

**Project objectives:**

Make both a web application and mobile application course management system that enables students access course material and lecturers upload course material.

**Resources:**

* Web application developers(four people). This will include a front-end developer, back-end developer, tester and someone to deploy the web application.
* Mobile Application developers(four people) which include a front-end developer, back-end developer, tester and someone to deploy.
* Data and Internet available at all times
* Good gadgets like laptops and a good laboratory facility or room which will be used for work

**Deliverables:**

* The Course management System will have three stakeholders, an administrator, lecturer and student
* The admin will be able to view the lecturers on the platform, the course material they upload and the courses they are having. He will also be able to view students on the platform and their activity on the platform.
* The lecturer will register on the platform. Then will be able to log in. On logging in, the courses he or she is teaching will have been uploaded by an administrator. So all he will have to do is to upload course material whenever he or she has to.
* The student will also register using his or her registration number and a password plus his or her name. On finished registration will be able to login, find his or her courses, download, read and save the course material uploaded by a lecturer.
* The system will be integrated with registrars database records so as to fetch the courses taken by students in a certain semester and taught by lecturers in that semester.

[**Project roadmap**](https://asana.com/resources/project-roadmap)**and timeline**:

* 01/15/2023 – 01/21/2023 : Requirement collection and analysis done by the Isalanya Mwase Sam(Task owner)
* 01/23/2023 – 01/24/2023: Create designs and workflow or flowchart diagrams for the course management system.
* 02/01/2023 – 03/27/2023: Start rapid and simultaneous development for both the web application and mobile application for the course management system.
* 03/02/2023 – 03/27/2023: This time will be for testing the system. Starting with unit tests and then the system as a whole.
* 04/02/2023 – 04/10/2023: The system by this time is ready to go live and so deployment will be done for the stakeholders to start using the system.

**Out of scope:**

* There will be no handing in or upload of finished work by students to lecturers.
* No grading will be done on this system
* No online lectures will be carried out on this system too.

**BUDGET:**

|  |  |  |  |
| --- | --- | --- | --- |
| item | Unit amount(UGX) | quantity | Total amount(UGX) |
| Front-end developers | 800,000 | 2 | 1,600,000 |
| Back-end developers | 2,500,000 | 2 | 5,000,000 |
| testers | 1,000,000 | 2 | 2,000,000 |
| deploying | 300,000 | 2 | 600,000 |
| Internet | 500,000 |  | 500,000 |
| Food & Transport | 1,000,000 |  | 1,000,000 |
| miscellaneous | 3,000,000 |  | 3,000,000 |
|  |  |  |  |
| **GRAND TOTAL** |  |  | 13,700,000 |

**CONSTRAINTS:**

**1.** Time. The planned time for the project is 4 months, however due to some inevitable circumstances, this time may at the end not be enough for full accomplishment of the project.