



Project Report

Student Management System

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2.0 Project Report

2.1 Company/Client Background

Youth Venture is a student-centric organisation committed to providing a wide range of programs, activities, and opportunities to help students excel in their academic and personal development. However, the existing student information management system faces significant challenges, hindering the organisation's ability to fulfil its mission effectively.

The organisation's present method for managing student information lacks a unified structure for organising, gathering, and utilising student data. It suffers from administrative inefficiencies, data inaccuracies, and missed opportunities for student engagement. The current system's limitations have become increasingly evident over time, prompting the need for a critical reevaluation of the status quo.

One of the central issues within the existing system is the fragmentation of data, particularly in storing feedback forms from various events in separate databases. This fragmentation complicates the process of accessing and utilising student feedback effectively. Additionally, the absence of a systematic linkage between feedback forms submitted by the same student for the same event results in data redundancy and inefficiencies. To address these challenges and improve the overall management of student information and program participation, the development of a new student information management system is essential.

2.2 Problem Background

Youth Ventures is currently grappling with several significant challenges in managing student information and facilitating program participation, necessitating the development of a student information management system. The key issues included:

1) Repetitive Program Management

- Youth Ventures conducts many programs that will lead to repetitive and time-consuming data entry and management tasks for both administrators and students.

2) Data Compilation and Sharing

- Compiling data is difficult as different formats have left information dispersed throughout several databases. This makes it more difficult to share data with partners and clients.

3) Lack of Achievement Tracking

- The existing system does not allow for the effective tracking of student achievements, particularly if students participate in multiple programs. This has led to instances where notable student achievements go unrecognised, undermining the overall program's effectiveness.

4) Missed Opportunities for Students

- Clients and partners, including government agencies, private companies and universities, occasionally wish to offer internships, jobs, competitions, and scholarships to students. However, the current system lacks the capability to efficiently identify and recommend the most suitable students for these opportunities. This can result in deserving students missing out on valuable opportunities.

5) Inefficient Data Sharing

- The process of sharing data with clients and partners is cumbersome and time-consuming, leading to delays and missed opportunities. This inefficiency

hinders the organisation's ability to provide timely and valuable information to its stakeholders.

To address these challenges effectively and enhance the management of student information and program participation, a new student information management system is required. This system will streamline data collection, automate achievement tracking, encourage student participation through badges and rewards, facilitate client and partner reviews and allow organisers to register events with similar administrative capabilities. By doing so, it will significantly improve program efficiency, data sharing and the ability to match students with opportunities, ultimately enhancing the impact of Youth Venture's programs.

2.3 Proposed Solution

The current information management system employed by the Youth Venture organisation has several limitations, which include fragmented data storage, manual data reconciliation, and a lack of data integration. These limitations cause inefficiencies and data inaccuracies. To overcome these problems and enhance the organisation's data management, we have devised the following solutions :

1) Feedback Form Template Standardisation

- Ensures that administrators have a single, organised database to track student feedback. Instead of separate databases, all relevant feedback forms for an event will be in one place, making it easier to access and manage the data.

2) Student Identifier

- The system can link feedback forms to individual students, reducing data redundancy and making it easier to analyse and understand each student's feedback over time.

3) Automated Data Integration

- Automation enhances efficiency and data accuracy, as the system can automatically integrate data from different forms and present a consolidated view, saving time and reducing the risk of errors.

4) Search and Filter Functionality

- Allows users to sort and filter data based on various criteria, such as dates, event types, student names, or feedback categories, improving the organisation's ability to find and use data effectively.

5) Feedback Analysis Tools

- Administrators can create visual representations of feedback data, making it easier to understand and identify trends. Additionally, administrators can track how feedback data evolves from event to event, semester to semester, or year to year.

2.4 Development Approach

To address the challenges faced by Youth Venture and implement the proposed solutions effectively, a systematic development approach will be undertaken. The development approach will involve the following key steps:

1. Requirement Analysis:

- Conduct thorough discussions and workshops with key stakeholders, including administrators, program coordinators, and IT staff, to gather detailed requirements.
- Document the specific needs and expectations of each user group within the organisation.

2. System Design:

- Develop a comprehensive system design based on the gathered requirements.
- Design the database architecture, user interfaces, and the overall system workflow.
- Ensure that the design incorporates the proposed solutions, including feedback from template standardisation, student identifier, automated data integration, search and filter functionality, and feedback analysis tools.

3. Prototyping:

- Create a prototype of the new student information management system to give stakeholders a visual representation of the proposed solution.
- Gather feedback from users and make necessary adjustments to the design based on their input.

4. Development and Testing:

- Implement the system according to the approved design.
- Conduct rigorous testing to identify and rectify any bugs or issues.
- Ensure that the system is user-friendly, efficient, and meets the specified requirements.

5. Deployment:

- Deploy the system in a controlled environment initially to validate its performance and stability.
- Gradually roll out the system to different user groups, providing adequate

training and support during the transition.

6. Feedback and Iteration:

- Encourage users to provide feedback on the system's functionality and performance after deployment.
- Use feedback to make necessary improvements and enhancements to the system.
- Implement iterative updates based on the evolving needs of the organisation.

7. Documentation and Training:

- Develop comprehensive documentation for administrators and end-users to facilitate system usage.
- Conduct training sessions to familiarise users with the new system, its features, and best practices.

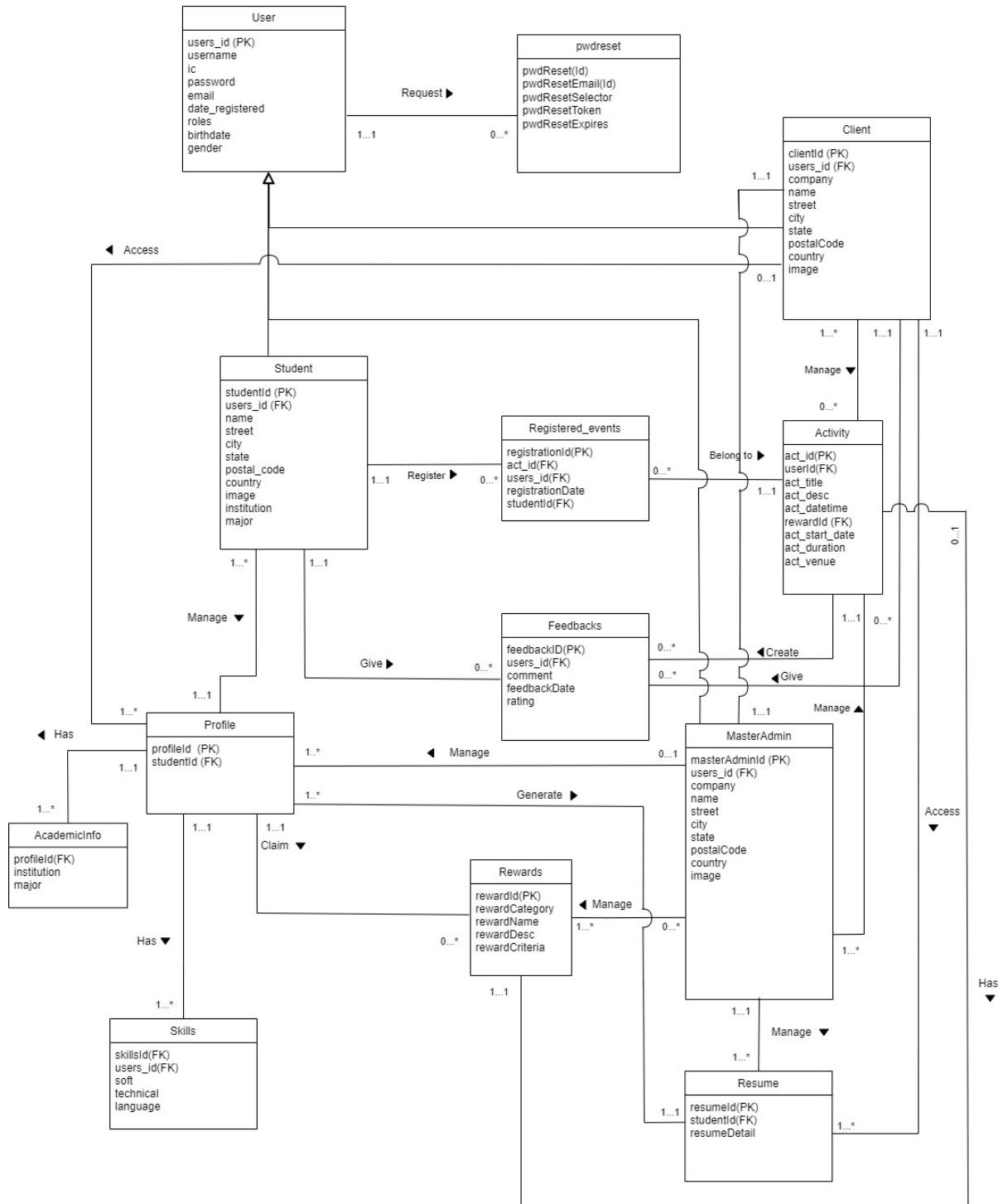
8. Continuous Support:

- Provide ongoing technical support and maintenance to address any issues that may arise.
- Monitor system performance and make proactive adjustments to ensure its continued effectiveness.

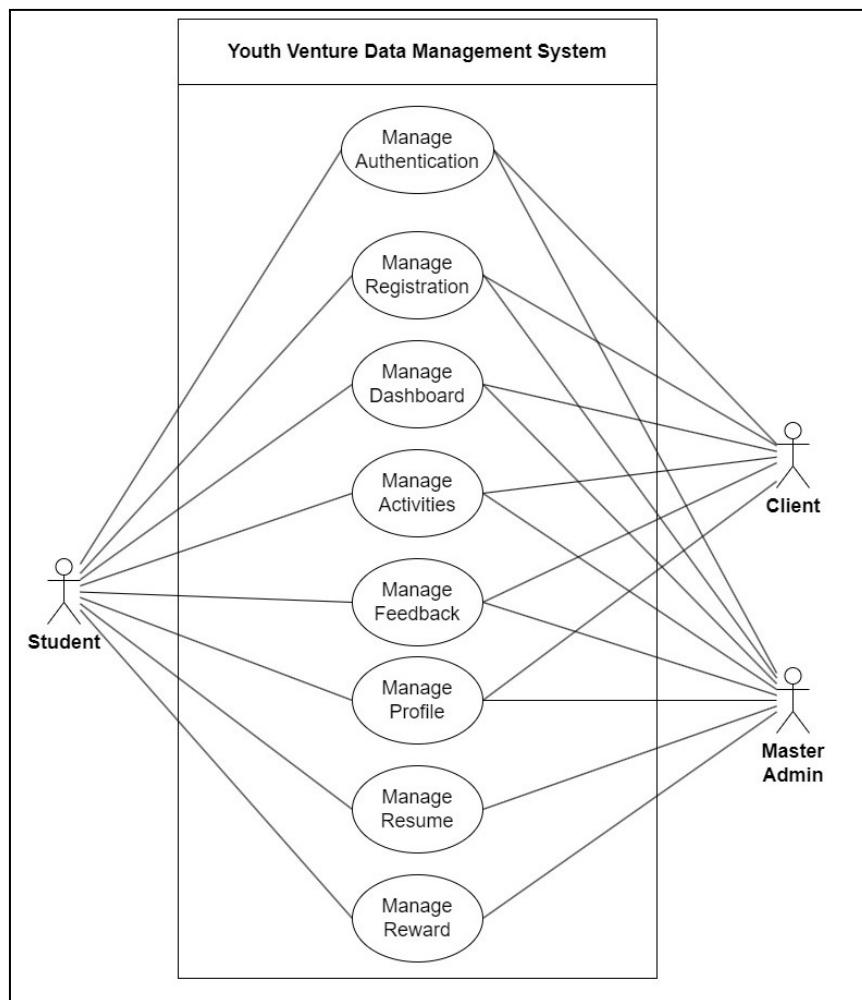
By following this structured development approach, Youth Venture can ensure the successful implementation of the new student information management system, leading to improved efficiency, streamlined processes, and enhanced program outcomes.

