MINI-PROJECT LOGBOOK

GROUP MEMBERS

1. Sagar Bantupally Naidu

2. Moksh Bharat Punamiya

3. Mohammed Maviya Qureshi

4. Ashley Pereira

Supervisor/Guide

Prof. Bharati Ingale

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Department of Information Technology

**TSEC, Mumbai - 400 050**



**University of Mumbai**

(Academic Year 2020-21)

# INSTITUTE VISION & MISSION

## VISION:

Perpetuating and transcending the processes of:

* Contributing to evolving supply chain of human capital for National Economy
* Creating entrepreneurs and ‘game changers’ to support heightened level of economic activities underpinning ever increasing human aspiration
* Helping the Nation evolve as a total solution provider
* Value and wealth creation for the mankind

## MISSION:

Focusing and practicing:

* Product and processes innovation
* Leveraging human cognitive and behavioral science for creating instructional content
* Pervasive and ubiquitous Information Communication Technologies for customized content for learning
* Acknowledge and facilitate various learning styles and learning abilities
* Migrating from teaching paradigm to learning paradigm
* Every day discourse shall inculcate research culture and further the cause of societal advancement
* Understand various markets and cultures
* Collaborative learning and emotional integrity
* Sensitizing about opportunities in Energy, Education, Environment and Health care sectors
* Extensively promoting computer aided design, analysis and manufacturing procedures
* Theoretical rigor to develop conceptual clarity
* Modeling and design of experiments to inculcate culture of investigation
* Helping foot print on Project management and collaborative human endeavor
* Interdisciplinary studies and exposure to functional areas

# INFORMATION TECHNOLOGY DEPARTMENT

## VISION:

The department should be known globally for its core competence in terms of intuitive and intelligent architectural solutions on “conversion of problem to logic”.

## MISSION:

Focusing and practicing:

* Theoretical rigour to develop conceptual clarity.
* Modelling and design of experiments to inculcate culture of investigation.
* Making project based learning-learning as a pervasive pedagogy.
* Transcending learning in the emerging areas of Artificial Intelligence, Deep Learning, Block-chain technology and Quantum Computing.
* Short term training program in evolving fields of Information Technology.
* Collaborative learning, interdisciplinary studies and exposure to functional areas.
* Sensitising all concerned about automation in IT services, software product and software process innovation.
* Introducing risk management, risk mitigation and the process of hedging.
* Inculcating and enhancing the culture of entrepreneurship, start-up ventures and incubation process.
* Metamorphosis from teaching paradigm to learning paradigm.
* Every day discourse shall inculcate research culture and create IPR in terms of process and product patents, by understanding various markets and culture

# PROGRAM EDUCATIONAL OBJECTIVES (PEO's)

|  |  |
| --- | --- |
| **PEO I:** | To create graduates committed to further the cause of information technology to enable enterprises to seize the massive opportunity emerging in IT services & IT product marketplace. |
| **PEO II:** | To build theoretical rigor, conceptual clarity in learners & engaging them to develop an attitude and temperament to be productive in workplace. |
| **PEO III:** | Help Learners to develop competency & skill sets in customizing software products in the niche/specialized areas like Big data Analytics, Artificial Intelligence, Deep learning& Block chain technologies. |
| **PEO IV:** | Help learners to develop competency in “Conversion of problem to logic” and in acquiring modelling & simulation skills. |
| **PEO V:** | Help them to develop environment consciousness build intellectual & emotional integrity & capacity to remain focused for a long time to achieved said goals. |

# PROGRAM OUTCOMES (POs)

|  |  |
| --- | --- |
| **PO's** | **OUTCOMES** |
| PO1 | An ability to apply knowledge of mathematics, science and engineering fundamentals in the field of computing. |
| PO2 | Critically identify, formulate and evaluate emerging topics and the recent development in the field and Provide solution to futuristic engineering problems. |
| PO3 | The bRaod education necessary to understand the impact of engineering solutions in a global, economic, environmental and societal context. |
| PO4 | Ability in requirement gathering, design and implementation of software with computer systems to analyze and interpret the data. |
| PO5 | An ability to use the techniques, logical and analytical skills and modern engineering tools necessary for engineering practice. |
| PO6 | An ability to design a system component or process to meet desired needs within realistic constraints such as economic, environmental, social, cultural and safety issues. |
| PO7 | An ability to understand an impact of engineering knowledge towards society and environment with need to sustainable solutions. |
| PO8 | To inculcate professional ethics. |
| PO9 | An ability to function effectively, individually and in teams to accomplish a common goal. |
| PO10 | An ability to communicate solutions of complex computing problems effectively using reports and presentations to wide range of audiences. |
| PO11 | To instill leadership and managerial skills in multidisciplinary environment. |
| PO12 | Recognition of the need for and an ability to engage in life-long learning. |

