

SMARTCOP – AUTOMATED PLATFORM TO MITIGATE THE IMPACT OF ROAD ACCIDENTS

Project Id: 2020-052

Project Status document 1

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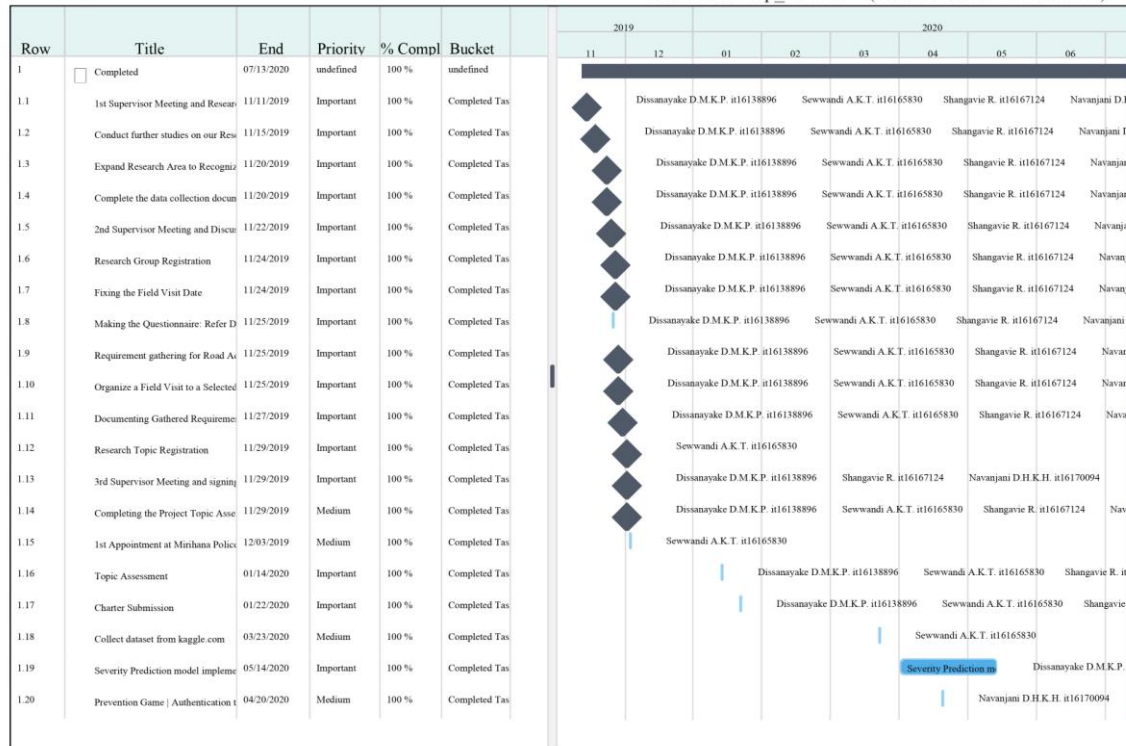
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1. Gantt chart of finalize Design & implementation phases