2.5 System Design (ERD, Use Case and Sequence Diagram) (belum)

2.5.1 ERD

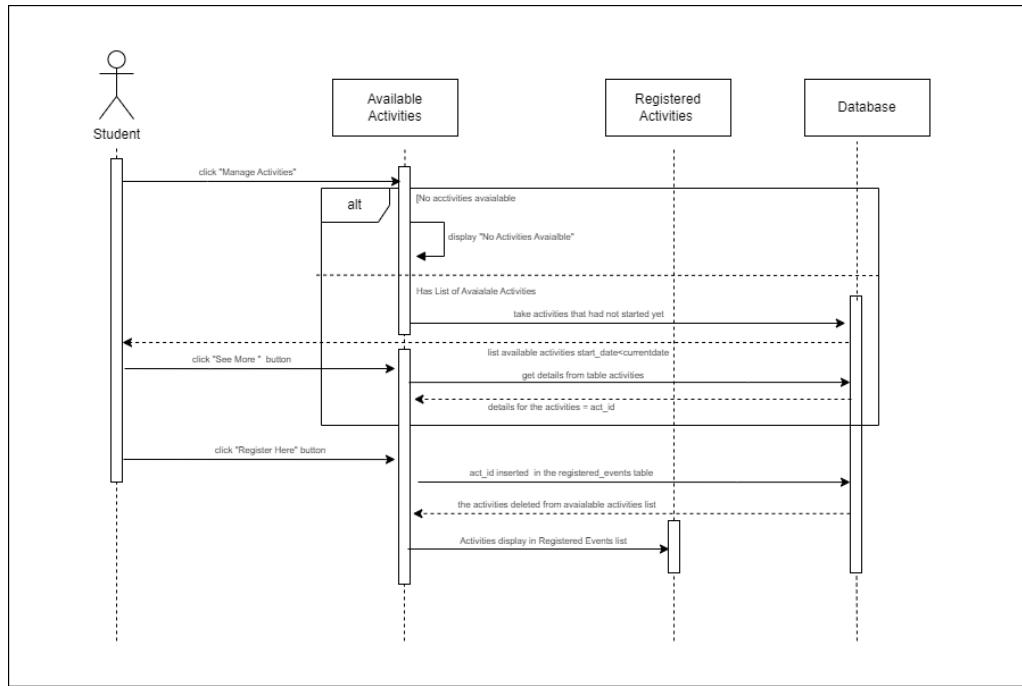


2.5.2 Use Case

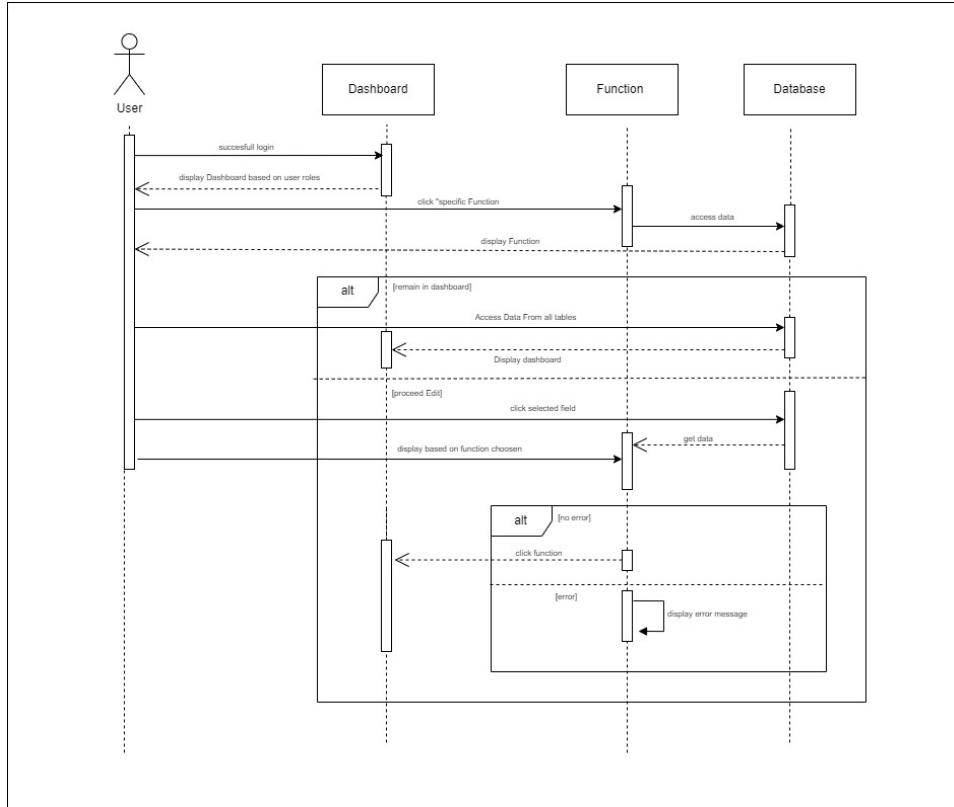


2.5.3 Sequence Diagram

1. Registration

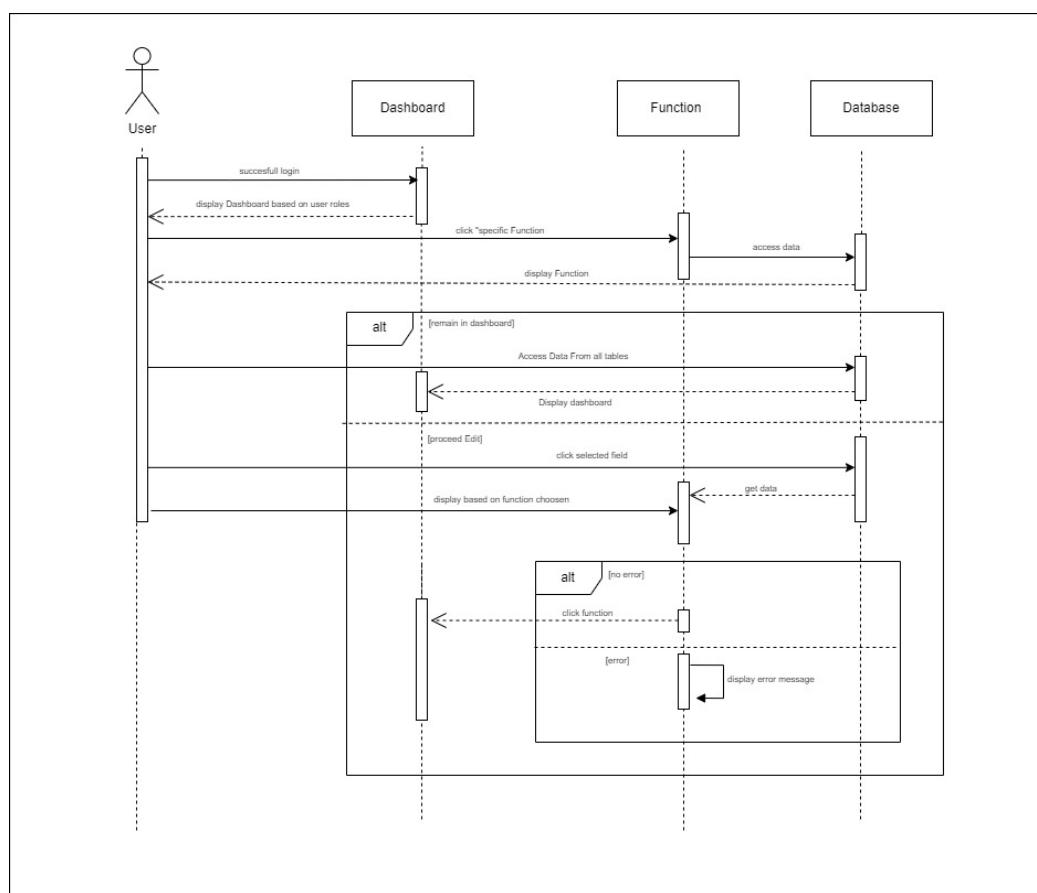


Sequence Diagram of Register Activities



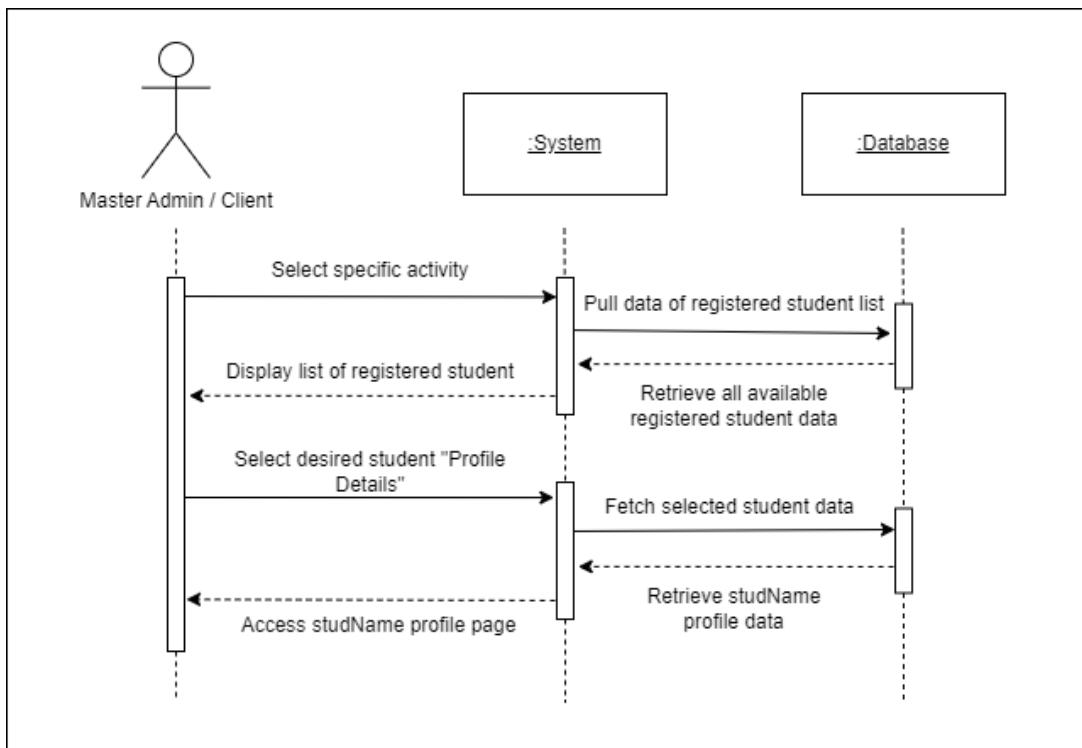
