	SDO7	PROPERTY MANAGEMENT SYSTEM								
		Tasks	Ch	nulanga Averil	Kas	undi Maneesha	Poor	nami Wijekoon	Baratha	Aberathna
Number		Description	Estimate	Actual	Estimate	Actual	Estimate	Actual	Estimate	Actual
		·								
Task 1		Requirements Gathering & Documentation								
	1.1	Preparing Resume & Cover letter	6	5	5	4	6	4	5	3
	1.2	Collect information about the project	6	5	6	4	5	4	4	3
	1.3	Research project related topics	7	6	6	4	4	4	5	4
	1.4	Prepare draft SRS	9	7	8	6	7	6	8	2
	1.5	Prepare draft TA	9	8	8	7	3	4	8	2
	1.6	Prepare final SRS	10	9	7	5	6	5	8	2
	1.7	Prepare final TA	12	10	10	11	9	9	8	2
Task 2		Designing diagrams								
	2.1	Design usecase diagram for system	7	7	6	5	6	5	5	
	2.2	Design class diagram for system	8	7.5	5	4	6	5	5	
	2.3	Design High Level diagram for system	8	8	6	4	5	5	5	
Task 3		Learn tools and concepts								
	3.1	Learn agile-scrum methodologies	8	7	4	3	3	4	2	2
	3.2	Learn about Github functionalities	9	9	5	4	3	5	4	4
	3.3	Learn about trello functionalities	7	6	4	3	4	3	2	1
	3.4	Learn development technologies (mobile+web)	9	6.5	7	4	7	3	8	
	3.5	Learn language development technologies	10	2	3	2	4	3	5	
Task 4		Design main GUI's of property mangement system								
	4.1	Study design techniques and design requirements of system	8	5			6			
	4.2	Design main theme of system			6					
	4.3	Design home GUI								
	4.4	Integrate GUI's into one system and connect each of them							10	
Task 5		Backend design and implement database								
I dSK J	5.1	Learn about mySQL functionalities	4		4		4		4	
Task 6		Property Management of Property Management System								
	6.1	Conducting a research and gather information about the property management system	14	12						
	6.2	Clarifying the functional and non functional requirements by meeting the client.	6	3						
	6.3	Drawing the necessary UML diagrams according to the function	12	10						
	6.4	Designing GUI according to the specified requirements	13	8						
	6.5	Selecting color code and icons for GUI	6	5						
	6.7	Coding other necessary functions	10	2						
Task 7		Booking Management of Property Management System								
	7.1	Studying required coding technologies and gather tenant requirements					8	7		
	7.2	Designing wireframes for booking management GUIs					6	5		
	7.3	Selecting appropriate color codes and icons for GUIs					4	3		
	7.4	Designing GUIs for selected requirements and specifications					10	11		

	User Management of Property Management System											
8.1	Create function break down list										10	9
8.2	Draw use case diagram										5	6
8.3	Create table design scheme										5	6
8.4											5	5
8.5	Design wireframe user profile										6	8
8.6	Design wireframe login										6	4
8.6.1	Design GUI login										8	
8.7	Design GUI's										13	
	Bookmark and Save in Property Management System											
9.1											10	9
												6
	•											6
9.4											6	5
											8	8
	- i										13	
9.9	·											
9.9.1	Design GUI notification											
	Review and Commenting in Property Management System											
10.1	Study about review and commenting function details and functional requirements				10	8						
10.2	Design wireframe for Review and commenting GUI				5	4						
10.3	Select appropriate colors and icons for Review and commenting GUI				6	2						
10.4	Design GUI of Review and commenting				14	12						
	Search in Property Management System											
11.1	Gathering search management function details and requirements							9	6			
11.2	Designing wireframes for search management							6	4			
11.3	Select appropriate icons and colors for GUI							4	3			
11.4	Designing GUIs for Search management function							8	5			
	Preferences Management in Property Management System											
12.1	· · · · · · · · · · · · · · · · · · ·				9	6						
12.2					7	5						
12.3	Select appropriate icons and colors for GUI				4	2						
12.4	Design GUI of preferences management for selected guidelines				14	12						
		198	148	0	169	121	0	143	113	0	207	97
	Approval of the supervisor:											
	8.2 8.3 8.4 8.5 8.6 8.6.1 8.7 9.1 9.2 9.3 9.4 9.5 9.6 9.7 9.9 9.9.1 10.1 10.2 10.3 10.4 11.1 11.2 11.3 11.4	8.1 Create function break down list 8.2 Draw use case diagram 8.3 Create table design scheme 8.4 Research about User types of the system 8.5 Design wireframe user profile 8.6 Design wireframe login 8.6.1 Design GUI login 8.7 Design GUI's  Bookmark and Save in Property Management System 9.1 Create function break down list 9.2 Draw use case diagram 9.3 Create table design scheme 9.4 Research about UX in bookmarking, Save property 9.5 Design GUI's 9.7 Ajax review for bookmark function 9.9 Design wireframe notifications 9.9.1 Design GUI's 9.9.1 Design GUI's 9.9.1 Design GUI notification  Review and Commenting in Property Management System 10.1 Study about review and commenting function details and functional requirements 10.2 Design wireframe for Review and commenting GUI 10.3 Select appropriate colors and icons for Review and commenting GUI 10.4 Design GUI of Review and commenting 11.1 Gathering search management function details and requirements 11.2 Designing wireframes for search management 