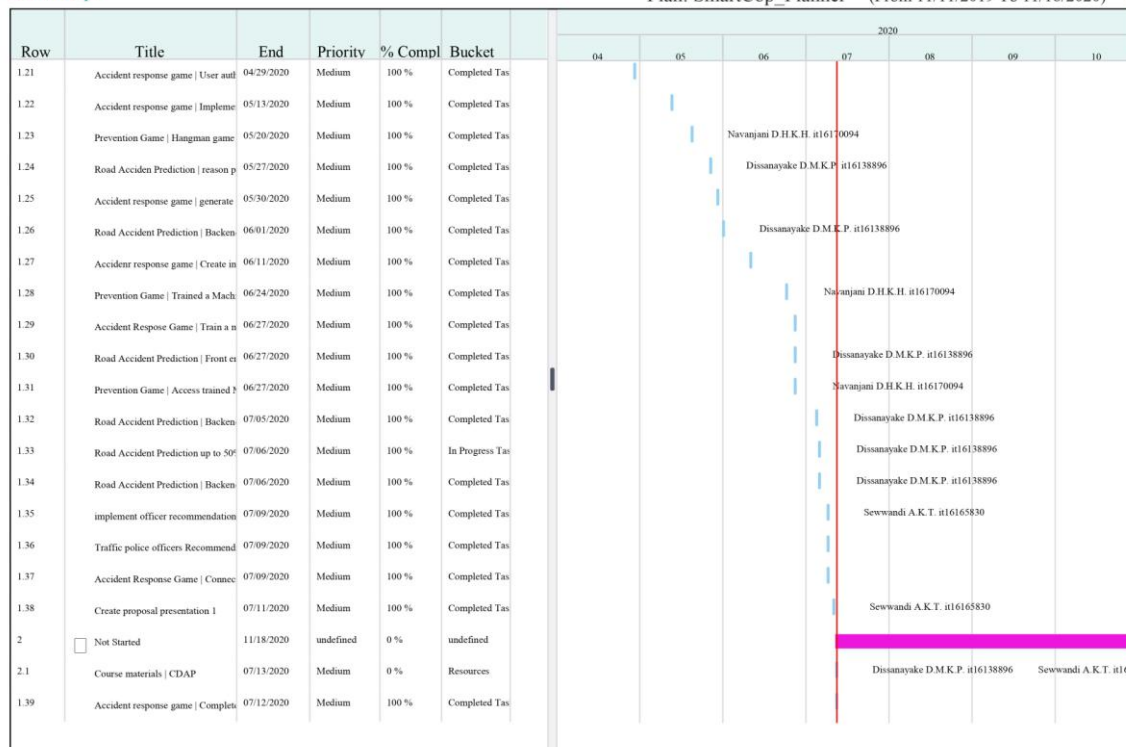
SmartCop

Plan: SmartCop_Planner (From 11/11/2019 To 11/18/2020) 1