Sequence Diagram of List Registrants

2. Dashboard

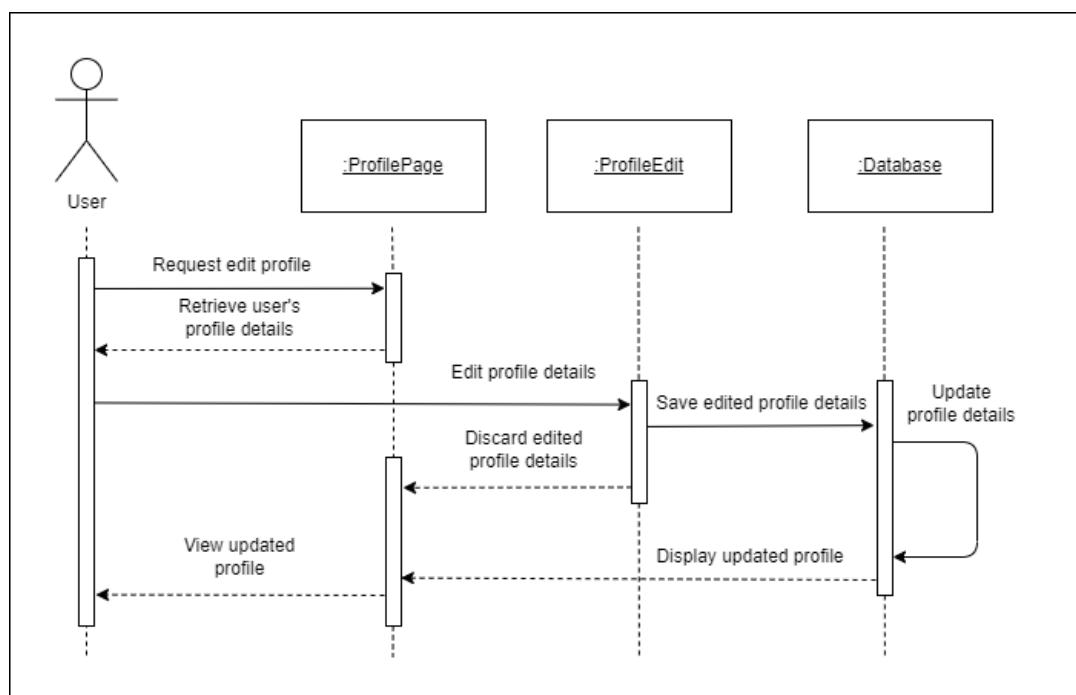


Sequence Diagram of View Dashboard

3. Profile

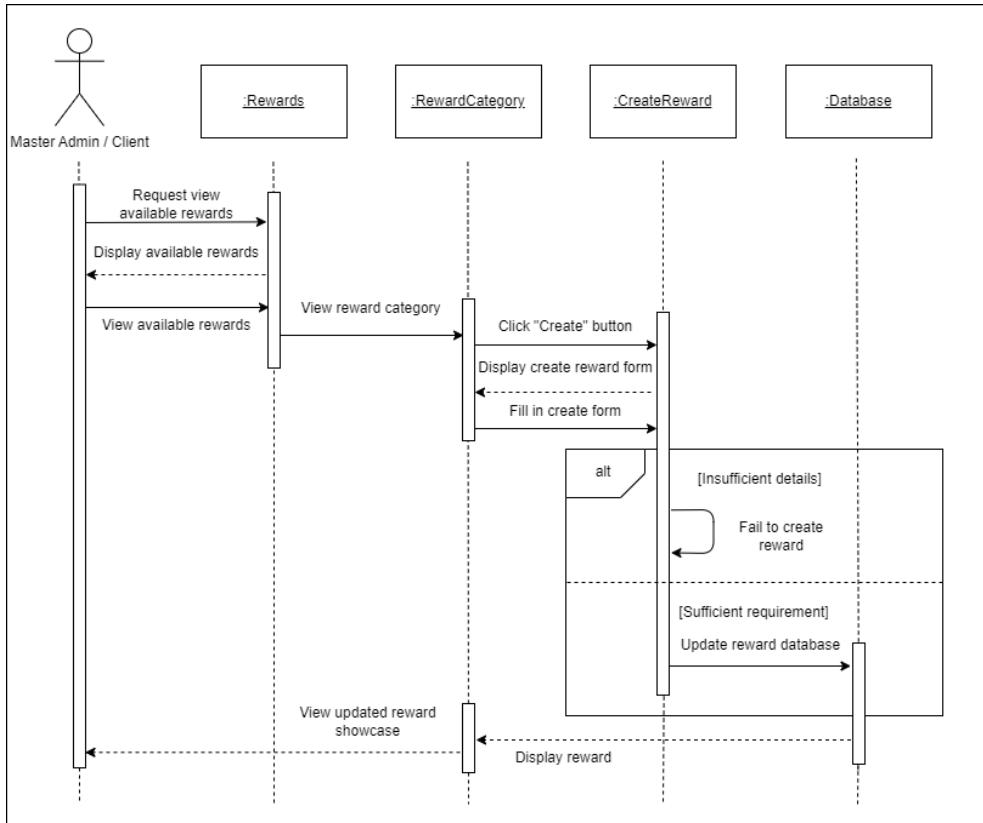


Sequence Diagram of Access Student Profile

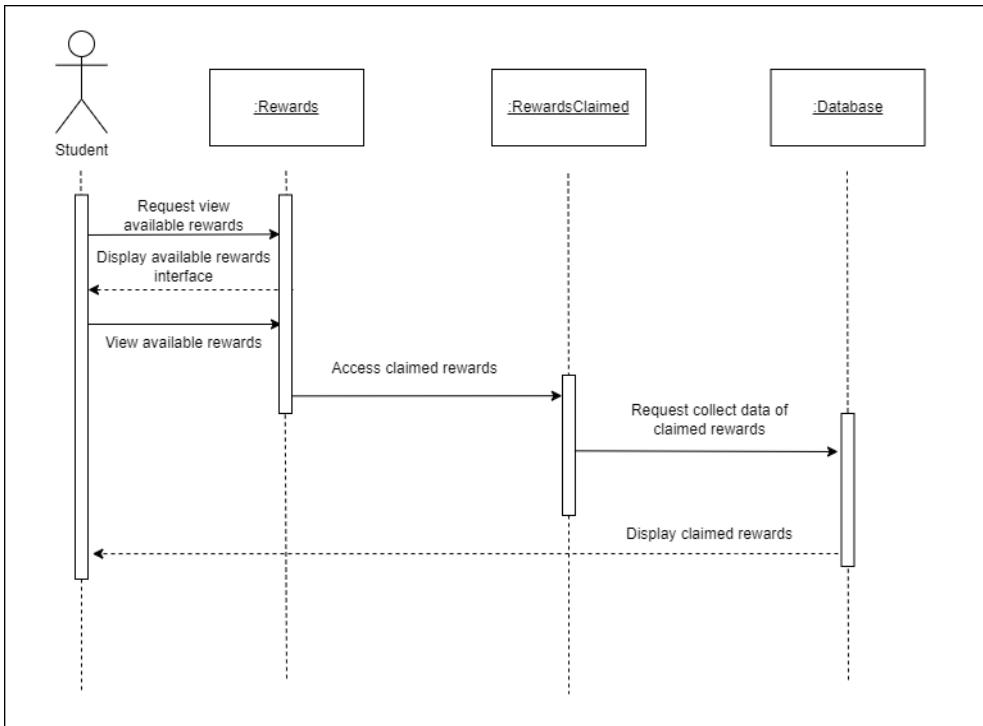


Sequence Diagram of Edit Profile

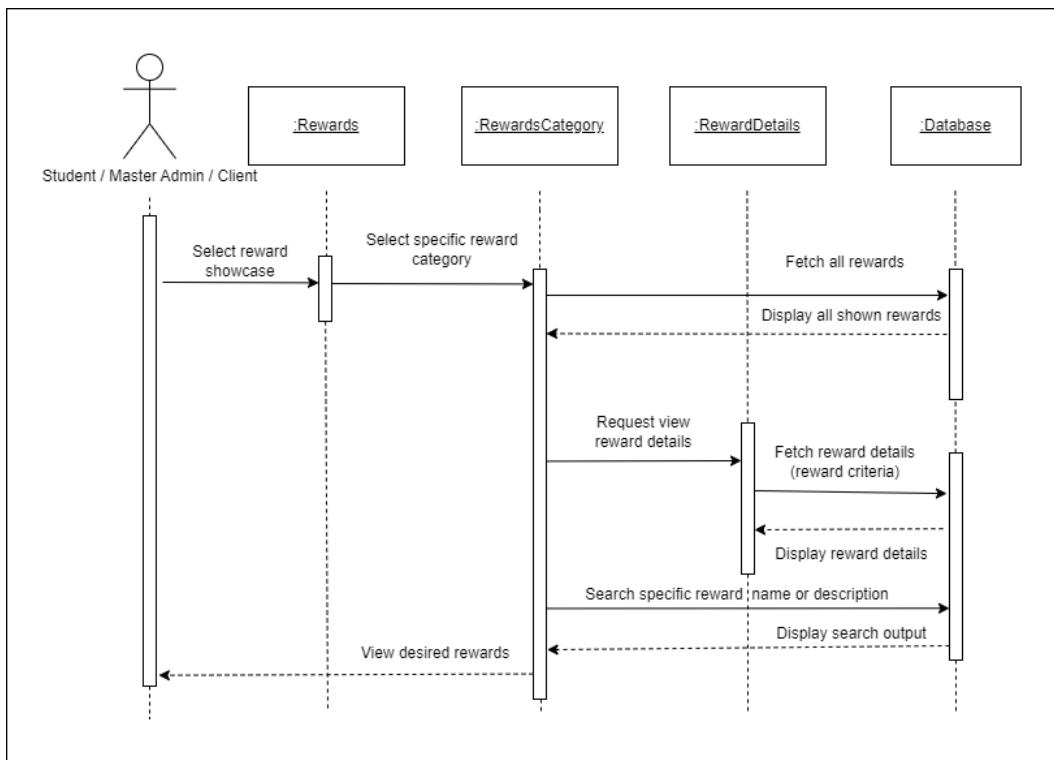