11.3 Select appropriate icons and colors for GUI 11.4 Designing GUIs for Search management function  Preferences Management in Property Management System 12.1 Search for preference management function and design wireframe 12.2 Study required GUI design tehnologies for function and design wireframe 12.3 Select appropriate icons and colors for GUI 12.4 Design GUI of preferences management for selected guidelines	8.1 Create function break down list 8.2 Draw use case diagram 8.3 Create table design scheme 8.4 Research about User types of the system 8.5 Design wireframe user profile 8.6 Design wireframe login 8.6.1 Design GUI of Design GUI's  8.7 Design GUI's  Bookmark and Save in Property Management System 9.1 Create function break down list 9.2 Draw use case diagram 9.3 Create table design scheme 9.4 Research about UX in bookmarking, Save property 9.5 Design GUI's 9.7 Ajax 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Save property 9.5 Design wireframe my bookmarks 9.6 Design wireframe my bookmarks 9.7 Ajax review for bookmark function 9.9 Design wireframe notifications 9.9.1 Design GUI notification 8.7 Design GUI notification 8.8 Design GUI notification 9.9 Design wireframe notifications 9.1 Design GUI notification 9.1 Study about review and commenting function details and functional requirements 10.2 Design wireframe for Review and commenting GUI 10.4 Design GUI of Review and commenting GUI 10.5 Search in Property Management System 11.1 Gathering search management function details and requirements 11.2 Design GUI of Review and commenting GUI 11.4 Design GUI of Review and commenting GUI 12.5 Search in Property Management System 11.1 Gathering search management function details and requirements 11.2 Design wireframe for Search management 11.3 Select appropriate colors and icons for Review and commenting GUI 11.4 Design GUI of Review and commenting GUI 12.5 Search in Property Management System 11.6 Search in Property Management System 11.7 Search for preference management function details and requirements 11.8 Search for preference management function details and requirements 11.9 Search for preference management function details and requirements 11.1 Satury required GUI design tehnologies for function and design wireframe 11.2 Designing wireframe for search management function 12.4 Design GUI of preferences management function details and requirements 12.5 Search for preference management function details and requirements 12.6 Search for preferences management function details and requirements 12.7 Search for preferences management function	8.1   Create function break down list	8.1 Create function break down list  8.2 Draw use case diagram  8.3 Create table design scheme  8.4 Research about User types of the system  8.5 Design wireframe user profile  8.6 Design wireframe user profile  8.7 Design GUI opin  8.8.7 Design GUI opin  8.9 Bookmark and Save in Property Management System  9.1 Create function break down list  9.2 Draw use case diagram  9.3 Create table design scheme  9.4 Research about UX in bookmarking Save property  9.5 Design GUI'S  9.6 Design wireframe my bookmarks  9.7 Ajax review for bookmark function  9.9 Design GUI'S  9.9 Design wireframe notifications  10.1 Study about review and commenting function details and functional requirements  10.2 Design wireframe for Review and commenting GUI  10.3 Select appropriate colors and isons for Review and commenting GUI  10.4 Design GUI of Review and commenting GUI  10.5 Sacarch in Property Management System  11.1 Gathering search management function details and requirements  10.2 Design wireframe for Review and commenting GUI  11.3 Select appropriate colors and isons for Review and commenting GUI  11.4 Designing GUI of Review and commenting  12.5 Saverh in Property Management System  12.1 Sathering search management function details and requirements  12.2 Study review and guiter fames for search management  12.3 Select appropriate isons and colors for GUI  12.4 Design GUI of preference management function details and requirements  12.5 Saverh for preference management function and design wireframe  12.6 Saverh for preference management function and design wireframe  12.7 Study required GUI design tehnologies for function and design wireframe  12.8 Select appropriate isons and colors for GUI  12.9 Select appropriate isons and colors for GUI  13.1 Select appropriate isons and colors for GUI  14.0 Lesign GUI of preferences management function details and requirements  15.5 Select appropriate isons and colors for GUI  16.6 Lesign GUI of preferences management function details and requirements  17.5 Select appropriate isons and colors	8.1 Create function break down list 8.2 Draw use case diagram 8.3 Create table design scheme 8.4 Research about User types of the system 8.5 Design wireframe user profile 8.6 Design wireframe user profile 8.6.1 Design GUI's  Bookmark and Save in Property Management System 9.1 Create function break down list 9.2 Draw use case diagram 9.3 Create table design scheme 9.4 Research about Usr in bookmarking. 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