Project Scope

# Project Members and Positions

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| Name & Surname | Role | Responsibilities |
| Sheldon Luke Arendse | Project Leader and Manager | * Delegating tasks and roles to members. * Approving/Disapproving project aspects (e.g., ideas, changes, etc). * Ensure that deadlines are reached and oversees the budget. |
| Logan Kalib Coghill | Secretary | * Scheduling meetings * Doing the meeting minutes and agendas. * Co-ordinate and provide secretarial administrative support to Partners and to the project team. |
| Aa’ishah Van Witt | UX/UI/GUI Designer | * Measure and optimise applications, to improve ease of use (usability), and create the best user experience. * Collecting, researching, investigating, and evaluating user requirements. |
| Mohammad Zouheir | Project Administrator | * Preparing action plans * Analysing the risks and opportunities. * Gathering the necessary resources for the project. |
| Musaddiq Abrahams | Project Analyst | * Provide project plan, trend analysis and control including analysis, research, development, and maintenance of the project data. |
| Uzair Rabin | Database Designer | * Defining the detailed database design, including tables, indexes, views, constraints, triggers, stored procedures, and other database-specific constructs needed to store, retrieve, and delete persistent objects. |

# Project Deliverables

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| Deliverable | Description |
| 1. Groups Organization | Nominating/Voting members for:   * Leadership role * Secretary role * Any other important roles in the group. |
| 1. Communication and plans | * Schedule meetings on a weekly to regular basis (in-person or online) * Discussing project plans and ideas * Having SCRUM meetings |
| 1. Problem Definition | The problem or issues a project seeks to address by:   * Identifying its current state, the desired future state, and any gaps between the two. * Ensuring that everyone working on a project knows what must be addressed and the importance thereof. |
| 1. Task allocation | * Allocating tasks to members which is done by the leader. * Helps the members to prioritize their tasks and execute them based on their priorities. |
| 1. Scope of Project | * Defining features and functions of the scope of work needed to finish a project. * Involves determining and documenting a list of specific project aspects. |

# Project timeline

## Term 1:

Phase 1: Planning and organising

* Problem Definition
* Entity Relationship Diagram (ERD)
* Unified Modeling Language (UML) Diagram
* Work Breakdown Structure (WBS)
* Wireframe
* Project Scope

## Term 2:

Phase 2: Initiate coding

* Coding the foundation such the basic objects, structures, functionality, etc.
  + Login page (sign-in as either a student or lecturer)
  + Student event organising page (student can create an event and specify its details)
  + Lecturer page (lecturer approve or disapprove events)

## Term 3:

Phase 3: Adding/editing features

* Coding progress
  + Student page (students can attend/view events with its details).
  + Lecturer page (lecturer have an added feature where they can apply as a lead lecturer for events).
* User interface design
* Data design
* Testing the system/subsystem

## Term 4:

Phase 4: Documentation, finalisation, and presentation of the project

* System documentation
* User documentation
* System presentation