FINAL MAJOR PROJECT

## Part 1: Project Proposal

Step 1: Bookcar.com web-app development final major project.

**Systems Analysis –** We used ASP.NET for this platform. The main functionality is based on the feature to book a car. We ran an investigation of the requirements of the target system with an emphasis on user needs, includes understanding of software product limitations, learning system related problems or changes to be done in existing systems, beforehand, identifying and addressing the impact of project on organization and personnel etc.

The project team analyzed the scope of the project and plans the schedule and resources accordingly.

**Systems design** – This is an overall coverage of the way the requirements will be met by a computer-based system – it is expected to be a single-user system with **no** dependency on data-communication for the primary facility.

-Windows 10

IDE: Visual Studio

**Programming** – ASP.NET and C# was used to the nominated functionality completed as a working system in an MVC model.

Step 2***:*** Produced a project proposal contained that includes Car Model, Car Age, Car name and User login etc.

Project Goal – Build a platform for users to book a car.

Project Objectives – The main objectives of the project was to enable users to book cars easily and provide an optimal user interface and user experience

Project Scope – A full-fledge website develop 5 page website development

1. Context – A car booking facility
2. ASP.NET language platform
3. Stakeholders of the product: People who want to book cars
4. Backend or API integration

Project Deliverables – List exactly what you intend to include in the final package

1. Analysis documentation
2. Design documentation
3. Executable program
4. User documentation

|  |  |  |
| --- | --- | --- |
| **Milestone** | **Time taken** | **Finalized** |
| Designing | 2 Days | Yes |
| Programming | 2 Days | Yes |
| Documentation | 2 days | Yes |

Resources

|  |  |
| --- | --- |
| Processor | 1 GHz |
| RAM | 512 MB |
| Disk space (minimum) |  |
| 32-bit | 4.5 GB |
| 64-bit | 4.5 GB |

ProjectMilestones

|  |  |  |
| --- | --- | --- |
| **Milestone** | **Time taken** | **Finalized** |
| Designing | 2 Days | Yes |
| Programming | 2 Days | Yes |
| Documentation | 2 days | Yes |

ProjectSchedule

1. Completion of initial investigation
2. Design Drafted
3. Design signed-off
4. Prototype program completed
5. Stages of program refinement signed-off
6. Program completed
7. Program tested
8. System documentation completed
9. User acceptance completed
10. User report on system acceptability completed

ProjectAssumptions

Users are available during the project to provide information and software is available at the client site.

# **Part 2 – Complete the project**

Undertake your project as per the plan.

Keep a project journal that shows how much time you have spent on the project, what you have achieved, any issues you found, major highs and lows, lessons learned etc. You will need to hand this in for Part 3, so the more you write now, the easier the last stage will be!

Arrange a weekly meeting with your tutor and the project sponsor (client).

Prepare an agenda for those meetings that includes checking progress, review of issues, possible issues (risks) and tasks coming up. Complete minutes and action items following those meetings.

Prepare a simple report for each meeting that shows how you are doing against the project plan, and whether the plan needs updating to reflect any changes you have agreed with your tutor and sponsor.

# **Part 3: Review your project**

Step 1: Produce a post project review report on your project. The report is to be written formally, and must include:

1. Final Product/Outcome - a description of what you produced
2. Product quality – what you delivered and what you expected to deliver, and the reasons for any variation.
3. How it measured against objectives and measures of success
4. An evaluation of how well you thought the project went – what were the major successes, weaknesses and lessons learned.
5. Future scope
6. Your project journal as an attachmentiogz

Step 2: Prepare a 10 minute presentation based on your report and deliver to your class. You may quickly demonstrate your product if time allows, but it is not essential to do so. It is more important that you deliver the bulk of your report.