4. Rewards



Sequence Diagram of Create Reward

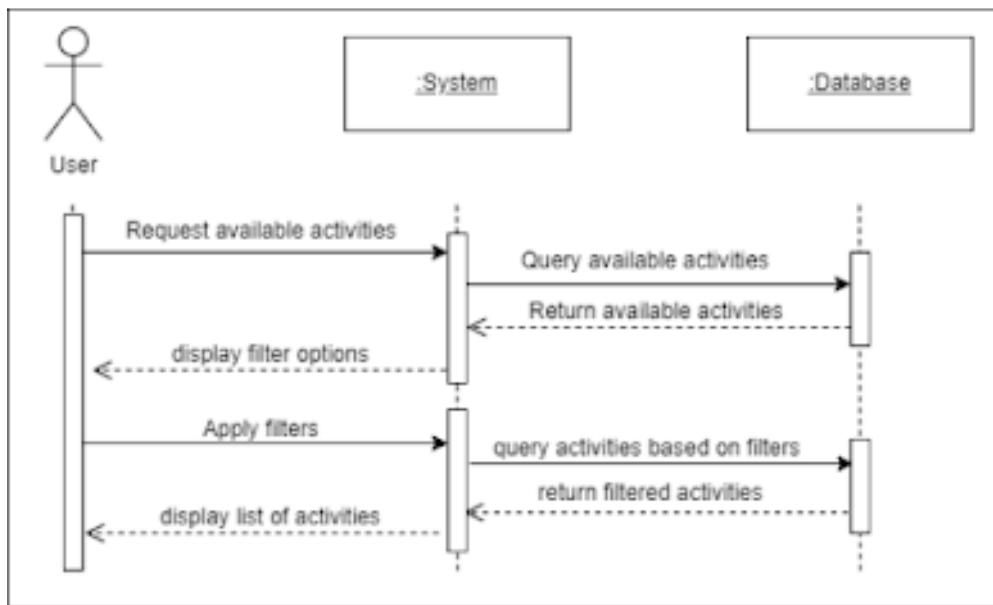


Sequence Diagram of See Claimed Reward

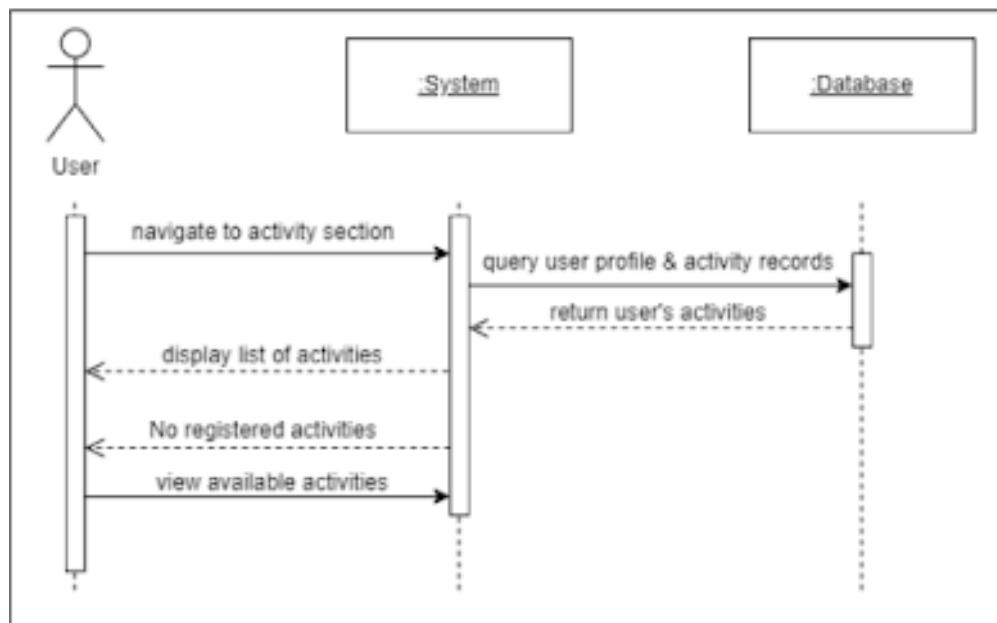


Sequence Diagram of View Rewards

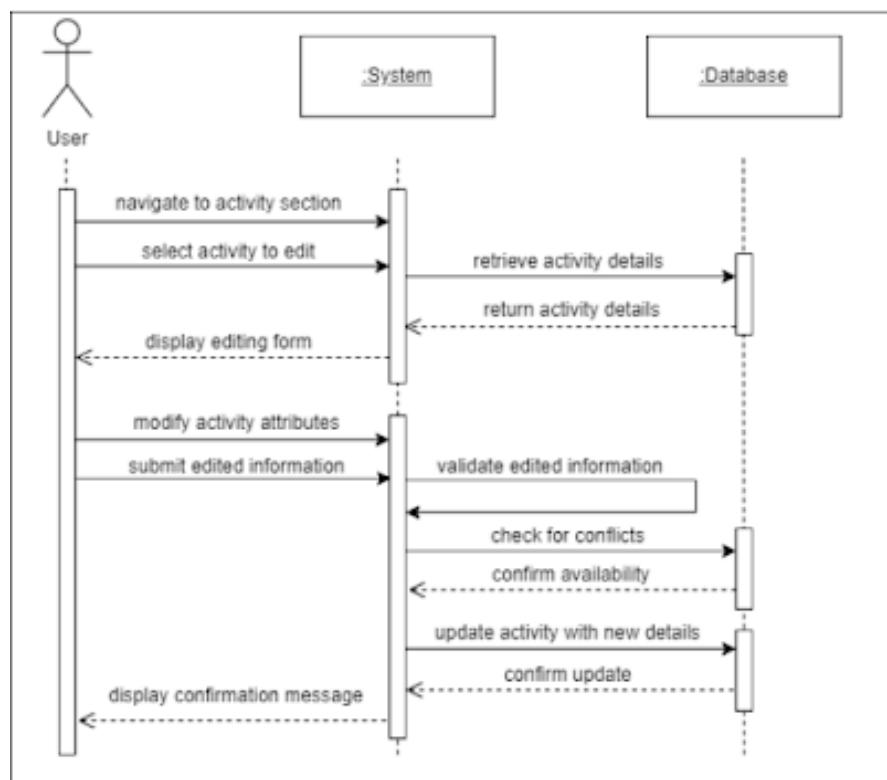
5. Activity



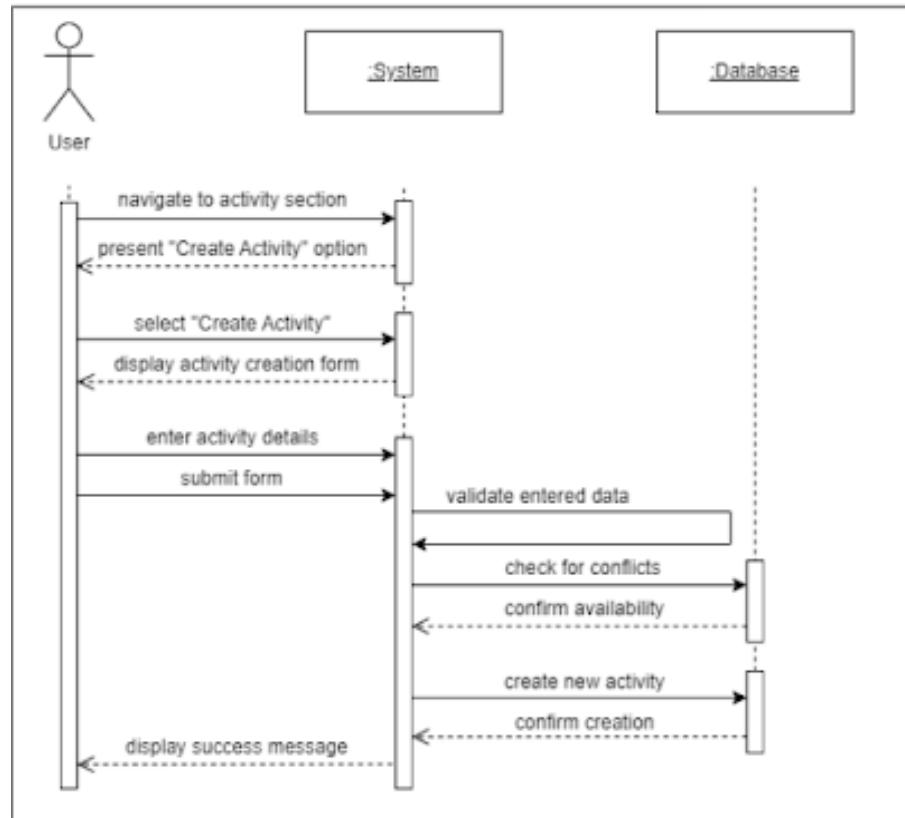
Sequence Diagram of View Available Activities