SmartCop

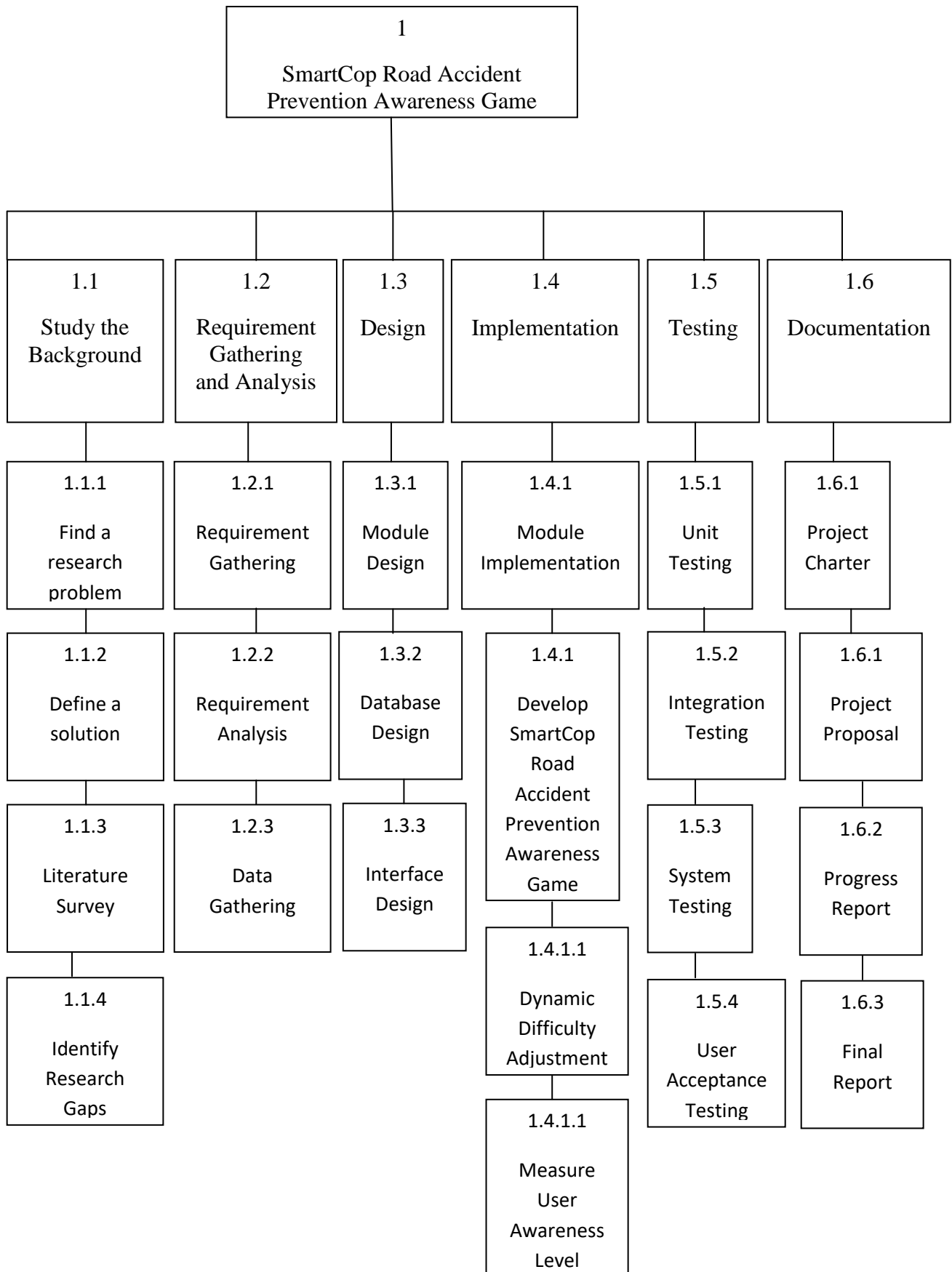
Plan: SmartCop_Planner (From 11/11/2019 To 11/18/2020) 2