**PROGRAM SPECIFIC OUTCOMES (PSOs)**

|  |  |
| --- | --- |
| PSO1 | Contributing to supply chain of human capital for Indian IT industry & knowledge economy |
| PSO2 | Pupils get initiated to emerging areas and going up in the academic value chain. |
| PSO3 | Pupils understand and demystify technology marketplace (product &process) & cultures of various geographies. |
| PSO4 | Offering cost & quality arbitrage to aspiring private capital in getting invested in our company. |
| PSO5 | Sensitizing graduates about the possibilities of leveraging ICT technologies for offering solutions to the nation building process & contributing to further the cause of the people at large. |

**STUDENT INFORMATION**

## Project Title: Brick Breaker Game

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Student 1** | **Student 2** | **Student 3** | **Student 4** |
| **Student ID** | 10 | 85 | 86 | 83 |
| **Name** | Sagar Bantupally Naidu | Moksh Bharat Punamiya | Mohammed Maviya Qureshi | Ashley Pereira |
| **Class with Division** | SE S2 | SE S2 | SE S2 | SE S2 |
| **Contact No.** | 90754 38630 | 98925 10476 | 8655760170 | 99308 89461 |
| **E-mail** |  |  | maviyaqureshi2003@gmail.com |  |
| **Address** |  |  | Highland Court ‘B’ Wing, |  |
|  |  | Bazaar Road, |  |
|  |  | Bandra West |  |
|  |  | Mumbai - 50 |  |

**INSTRUCTIONS TO STUDENTS:**

1. The logbook must be submitted to the Guide or Co-Guide for verification and evaluation of project activities at least once in a week.
2. Log book duly signed by guide must be submitted with project report for evaluation at the end of semester to the department.

**DECLARATION**

I declare that this project represents my ideas in my own words without plagiarism and wherever others' ideas or words have been included, I have adequately cited and referenced the original sources. I also declare that I have adhered to all principles of academic honesty and integrity and have not misrepresented or fabricated or falsified any idea/data/fact/source in my project work. I promise to maintain minimum 75% attendance, as per the University of Mumbai norms. I understand that any violation of the above will be cause for disciplinary action by the Institute.

Yours Faithfully

1. Sagar Bantupally Naidu

2. Moksh Bharat Punamiya

3. Mohammed Maviya Qureshi

4. Ashley Pereira

## (Date & Signature of Students)

**Letter of Acceptance**

I undersigned, Prof. Bharati Ingale working in Information

Technology Department, willing to guide the project titled

for the Mini-Project-1 (A & B) Semester III /IV respectively for the Academic Year 2020-21.

The names of the students are:

1. Sagar Bantupally Naidu

2. Moksh Bharat Punamiya

3. Mohammed Maviya Qureshi

4. Ashley Pereira

Prof.Bharati Ingale

**(Project Guide) (Mini-Project Coordinator) (HOD-Artificial Intelligence & Data**

**Science)**

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# COURSE OUTCOMES

|  |  |  |  |
| --- | --- | --- | --- |
| **CO**  **No.** | **COURSE OUTCOME** | **POs covered** | **PSOs**  **covered** |
| CO1 | Identify problems based on societal /research needs. |  |  |
| CO2 | Apply Knowledge and skill to solve societal problems in a group. |  |  |
| CO3 | Develop interpersonal skills to work as member of a group or leader. |  |  |
| CO4 | Draw the proper inferences from available results through theoretical/ experimental/simulations. |  |  |
| CO5 | Analyze the impact of solutions in societal and environmental context for sustainable development. |  |  |
| CO6 | Use standard norms of engineering practices |  |  |
| CO7 | Excel in written and oral communication. |  |  |
| CO8 | Demonstrate capabilities of self-learning in a group, which leads to lifelong learning. |  |  |
| CO9 | Demonstrate project management principles during project work. |  |  |

**CO-PO-PSO MAPPING**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | PO1 | PO2 | PO3 | PO4 | PO5 | PO6 | PO7 | PO8 | PO9 | PO10 | PO11 | PO12 | PSO1 | PSO2 | PSO3 |
| CO1 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| CO2 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| CO3 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| CO4 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| CO5 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| CO6 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| CO7 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| CO8 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| CO9 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

**SCHEDULE FOR MINI PROJECT**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Date** | **Week** | **Contents** | **Remark** | **Guide Sign** |
| 08/09/2021 | 1 | First Meet  Introduction to java mini-Project |  |  |
| 15/09/2021 | 2 | Selection Of the Topic  And some info on the topic |  |  |
| 30/09/2021 | 3 | Defining Case Study and Problem Statement |  |  |
| 09/10/2021 | 4 | Completed Designing the GUI of The Game |  |  |
| 19/10/2021 | 5 | Doubt Solving Lecture for first  Review meeting for mpr |  |  |
| 20/10/2021 | 6 | First Review Meeting for Mpr |  |  |
| 04/12/2021 | 7 | Doubt Solving Lecture for Second Review meeting for mpr |  |  |
| 06/12/2021 | 8 | Second Review Meeting for Mpr |  |  |
| 11/12/2021 | 9 | Doubt Solving Lecture |  |  |
|  | 10 |  |  |  |
|  | 11 |  |  |  |
|  | 12 |  |  |  |
|  | 13 |  |  |  |