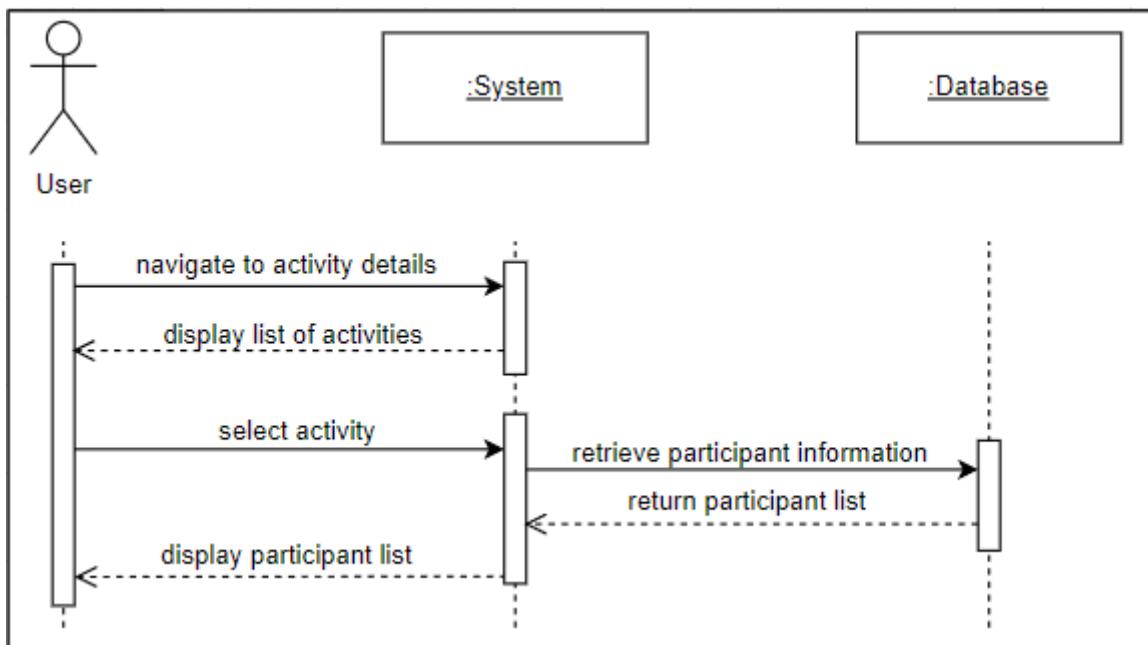
Sequence Diagram of View Activities



Sequence Diagram of Edit Activity

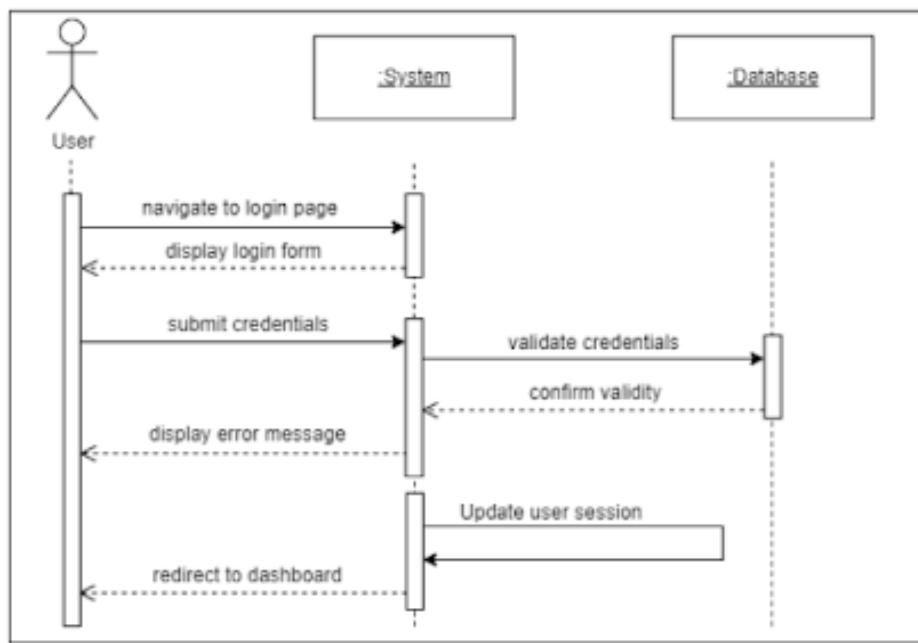


Sequence Diagram of Create Activity

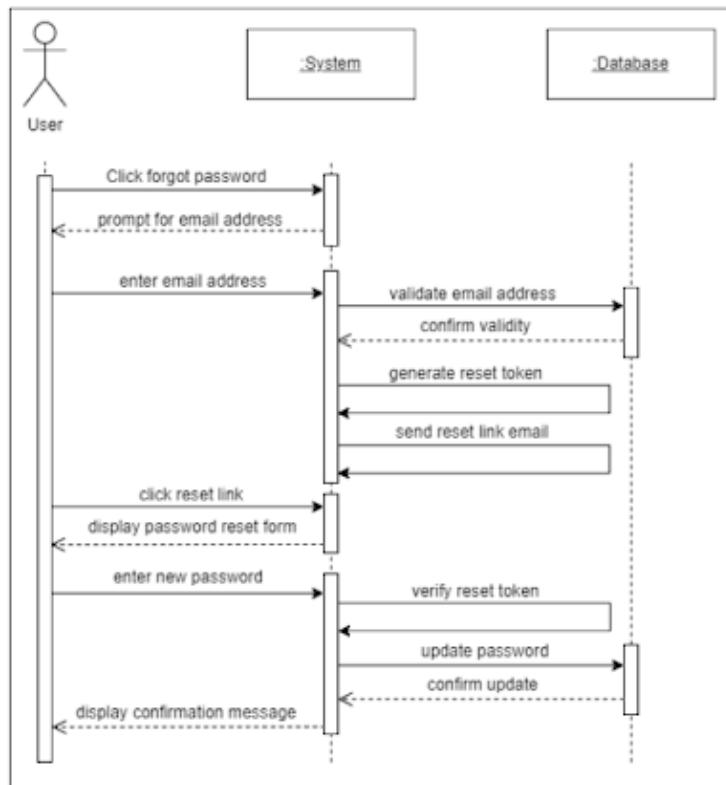


Sequence Diagram of View Participant

6. Authentication

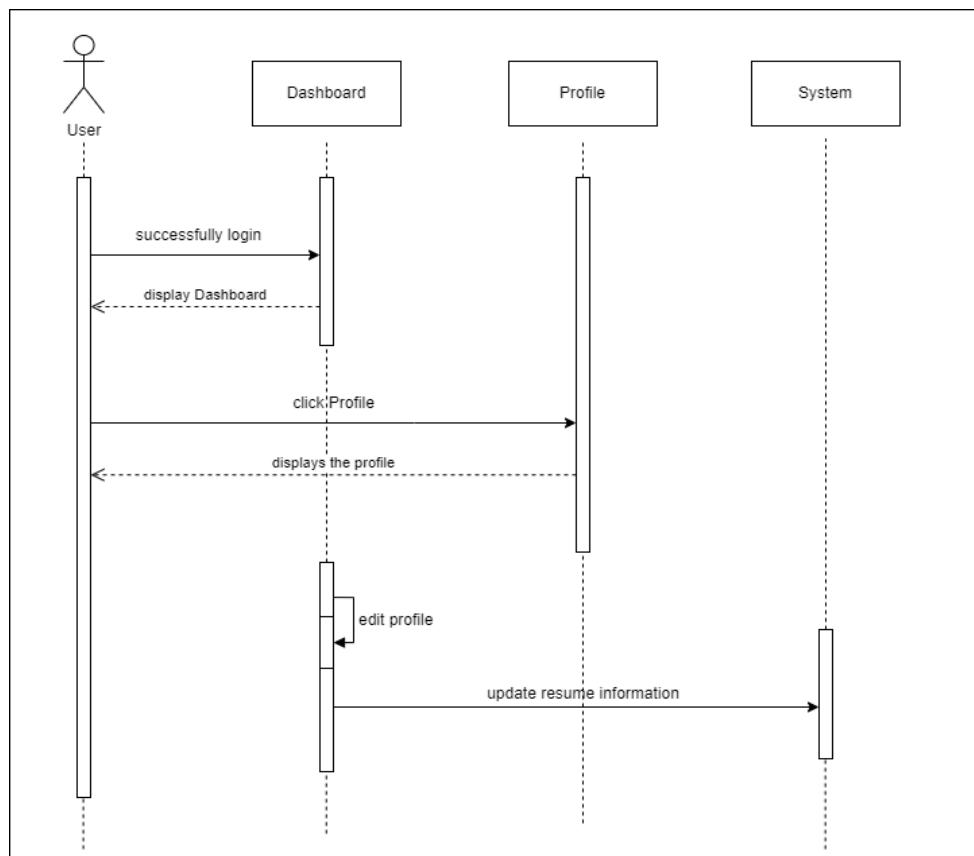


Sequence Diagram of Log In

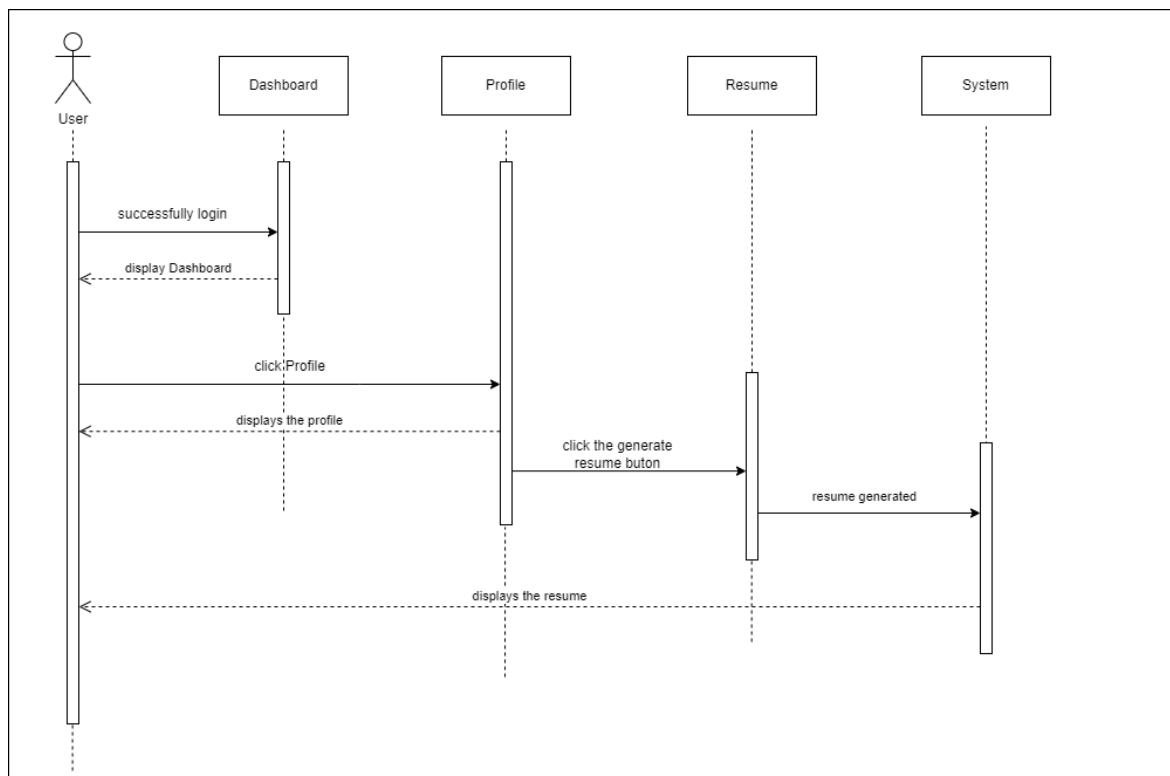


Sequence Diagram of Forgot Password

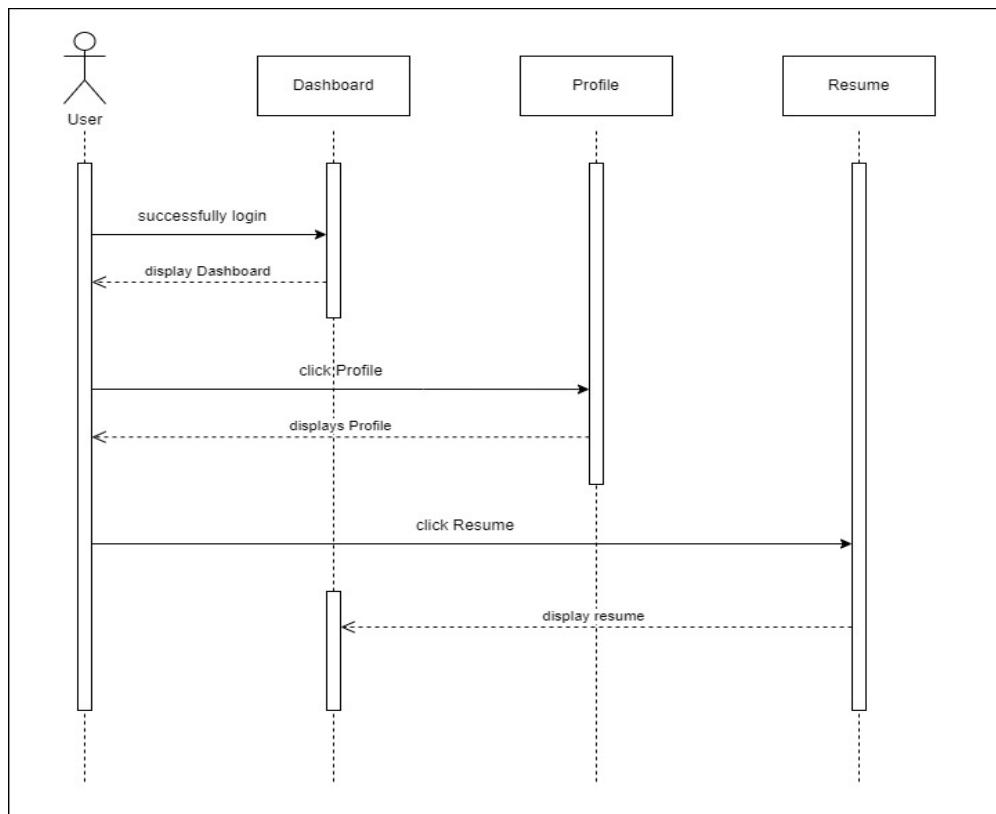
7. Resume



Sequence Diagram of Edit Resume Details

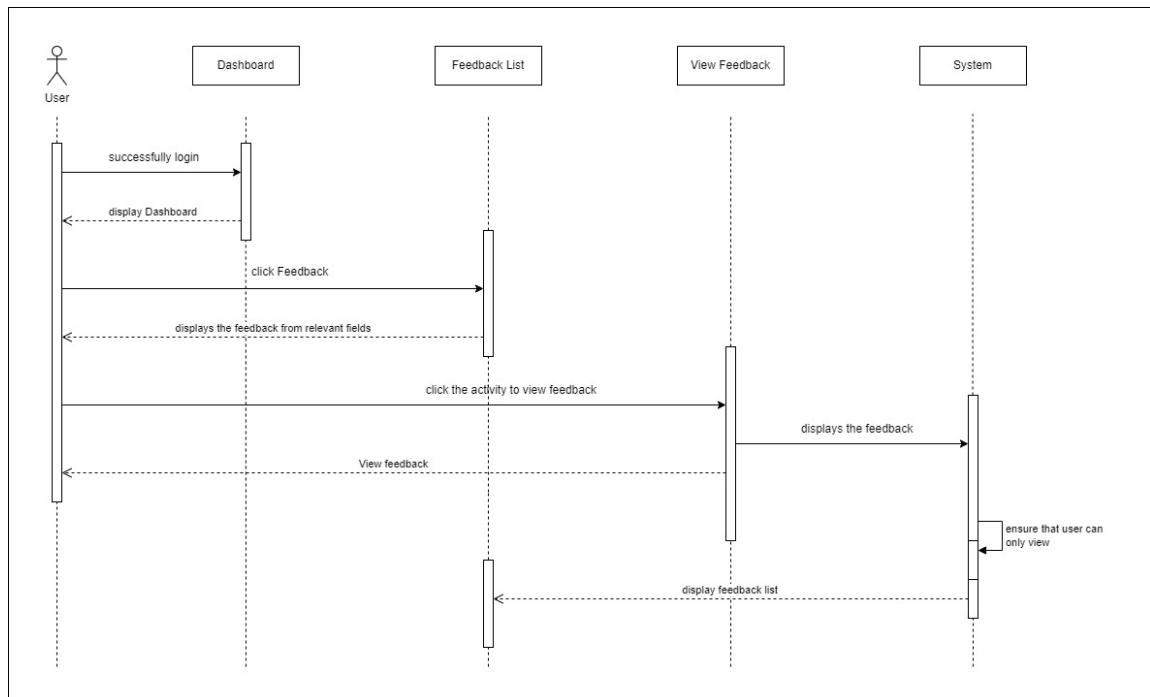


Sequence Diagram of Generate Resume



Sequence Diagram of View Resume

8. Feedback



Sequence Diagram of View Feedback

2.6 Development Software, Language, Technology, API and Tools

2.6.1 Development Software

1. Visual Studio Code

A streamlined code editor that can support hundreds of languages which helps during the entire development of the system in one place.

2. GitHub

An online software development platform for code hosting platform which helps easier collaboration with other fellow developers to share the code files of the project.

3. Trello

A web-based list-making application used for project management platform in Kanban boards form which allows collaboration with other people.

4. MySQL

A relational database management system that uses SQL which helps in separating the tables for optimized database structure.

5. XAMPP

A local web server that helps in testing and the development of the system which allows developers to test the project locally before hosting to the live server.

6. PhpMyAdmin

A web application that helps developers manage MySQL Databases with a visual interface including creating a new database and running queries during the system development.

2.6.2 Language

1. HyperText Markup Language (HTML)

A coding language that is used to structure a system or a web page with structured documents such as headings, paragraphs, lists, links, and others with constant views.

2. Hypertext Preprocessor (PHP)

A server scripting language that is used for making dynamic and interactive systems or a web page that can be embedded into HTML such as collecting form data, generating dynamic page content, and others.

3. Structured Query Language (SQL)

A domain-specific language used in programming and designed for managing and manipulating relational database management systems (RDBMS). It is used to query and modify data in a database, define and manipulate the data structure, and perform various other tasks related to database management.

4. Cascading Style Sheets (CSS)

A style sheet language used for describing the presentation of a document written in HTML or XML. It controls the layout, formatting, and overall appearance of web pages, allowing developers to separate the structure and content of a website from its visual design.

5. JavaScript

A versatile programming language commonly used to create interactive and dynamic content on websites. It is primarily known for enhancing the user experience by enabling features such as client-side scripting, asynchronous updates, and the manipulation of the Document Object Model (DOM) in web browsers.

2.6.3 Technology

1. Filezilla

A cross-platform FTP (File Transfer Protocol) application that facilitates the transfer of files between a local machine and a remote server. It is particularly useful for uploading web content to a hosting server during the deployment of a web project.

2.6.4 API

1. OpenAPI

OpenAPI, formerly known as Swagger, is a specification for building APIs (Application Programming Interfaces). It provides a standard way to describe RESTful APIs, making it easier for developers to understand, use, and interact with different services.

2.6.5 Tools

1. Database Management Tools

phpMyAdmin is used for managing MySQL databases which provides a web-based interface for database administration tasks.

2. BIND (Berkeley Internet Name Domain)

Widely used DNS server software. To map "sandkas.com" to an IP address using BIND.

2.7 Function/Module Explanation

1. Module Registration

The Registration module in the Student Management System plays a pivotal role in onboarding new users, primarily students, into the system. This module facilitates the seamless and efficient registration process, ensuring that user information is accurately captured and securely stored.

Key Features:

1. **User Registration Form:** A user-friendly form to collect essential details such as personal information, contact details, and academic background.
2. **Validation Checks:** Robust validation mechanisms to ensure the accuracy and completeness of entered information, reducing errors in the registration process.
3. **User Authentication:** Integration with authentication protocols to validate user credentials and enhance system security.
4. **Profile Creation:** Automatic creation of user profiles upon successful registration, storing pertinent data for future reference.
5. **Notification System:** Automated notifications or confirmations to users upon successful registration, providing a positive user experience.

2. Module Dashboard

The Dashboard module serves as the central hub for users, offering an intuitive and consolidated view of relevant information. It provides users, including students and administrators, with a snapshot of key data and functionalities.

Key Features:

1. **Personalized User Dashboards:** Tailored dashboards for different user roles, displaying relevant information based on user type and permissions.
2. **Quick Access to Important Information:** Direct links and widgets for rapid access to critical data such as upcoming events, deadlines, and academic progress.
3. **Announcements and Notifications:** A dedicated section for announcements and notifications, ensuring timely communication with users.
4. **Task Overview:** A summary of pending tasks, assignments, or upcoming events, enhancing user awareness and productivity.
5. **Data Visualization:** Graphs or charts presenting academic performance, attendance, or other relevant metrics for a quick and visually appealing understanding of progress.

3. Module Profile