Row	Title	End	Priority	% Compl	Bucket	2020					
						05	06	07	08	09	10
2.2	Create project status document I	07/13/2020	Medium	0 %	In Progress Tas				Sewwandi A.K.T. it16165830		
1.40	Road Accident Prediction Comple	07/13/2020	Medium	100 %	Completed Tas				Dissanayake D.M.K.P. it16138896		
3	<input type="checkbox"/> In Progress	07/21/2020	undefined	50 %	undefined						
3.1	Accident response game Improve	07/16/2020	Important	50 %	In Progress Tas				Shangavie R. it16167124		
3.2	Research paper completion	07/17/2020	Important	50 %	To do Tasks				Dissanayake D.M.K.P. it16138896	Sewwandi A.K.T. it16165830	
2.3	Writing the research paper	07/17/2020	Medium	0 %	In Progress Tas				Sewwandi A.K.T. it16165830		
2.4	Accident response game Predict d	07/20/2020	Medium	0 %	To do Tasks				Shangavie R. it16167124		
3.3	Road Accident Prediction Freque	07/21/2020	Important	50 %	In Progress Tas				Dissanayake D.M.K.P. it16138896		
2.5	Accident response game Modify th	07/25/2020	Medium	0 %	To do Tasks				Shangavie R. it16167124		
2.6	Enhance the recommendation user	07/25/2020	Medium	0 %	In Progress Tas				Sewwandi A.K.T. it16165830		
2.7	Prevention Game Implement user	07/25/2020	Medium	0 %	In Progress Tas				Navanjam D.H.K.H. it16170094		
2.8	Road Accident Prediction Area cl	07/28/2020	Important	0 %	To do Tasks				Dissanayake D.M.K.P. it16138896		
2.9	Road Accident Prediction Implem	07/30/2020	Medium	0 %	To do Tasks				Dissanayake D.M.K.P. it16138896		
2.10	Traffic police officers recommend	07/31/2020	Medium	0 %	In Progress Tas						
2.11	Road Accident Prediction comple	08/05/2020	Important	0 %	To do Tasks				Dissanayake D.M.K.P. it16138896		
2.12	Prevention Game Implement API	08/10/2020	Medium	0 %	To do Tasks				Navanjam D.H.K.H. it16170094		
2.13	Accident response game Create lea	08/20/2020	Medium	0 %	To do Tasks				Shangavie R. it16167124		
2.14	Road Accident Prediction comple	08/20/2020	Important	0 %	To do Tasks				Dissanayake D.M.K.P. it16138896		
2.15	Road Accident Prediction comple	08/26/2020	Medium	0 %	To do Tasks				Dissanayake D.M.K.P. it16138896		
2.16	Prevention Game Evaluate for roa	08/30/2020	Medium	0 %	To do Tasks				Navanjam D.H.K.H. it16170094		
2.17	Implement the officer scheduling b	08/31/2020	Medium	0 %	To do Tasks				Sewwandi A.K.T. it16165830		