**PROGRESS/ATTENDANCE REPORT**

|  |  |
| --- | --- |
| Title of the Project: Brick Breaker Game | |
| Group No.7 | Name of Student 1: Sagar Bantupally Naidu |
| Name of Student 2: Moksh Bharat Punamiya |
| Name of Student 3: Mohammed Maviya Qureshi |
| Name of Student 4: Ashley Pereira |
| Name of the Supervisor/Guide: Prof. Bharati Ingale | |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Sr. No** | **Date** | **Attendance** | | | | **Progress/Suggestion** | **Mapping** | | |
|  |  | 1 | 2 | 3 | 4 |  | CO | PO | PSO |
| 1 |  |  |  |  |  |  |  |  |  |
| 2 |  |  |  |  |  |  |  |  |  |
| 3 |  |  |  |  |  |  |  |  |  |
| 4 |  |  |  |  |  |  |  |  |  |
| 5 |  |  |  |  |  |  |  |  |  |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 6 |  |  |  |  | Presentation1 |  |  |  |
| 7 |  |  |  |  |  |  |  |  |
| 8 |  |  |  |  |  |  |  |  |
| 9 |  |  |  |  |  |  |  |  |
| 10 |  |  |  |  |  |  |  |  |
| 11 |  |  |  |  |  |  |  |  |
| 12 |  |  |  |  |  |  |  |  |
| 13 |  |  |  |  |  |  |  |  |

**Name, Date & Sign of the Supervisor/Guide**

# REVIEW-I FORM

Group No: 7 Title of Mini-Project: Brick Breaker Game Date of Review-I: 20/9/2021 No. of students in project team: 4

**Student Mini-Project Performance Analysis** (Put Tick as per your Observation)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Excellent (3) Very Good (2) Good (1) | | | | |
| **Sr. No.** | **Observation** | **(3)** | **(2)** | **(1)** |
| 1 | Quality of problem and Clarity |  |  |  |
| 2 | Literature Survey |  |  |  |
| 3 | Innovativeness in solutions |  |  |  |
| 4 | Feasibility Of the Project |  |  |  |
| 5 | Usage of technology |  |  |  |
| 6 | Cost effectiveness and Societal impact |  |  |  |
| 7 | Overall Presentation & Performance |  |  |  |
| **Comments:** |  | | | |

**Project Guide & Panel Members Signature:** 1)

2)

3)

## Name, Date & Signature Name, Date & Signature

**Project Coordinator HOD-Information Technology**

**REVIEW-II FORM**

Group No: 7 Title of Mini-Project: Brick Breaker Game Date of Review-II: No. of students in project team: 4

**Student Mini-Project Performance Analysis** (Put Tick as per your Observation)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Excellent (3) Very Good (2) Good (1) | | | | |
| **Sr. No.** | **Observation** | **(3)** | **(2)** | **(1)** |
| 1 | Usage of effective skill sets |  |  |  |
| 2 | Design and Implementation |  |  |  |
| 3 | Testing and Analysis |  |  |  |
| 4 | Use of standard engineering norms |  |  |  |
| 5 | Cost effectiveness and Societal impact |  |  |  |
| 6 | Contribution of an individual member in team |  |  |  |
| 7 | Overall Presentation & Performance |  |  |  |
| **Comments:** |  | | | |

**Project Guide & Panel Members Signature:** 1)

2)

3)

## Name, Date & Signature Name, Date & Signature

**Project Coordinator HOD-Information Technology**

**EXAMINER'S FEEDBACK FORM**

Name of External examiner: College of External examiner: Name of Internal examiner:

Date of Examination: / / No. of students in project team: Availability of separate lab for the project: Yes / No

**Student Performance Analysis** (Put Tick as per your Observation)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Excellent (3) Very Good (2) Good (1) | | | | |
| **Sr. No.** | **Observation** | **(3)** | **(2)** | **(1)** |
| 1 | Quality of problem and Clarity |  |  |  |
| 2 | Innovativeness in solutions |  |  |  |
| 3 | Cost effectiveness and Societal impact |  |  |  |
| 4 | Full functioning of working model as per stated requirements |  |  |  |
| 5 | Effective use of skill sets |  |  |  |
| 6 | Effective use of standard engineering norms |  |  |  |
| 7 | Contribution of an individual’s as member or leader |  |  |  |
| 8 | Clarity in written and oral communication |  |  |  |
| 9 | Overall performance |  |  |  |

o Can same mini project extend to next semester by adding new objectives/ideas? (Yes/ No)

o If yes, suggest new Innovative Technique/Idea/ objectives related to this project.

## Name, Date & Signature Name, Date & Signature

**External Examiner Internal Examiner**

**Name, Date & Signature HOD-Information Technology**