The Profile module serves as the central for users to personalize, view, and manage their personal information such as profile pictures, home address, company name, and institution name providing a comprehensive snapshot of their professional and personal life. This module also allows users to customize their additional skills which will be helpful for self-growth.

Key Features:

- 1. Personalized Profile Picture:** Users can customize their profile picture for
- 2. Automatic Birthday Update and Notification:** The system updates the user's birthdate based on the first 6 digits of the identification number and generates bubbles during the users' birthdays.
- 3. Skill Section:** Users can identify and showcase their technical skills, soft skills, and languages spoken to highlight their strengths.
- 4. Educational and Professional Timeline:** Users can input and display their educational or professional background on their profile based on their roles.
- 5. Profile Editing Tools:** User-friendly tools for users to edit and update their profile information as needed.

4. Module Rewards

The rewards module serves as the central for users to manage rewards including creating, deleting, updating, and viewing the showcase of all the available rewards inside the system based on users' roles. This module is connected to the activity module which allows the user to claim the reward signed to the specific activity.

Key Features:

- 1. Rewards Showcase:** A comprehensive view of all available rewards, categorized into five for easy navigation and showcasing the diverse options.
- 2. Activity Connection:** Integration with the activity module, linking rewards to specific activities for users to claim upon completion.
- 3. User Roles and Permissions:** Different levels of access and permissions are based on user roles, ensuring that only authorized users can create, delete, or update rewards for the security of the rewards system.
- 4. Rewards and Student Search bar:** Users can search for a specific reward by its name or by a specific student, displaying a list of rewards associated with that user. facilitating quick access to details and associated information.
- 5. Reward Availability Count:** Users can view the total number of rewards available in the system including the total number of rewards based on the category providing an overview of the reward pool.

5. Module Authentication

The Authentication module plays a pivotal role in ensuring secure access and user identity management within the system. It establishes a robust framework for user authentication, offering a secure and seamless experience for students, clients, and administrators.

Key Features:

1. **User Credentials Verification:** Verify the entered username/email and password against the stored credentials in a secure manner.
2. **Password Reset Mechanism:** Provide a secure mechanism for users to reset their passwords. This often involves sending a reset link to the user's registered email address.
3. **Email Verification:** Send a verification email when a user initiates a password reset. This helps ensure that the request is legitimate.
4. **Token Expiry:** Set a time limit on the validity of the password reset token to enhance security.
5. **User Education:** Provide clear instructions and guidance to users during the password reset process to enhance user experience and reduce support requests.

6. Module Activity

The Activity module serves as a comprehensive platform for managing and organising various activities within the Youth Venture organisation. Designed to streamline the activity lifecycle, this module offers a user-friendly experience for both administrators and participants. From creating new events to tracking participant details, the Activity module ensures efficiency and transparency throughout.

Key Features:

1. **Attendance Management:** Organizers and participants can efficiently manage attendance by accessing a list of registered individuals through the "View Participant" function. This feature likely allows for tracking attendance and checking in participants during events.
2. **Efficient Lifecycle Management:** The module is designed to streamline the entire lifecycle of activities, from creation to registration, and through to attendance management. This efficiency contributes to a smoother experience for both administrators and participants.
3. **Comprehensive Event Information:** Users can find detailed information about each activity, including schedules, locations, and any specific requirements, ensuring transparency and clarity.
4. **Role-Based Access Control (RBAC):** Implement RBAC to ensure that different users (participants, organizers, administrators) have appropriate access levels and permissions within the Activity module.

7. Module Resume

The Resume module is designed to assist users in creating, managing, and sharing their resumes. It provides a platform for users to input their educational background, activities, skills, and other relevant information to create a comprehensive resume.

Key Features:

1. **User-Friendly Interface:** Easy to generate the resume just by clicking the “Generate Resume” button.
2. **Automatized Data:** The data generated inside the resume are automatized from the user’s profile data.
3. **Responsive Design:** Resumes created using the module are optimized for viewing on various devices.

8. Module Feedback

The feedback module serves as a sub-system where students can add feedback in essay form and ratings regarding the specific activity that they have joined. Additionally, this module serves to ensure continuous improvement for future activities that will be conducted by master admin or clients. By having access to the feedback submitted by students, the master admin and client can gain valuable insights into the strengths and areas of improvement for each activity.

Key Features:

1. **Essay-Based Feedback:** Allows students to provide detailed feedback on specific activities in essay form which helps to express the thoughts and opinions they have participated in.
2. **Rating System:** A rating system enables students to assign a numerical value from 1 to 5 stars to the activity which provides a quantitative measure.
3. **Feedback Sorting:** Allows master admin and client to sort the feedback of specific activity based on the rating or the name of the participant.