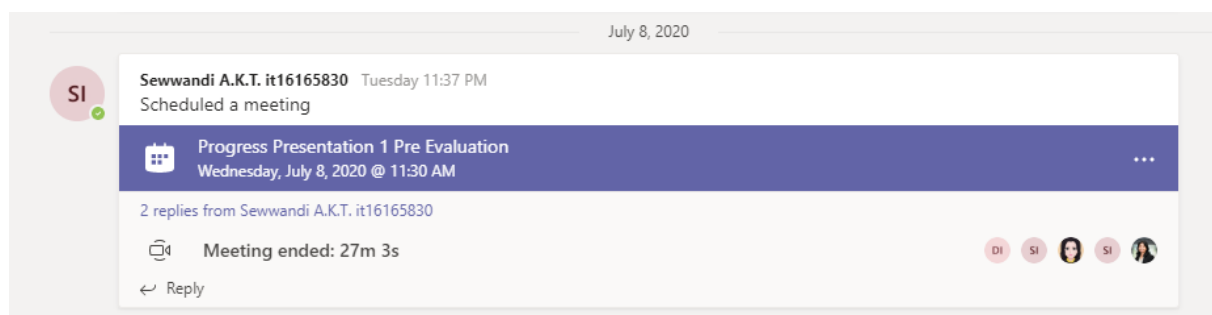
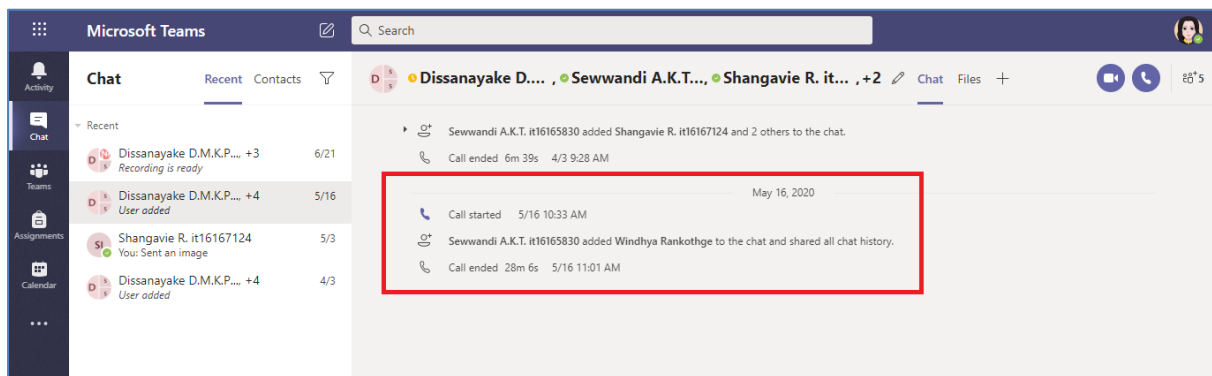
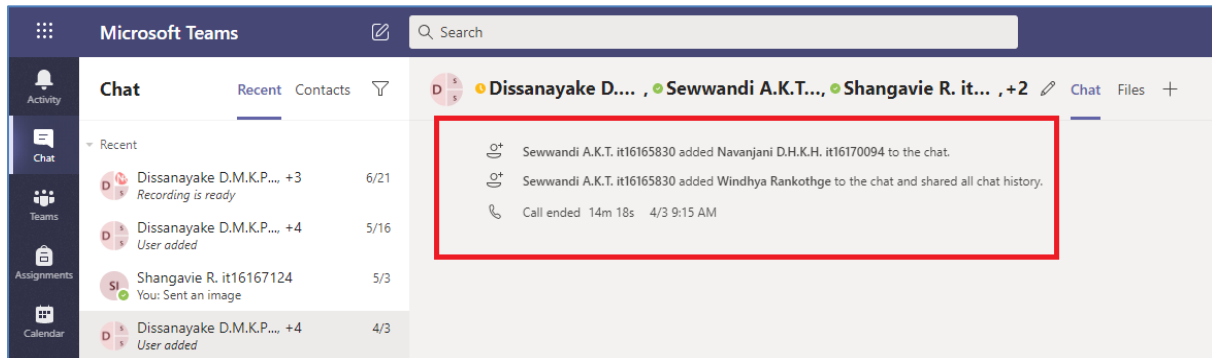
Row	Title	End	Priority	% Compl	Bucket	2020					
						06	07	08	09	10	11
2.18	Website Assessment	10/14/2020	Medium	0 %	To do Tasks				Website Assessment		Dissanayake D.M.K.P. it16138896
2.19	Road Accident Prediction Comple	08/31/2020	Medium	0 %	To do Tasks				Dissanayake D.M.K.P. it16138896		
2.20	Implement the UI to display officer	09/05/2020	Medium	0 %	To do Tasks				Sewwandi A.K.T. it16165830		
2.21	Progress Presentation-II (90%)	09/11/2020	Medium	0 %	To do Tasks				Dissanayake D.M.K.P. it16138896	Sewwandi A.K.T. it16165830	
2.22	Final Report (Draft) Feedback from	10/02/2020	Medium	0 %	To do Tasks				Dissanayake D.M.K.P. it16138896	Sewwandi A.K.T. it16165830	
2.23	Final Report (Group) Hard Bound	10/02/2020	Medium	0 %	To do Tasks				Dissanayake D.M.K.P. it16138896	Sewwandi A.K.T. it16165830	
2.24	Project Status document and Studen	10/16/2020	Medium	0 %	To do Tasks				Dissanayake D.M.K.P. it16138896		
2.25	Final Report (Soft Bound)	10/16/2020	Medium	0 %	To do Tasks				Dissanayake D.M.K.P. it16138896		
2.26	Final Report (draft) Submit to the S	10/16/2020	Medium	0 %	To do Tasks				Dissanayake D.M.K.P. it16138896		
2.27	Final Presentation and Viva	11/18/2020	Medium	0 %	To do Tasks						Dissanayake D.M.K.P. it16138896

