

Software Engineering (CS301)  
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Travel Diaries

Group 5

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**Project Members**

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# **1 Roles and Responsibilities.**

## **1.1 Purpose -:**

The purpose of this document to mention the roles of team member for the project and also defines the timeline of work products or milestones of each and every phase. It works as the reference for the achievement of work products timely. It also defines about our assumption and constraints of our team, Risk of our project and how we manage the quality of the project

## **1.2 Project Overview -:**

The Offline typeracer is an offline desktop application that allows a user to learn typing, and to compete within a group of 4 or 5 using wireless LAN. In this application, user can grow his typing skill by practicing as a single player or compete with his desirable friend in the group of 4 or 5 people. We aim to provide it in such a way that user can also get some extra knowledge during typing by providing him some educational topic on which he/she wants to type and also can have fun with his friend during match time

## **1.3 Roles -:**

Student	Roles
Nilesh Chaturvedi	1. Android Team 2. Low Level Design Team 3. Deployment Team
Jitendra Singh	1. Documentation team 2. Project Proposal 3. Testing Team
Durga Vijaya Lakshmi	1. Feasibility study 2. Frontend Team 3. High Level Design Team
Pedapalli Akhil	1. Documentation team 2. Project Proposal 3. High Level Design Team
B. Indu	1. Documentation team 2. Low Level Design Team 3. Deployment Team
Dileep Krishna	1. Feasibility study 2. Frontend Team 3. Testing Team
Shreya Singh	1. Documentation team 2. Frontend Team 3. Testing Team
Ravi Kumar Patel	1. Android Team 2. Project Proposal 3. Backend Team
G. Raju Koushik	1. Android Team 2. Deployment Team 3. Backend Team 4. High Level Design Team

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### 1.4 Timeline -:

There is expected timeline of the project which determine the starting and end date of each and every activity as concern to our project.

Phases	Start Date	End Date	Milestone
Feasibility	27-08-2016	12-09-2016	1. Feasibility study 2. Project Proposal
Requirement	10-09-2016	29-09-2016	1. System Requirement Specification 2. Gannt chart 3. Traceability Matrix 4. Sdlc Model 5. Cost Estimation 6. Project Plan
Design	27-09-2016	08-10-2016	1. System test Plan 2. Draft user manual 3. ERD 4. Design Documents
Coding and unit testing	08-10-2016	12-11-2016	1. Individually tested modules 2. Quality Assurance control
Testing	12-11-2016	14-11-2016	1. Analysis Report 2. Complete Integrated product 3. Test Report 4. Tested System
Deployment and Maintenance	14-11-2016	18-11-2016	1. Deployment issues

### 1.5 Monitoring and scheduling -:

Monitoring and scheduling of the project will be managed by estimating the efforts and time required for each and every phase, with the help of this a schedule will be prepared. This schedule will be used to monitor the progress of the project. And also regularly meetings(once or twice(if needed) in a week) will help us to keep track of the progress of the project. For each and every activity, team will be divided into sub-groups with the assigned tasks and after completion, will be discussed among all. Also we are using some tools to schedule our project and track its progress, i.e. Gannt chart, Activity graph etc.

## **1.6 Assumption and constraints -:**

- Team will work almost eight hours(per person) in a week.
- Team will not work if members have other stuffs related to academic.
- It may happen that we will not be able to include all the functionalities based on requirement analysis in our first version of project.
- As concerned to multiplayer feature, Presently we are trying to connect 3-4 users through hotspot.
- We have mid-sem exam from 19/09/2016 to 24/09/2016, so we will not be able to do any work during exams.
- We have college cultural fest on 21/10/2016, so we will not be able to do any work during that.
- There is Diwali break from 30/10/2016 to 04/11/2016, so we will not do any work during the vacations.

## **1.7 Quality Control -:**

Quality control will be managed by Error tracking technique which allows comparison of current work to past project, provides a quantitative indication of the quality of the work being conducted. And also testing will play a lead role in quality control of the final product.

## **1.8 Risk Management -:**

- Due to lack of enough technical skills as concerned to our project, our final product may affected or deployment of product may vary from the time to deploy.
- Major problem is to manage multiple players at a time and to handle the audio map feature. The probability of occurring this problem is significance.
- Quality can be affected due to inadequate knowledge about technique, programming language and tools etc.