2.8 System Credentials (Hosting)

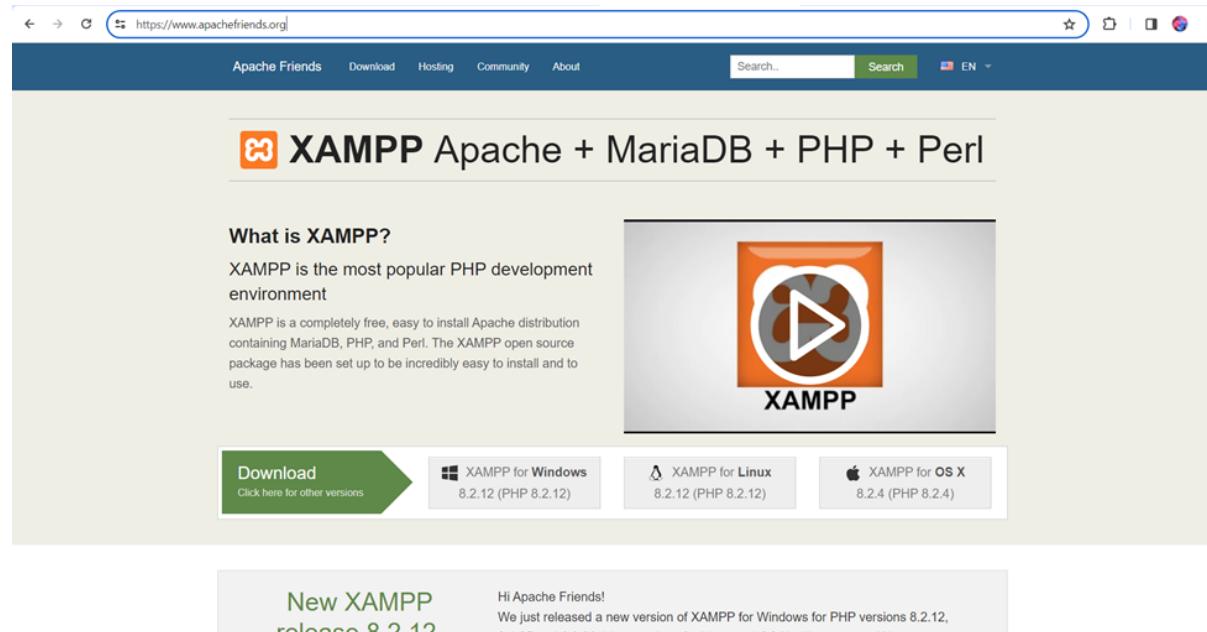
Roles	Email	Password
Admin	admin1@gmail.com	1234
Client	client@gmail.com	1234
Student	student4@gmail.com	1234

2.9 Localhost Setup

- ## 1. Visit the official XAMPP website

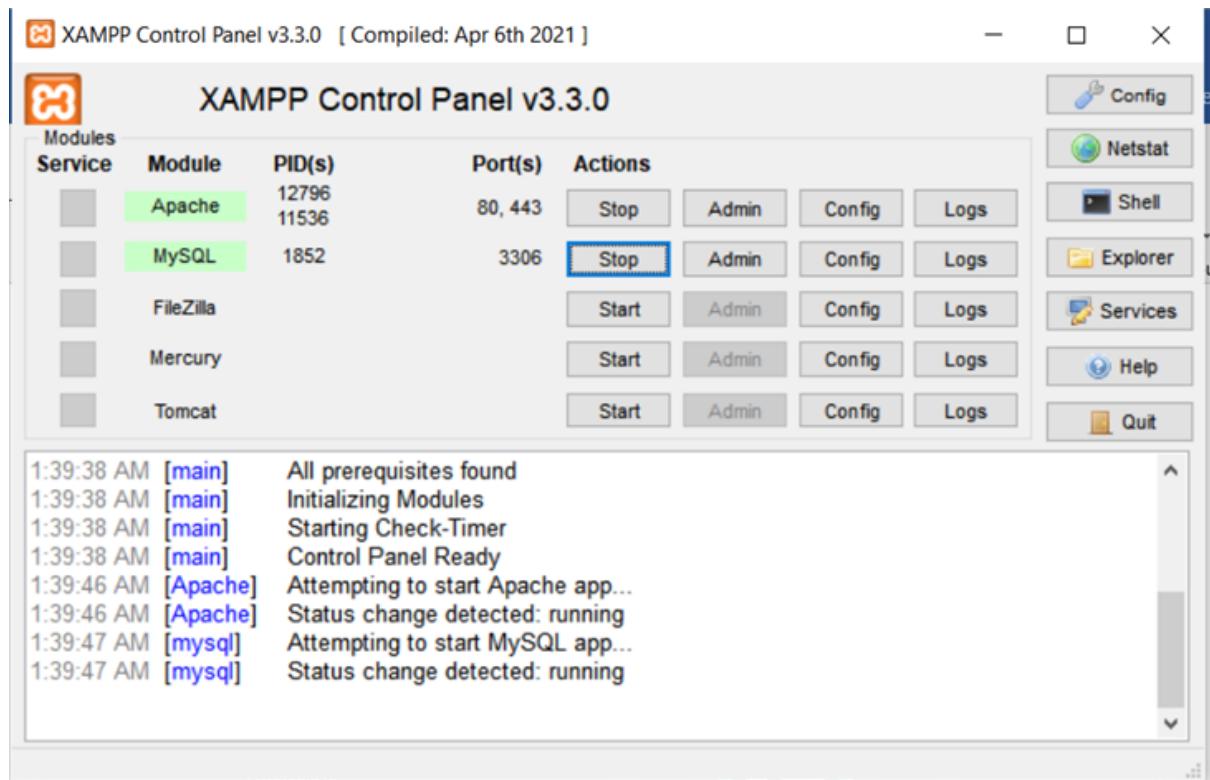
<https://www.apachefriends.org/>

- ## 2. Download the version XAMPP for Windows



3. Start XAMPP

Start the Apache server by clicking the “Start” button next to Apache and MySQL.

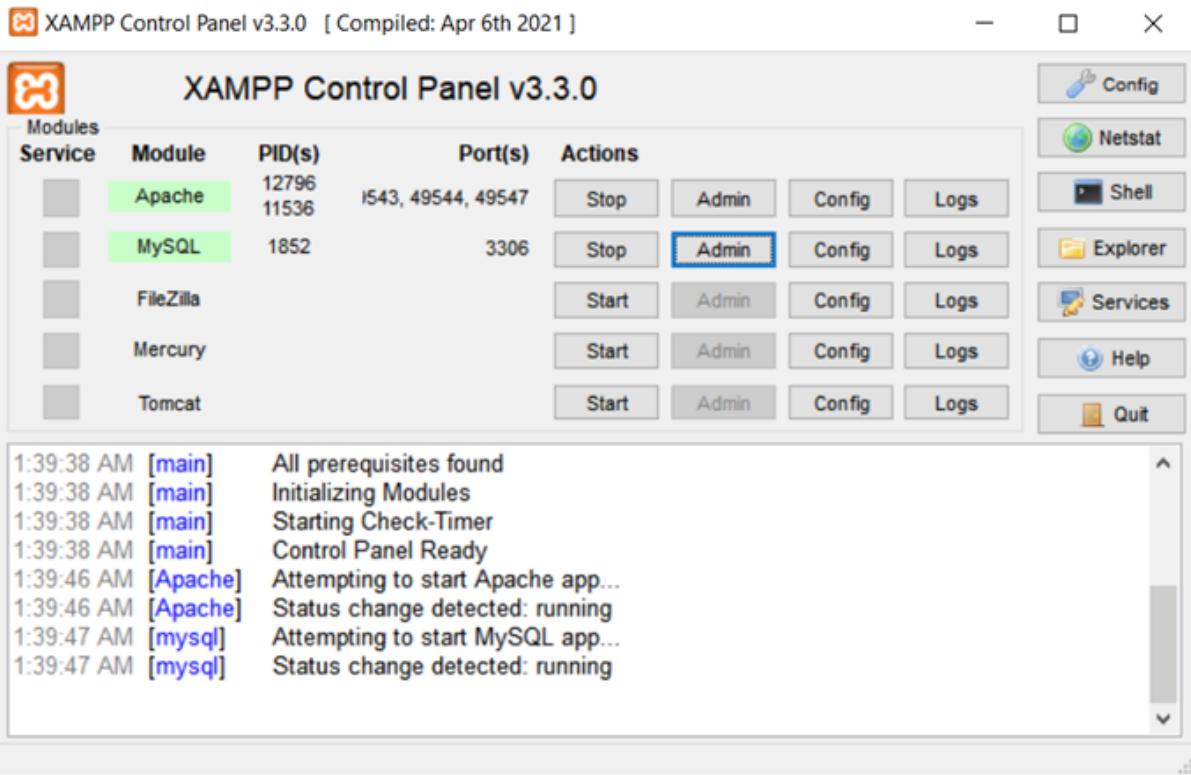


4) Open web browser and enter <http://localhost>

XAMPP welcome page



5) Click Admin button next to MySQL in the XAMPP control panel



6) Setup all the database table

The screenshot shows the phpMyAdmin interface connected to the 'mugaged_munchkin2' database. The left sidebar lists the database structure:

- information_schema
- mugaged_munchkin2
 - New
 - activities
 - feedbacks
 - pdreset
 - registered_events
 - rewards
 - skills
 - users

The main area shows the 'users' table structure with the following data:

Table	Action	Rows	Type	Collation	Size	Overhead
activities	Browse Structure Search Insert Empty Drop	11	InnoDB	utf8mb4_general_ci	48,0 Kib	-
feedbacks	Browse Structure Search Insert Empty Drop	4	InnoDB	latin1_swedish_ci	48,0 Kib	-
pdreset	Browse Structure Search Insert Empty Drop	4	InnoDB	utf8mb4_general_ci	16,0 Kib	-
registered_events	Browse Structure Search Insert Empty Drop	15	InnoDB	latin1_swedish_ci	45,0 Kib	-
rewards	Browse Structure Search Insert Empty Drop	35	InnoDB	latin1_swedish_ci	16,0 Kib	-
skills	Browse Structure Search Insert Empty Drop	12	InnoDB	utf8mb4_general_ci	32,0 Kib	-
users	Browse Structure Search Insert Empty Drop	94	InnoDB	utf8mb4_general_ci	224 Kib	0 B
2 table(s)	Sum					

Below the table, there are buttons for Print, Data dictionary, and Create new table.

7) Create file directory name YouthVenture

The screenshot shows the Windows File Explorer interface. The path is displayed as:

- This PC
- Local Disk (C:)
- xampp
- htdocs
- YouthVenture

The 'YouthVenture' folder is highlighted in yellow. The details pane shows:

- Icon: A blue folder icon.
- Name: YouthVenture
- Last modified: 17-Jan-24 1:59 PM
- Location: C:\xampp\htdocs

8) Open <http://localhost/YouthVenture>

2.10 System Interface for All Users

2.10.1 Login And Authentication Page

The image displays four screenshots of the Youth Ventures login interface, arranged in a 2x2 grid. The top row shows the 'Sign In' page and the 'Forgot Password?' page. The bottom row shows the same two pages again. To the right of the screenshots is a graphic featuring eight stylized portraits of diverse young people (four boys and four girls) set against a yellow and red background.