2. Work breakdown structure

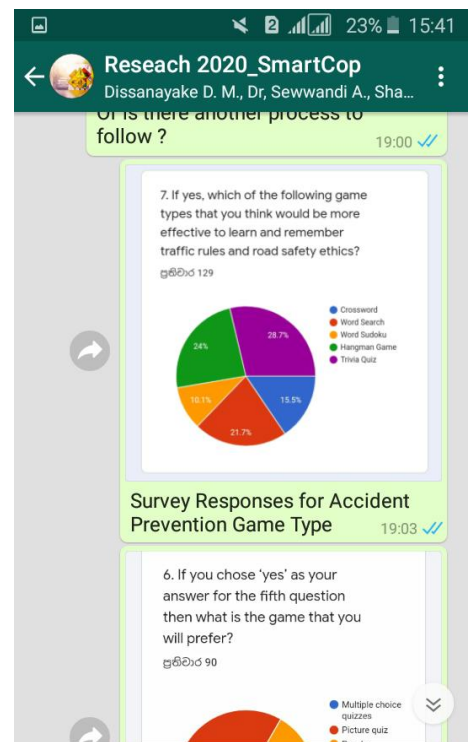
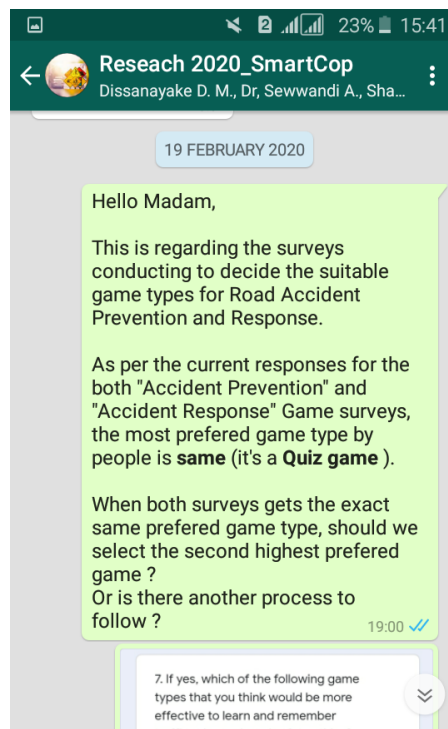
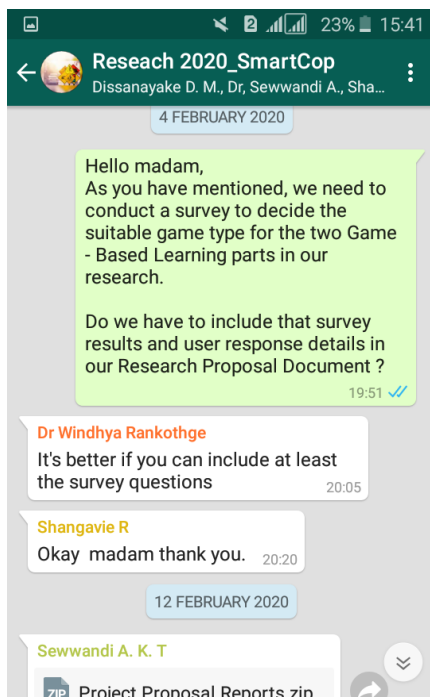
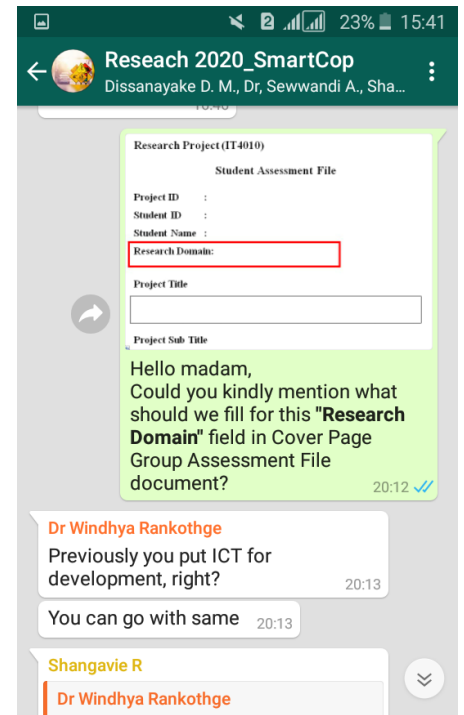
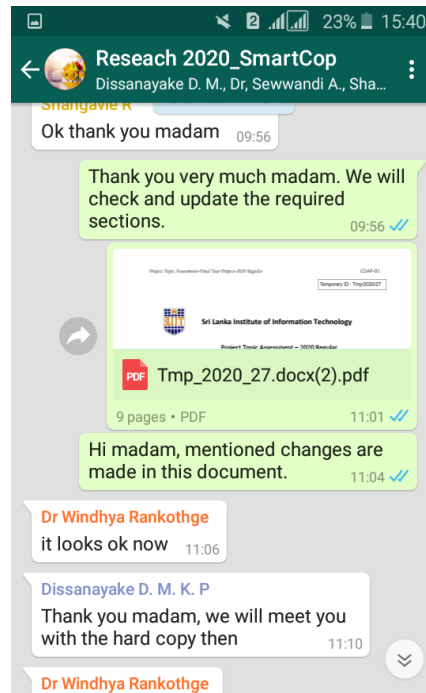
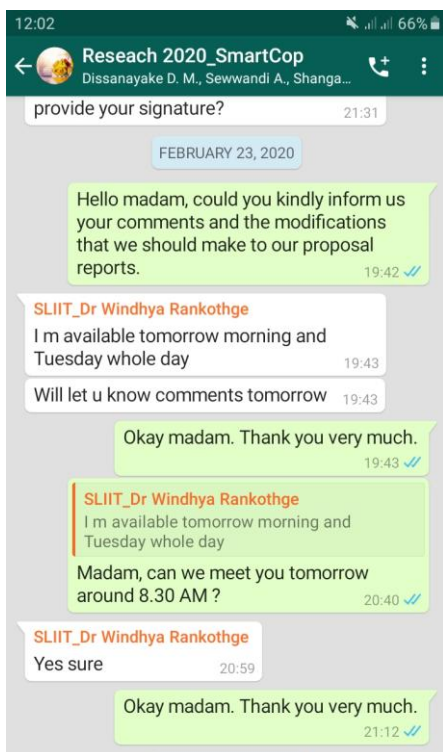


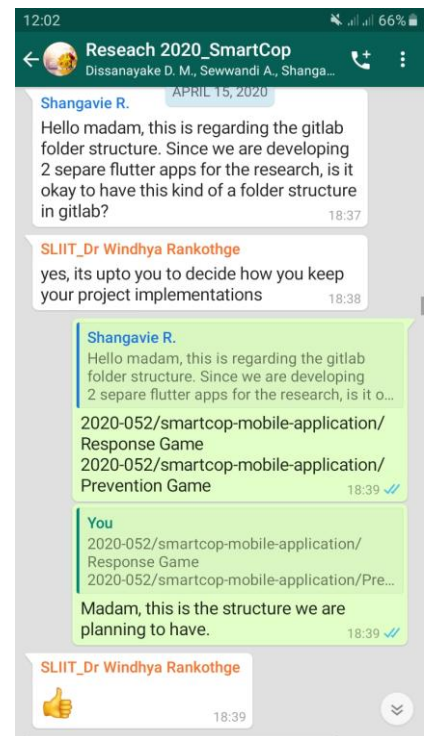
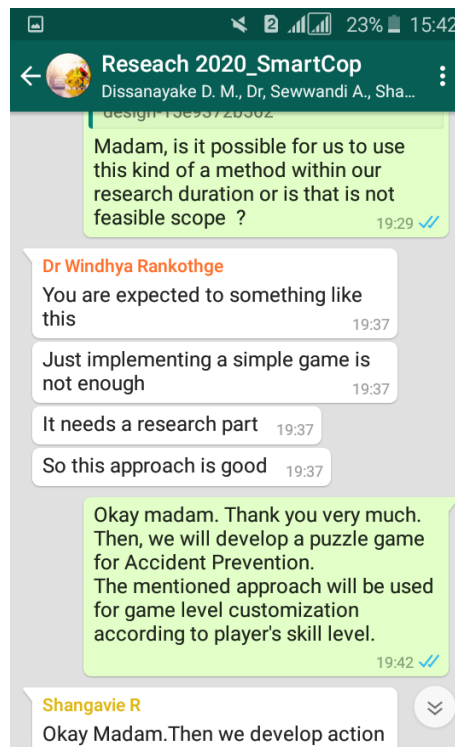
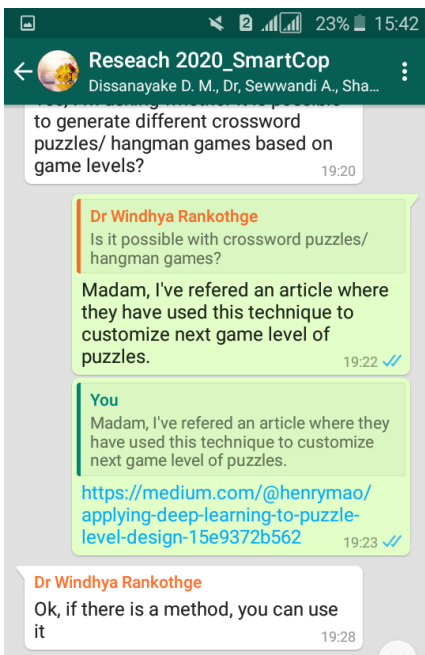
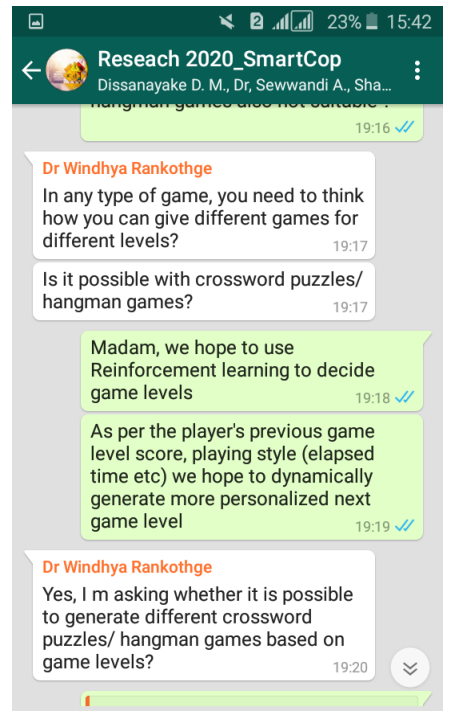
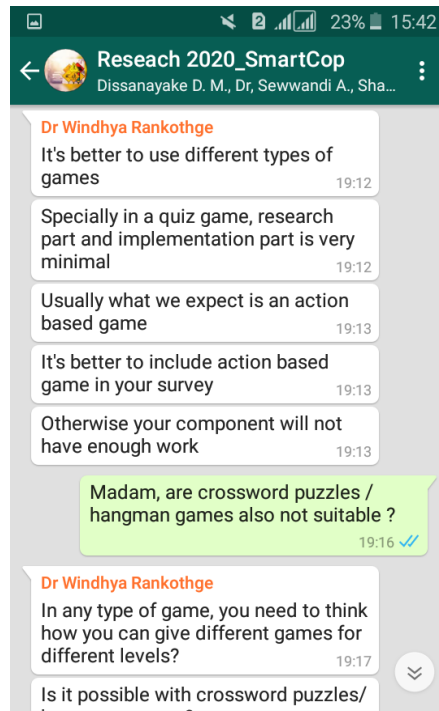
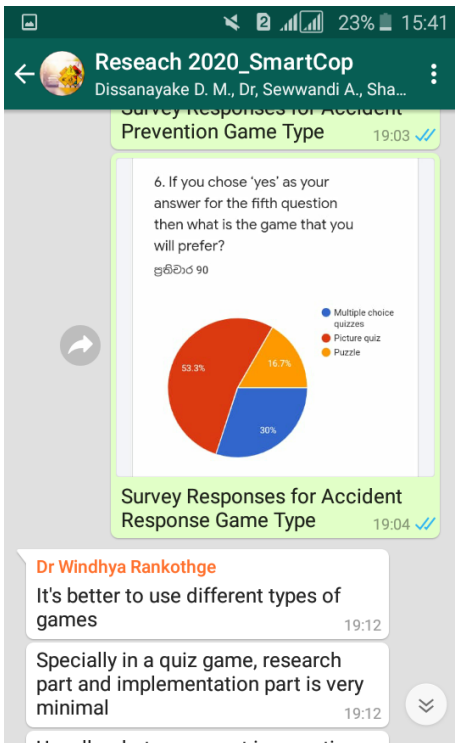
3. Screenshots of Supervisor Meetings

3.1. Microsoft Teams



3.2. WhatsApp



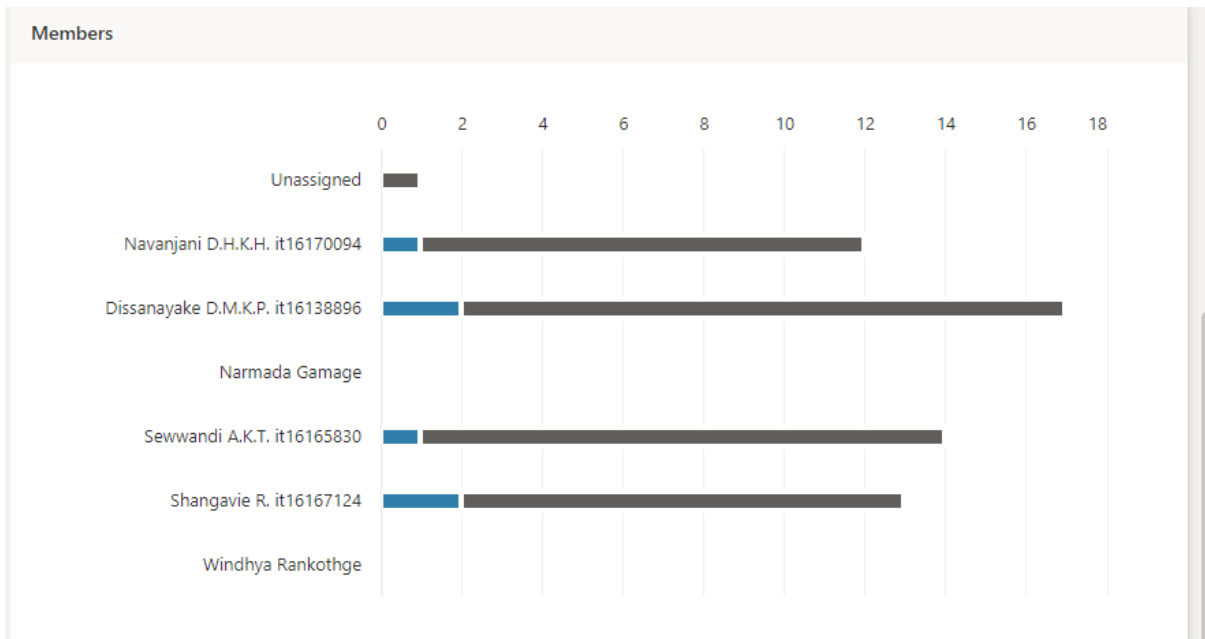


4. Microsoft Teams Planner Screenshots

This screenshot shows the Microsoft Teams Planner interface for a team named 'SmartCop_Planner'. The view is set to 'Board'. The left sidebar contains navigation icons for Activity, Chat, Teams, Assignments, Calendar, and Help. The main area displays four columns: Resources, To do Tasks, In Progress Tasks, and Completed Tasks. The Resources column shows 'Course materials | CDAP' with team members DD, SA, and SR. The To do Tasks column has three tasks: 'Implement the UI to display officer schedule' (due 09/05), 'Implement the officer scheduling based on recommended result' (due 08/31), and 'Prevention Game | Evaluate for road safety skills retention improvements...' (no due date). The In Progress Tasks column has three tasks: 'Create project status document 1' (due 07/13), 'Writing the research paper' (due 07/17), and 'Enhance the recommendation user interface' (due 07/25). The Completed Tasks column shows two tasks: 'Accident response game status document 1' (due 07/12) and 'Accident Response-Game machine learning model application using Flask API' (due 07/09). Both completed tasks are marked as 'Completed by Shangav'.

This screenshot shows the Microsoft Teams Planner interface for 'SmartCop_Planner' in the 'Charts' view. The left sidebar is the same as the previous screenshot. The main area displays three charts: Status, Bucket, and Priority. The Status chart is a donut chart showing '30 Tasks left' with a breakdown: Not started (27), In progress (3), Late (0), and Completed (36). The Bucket chart is a bar chart showing the distribution of tasks across four buckets: Resources, To do tasks, In Progress Tasks, and Completed Tasks. The Priority chart is a bar chart showing the distribution of tasks across four priority levels: Urgent, Important, Medium, and Low. The right sidebar shows the 'Tasks' section with an 'Add task' button and the 'Resources' section with 'Course materials | CDAP' and team members DD, SA, and SR. The 'To do Tasks' section shows one task: 'Implement the UI to display officer schedule' (due 09/05) assigned to SA.

This screenshot shows the Microsoft Teams Planner interface for 'SmartCop_Planner' in the 'Schedule' view. The left sidebar is the same as the previous screenshots. The main area displays a calendar for July 2020. The calendar shows tasks scheduled across the month. The right sidebar shows the 'Unscheduled tasks' section with an 'Add task' button. The 'Resources' section shows 'Course materials | CDAP' and team members DD, SA, and SR. The 'To do Tasks' section shows two tasks: 'Website Assessment' and 'Final Report (draft) Submit to the Supervisor'.



5. Test results & how system testes

Test Case ID	Test Scenario	Test Steps	Test Data	Expected Results
T001	Verify whether the letter key disables after the player provides a guess.	1. User Launch the game. 2. Login with valid credentials. 3. Player starts to play the game. 4. Player press on a letter key.	1. User login credentials. 2. Guessed letter.	The pressed letter key should be disabled and will not consider throughout the level again.

T002	Verify whether the game identifies a failed attempt after a player provides an unsuccessful guess (word do not contain the letter).	1. User Launch the game. 2. Login with valid credentials. 3. Player starts to play the game. 4. Player press on a letter key.	1. User login credentials. 2. Guessed letter (unsuccessful attempt).	The game identifies a fail attempt and deducts score.
T003	Verify whether all the blanks that contains the letter key fills after player providing a successful guess.	1. User Launch the game. 2. Login with valid credentials. 3. Player starts to play the game. 4. Player press on a letter key.	1. User login credentials. 2. Guessed letter (successful attempt).	The game identifies a correct attempt fills the relevant blanks.

T004	Verify whether the next question appears after the player successfully filling all the missing spellings.	1. User Launch the game. 2. Login with valid credentials. 3. Player starts to play the game. 4. Player press on a letter key.	1. User login credentials. 2. Successfully guessed a set of letters.	Game will display “Congratulations!” and stops the countdown timer and enables the “Proceed to the next question” button.
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