Sign In Page:

- Header: YOUTH VENTURES
- Text: Sign In
- Text: Youth Ventures
- Form fields: Email, Password
- Text: Forgot Password ?
- Button: Sign In
- Text: Not a Member yet? [Sign up](#)

Forgot Password Page:

- Header: YOUTH VENTURES
- Text: Forgot Password ?
- Text: Enter your email to reset your password.
- Form field: Email
- Buttons: Submit, Cancel

Background Graphic:

A graphic featuring eight stylized portraits of diverse young people (four boys and four girls) set against a yellow and red background. The portraits are arranged in two rows of four. The top row includes a portrait of a person with a beard and a clown nose. The bottom row includes a portrait of a person with blonde hair and a profile view of a person with long dark hair.

Large Screenshot (Bottom Left):

This screenshot shows the Youth Ventures login page integrated into a larger dashboard or community board. The dashboard features various motivational quotes and illustrations, such as "BEST AS IT'S ALWAYS BETWEEN YOURSELF & NOT A COMPETITION WITH OTHERS" and "WHEN SHIT HAPPENS TURN IT INTO FERTILIZER!". The central area contains the Youth Ventures logo and form fields for Username, Password, Email, and Roles. A note at the bottom indicates a password strength of "Weak".

Personal Information

Roles: Select a role

Full Name: [Input Field]

IC Number: [Input Field]

Date of Birth: [Input Field]

Gender: Select your gender

Register

**Nurul Aishah
binti Hamzah**
admin1@gmail.com

Admin

My Profile

My Dashboard

Logout

**Muhammad
Azman Ali bin
sulaiman**
client@gmail.com

Client

My Profile

My Dashboard

Logout

**Nurul izzah
hazirah**
izzahalia6@gmail.com

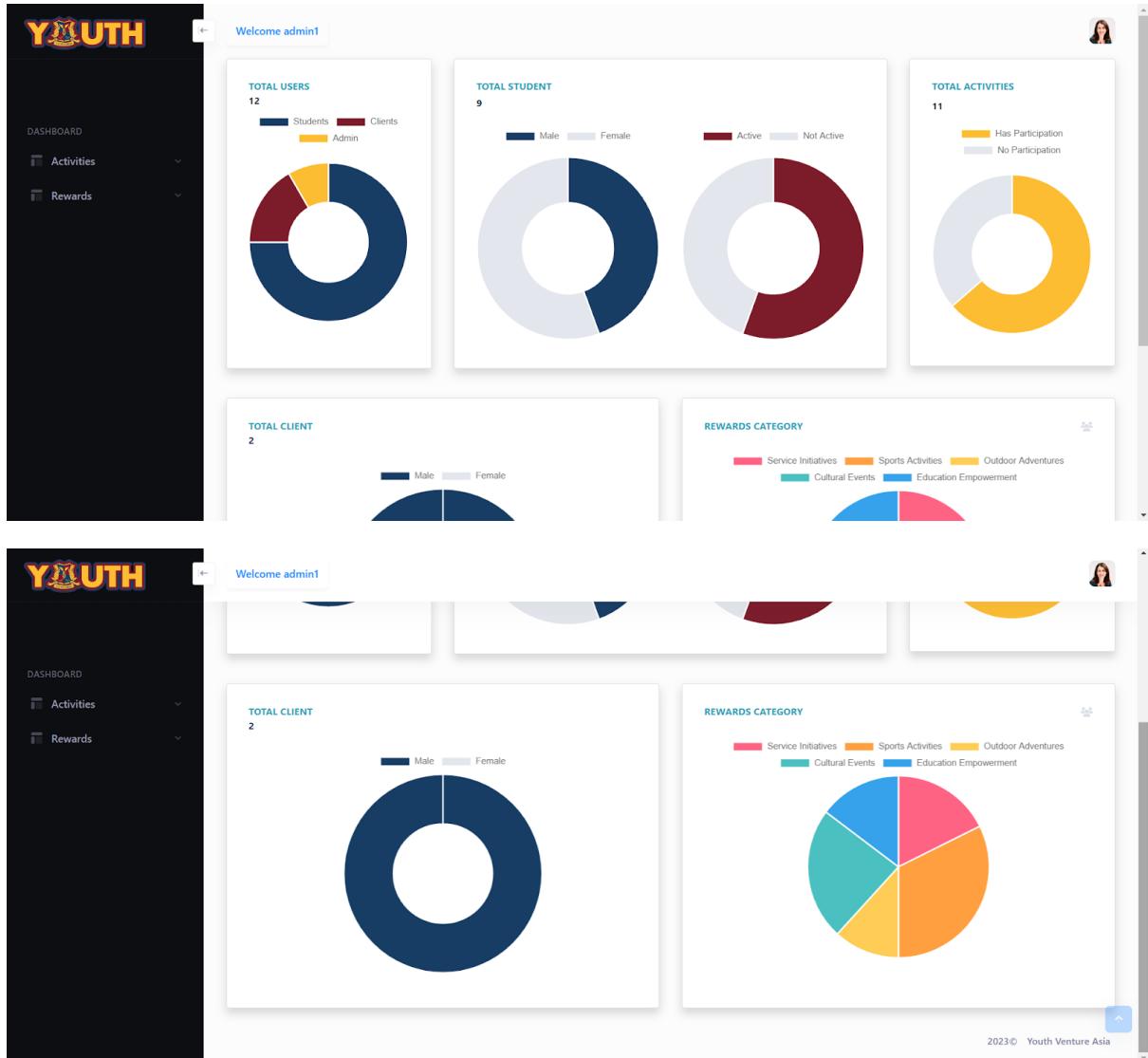
Student

My Profile

My Dashboard

Logout

2.10.2 System Interface of Admin



Welcome admin1

Create Activity

[Manage Activities](#)

Activity Title *

Description *

Select Rewards *

Select Rewards

Start Date and Time *

Duration (in days) *

Venue *

Submit

Welcome admin1

Manage Activities

Search Activities

Type to search

No	Title	Description	Start Date	Details	Action	About
1	Adventure Trek in Cameron Highlands	Embark on a thrilling trek through the lush landscapes of Cameron Highlands. Discover hidden trails and breathtaking views.	15-01-2024	Details	Update Delete	Registrants Feedbacks
2	Beach Cleanup Campaign	Join us for a day dedicated to preserving our beaches. Contribute to the environment by participating in our beach cleanup initiative.	26-01-2024	Details	Update Delete	Registrants Feedbacks
3	Malaysian Street Food Festival	Savor the flavors of Malaysia at our Street Food Festival. Indulge in a variety of delicious local street food from different regions.	05-07-2023	Details	Update Delete	Registrants Feedbacks
4	Malaysia's Independence Day Celebration	Celebrate Malaysia's Independence Day with a grand	31-05-2024	Details		Registrants

Welcome admin1

Manage Activities

Search Activities

Type to search

No	Title	Description	Start Date	Details	Action	About
1	Adventure Trek in Cameron Highlands	Title: Adventure Trek in Cameron Highlands Description: Embark on a thrilling trek through the lush landscapes of Cameron Highlands. Discover hidden trails and breathtaking views. Start Date: 2024-01-15 18:27:00 Duration(days): 1 Venue: Cameron Highlands Trailhead Reward:	5-01-2024	Details	Update Delete	Registrants Feedbacks
2	Beach Cleanup Campaign	Join us for a day dedicated to preserving our beaches. Contribute to the environment by participating in our beach cleanup initiative.	26-01-2024	Details	Update Delete	Registrants Feedbacks
3	Malaysian Street Food Festival	Savor the flavors of Malaysia at our Street Food Festival. Indulge in a variety of delicious local street food from different regions.	05-07-2023	Details	Update Delete	Registrants Feedbacks
4	Malaysia's Independence Day Celebration	Celebrate Malaysia's Independence Day with a grand	31-05-2024	Details		Registrants

Welcome admin1

Update Activity

Activity Title *

Description *

Embark on a thrilling trek through the lush landscapes of Cameron Highlands. Discover hidden trails and breathtaking views.

Start Date and Time *

Duration (days) *

Venue *

Select Rewards *

Update

Welcome admin1

Manage Activities

Search Activities

Type to search

No	Title	Description	Start Date	Details	Action	About
1	Adventure Trek in Cameron Highlands	Embark on a thrilling trek through the lush landscapes of Cameron Highlands. Discover hidden trails and breathtaking views.	15-01-2024	Details	Update Delete	Registrants Feedbacks
2	Beach Cleanup Campaign	Join us for a day dedicated to preserving our beaches. Contribute to the environment by participating in our beach cleanup initiative.	26-01-2024	Details	Update Delete	Registrants Feedbacks
3	Malaysian Street Food Festival	Savor the flavors of Malaysia at our Street Food Festival. Indulge in a variety of delicious local street food from different regions.	05-07-2023	Details	Update Delete	Registrants Feedbacks
4	Malaysia's Independence Day	Celebrate Malaysia's Independence Day with a grand	31-08-2024	Details	Update Delete	Registrants

Welcome admin1

Registrants List for Adventure Trek in Cameron Highlands

No	Name	Phone Number	E-mail	Action
1	NURUL IZZAH HAZIRAH	010 111 5555	izzahalia6@gmail.com	Student Details
2	MUHAMMAD ABU BIN MUHAMMAD ALI	016 855 4854	student3@gmail.com	Student Details
3	QISTINA RAISAH BINTI MUHAMMAD	010 444 5555	student4@gmail.com	Student Details
4	MUHAMMAD BIN ABDULLAH	010 444 5555	student2@gmail.com	Student Details

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Welcome admin1

Registrants List for Adventure Trek in Cameron Highlands

No	Name
1	NURUL IZZAH HAZIRAH
2	MUHAMMAD ABU BIN MUHAMMAD ALI
3	QISTINA RAISAH BINTI MUHAMMAD
4	IZZAHALIA6



NURUL IZZAH HAZIRAH

Gender: Female
Contact Number: 010 111 5555
IC Number: 000118042100
E-mail: izzahalia6@gmail.com
Address: KAMPUNG BARU BATU CAVES, BATU CAVES, 47500, SELANGOR, MALAYSIA
Institution: UNIVERSITY OF MALAYA
Programme: BACHELOR OF COMPUTER SCIENCE (DATA ENGINEERING)

E-mail	Action
izzahalia6@gmail.com	<button>Student Details</button>
student3@gmail.com	<button>Student Details</button>
student4@gmail.com	<button>Student Details</button>
student2@gmail.com	<button>Student Details</button>

2023 © Youth Venture Asia

Welcome admin1

Registrants List for Malaysian Street Food Festival

No registrants for this activity yet.

2023 © Youth Venture Asia

Welcome admin1

Feedback List for Adventure Trek in Cameron Highlands

No	Name	Rating (Stars)	Comments
1	NURUL IZZAH HAZIRAH	5	Exploring Cameron Highlands with Adventure Trek was an unforgettable experience! The lush green landscapes and challenging trails made the trek absolutely thrilling. The guides were knowledgeable and made sure everyone felt safe.
2	MUHAMMAD ABU BIN MUHAMMAD ALI	4	Highly recommended for nature enthusiasts and those seeking an adventurous escape!
3	QISTINA RAISAH BINTI MUHAMMAD	3	Adventure Trek in Cameron Highlands was a decent experience for me. The scenery was beautiful, and the trails were moderately challenging. The guides were helpful, but I felt like some aspects could have been better organized. Overall, a good choice for those looking for a middle-of-the-road trekking adventure in a stunning natural setting.

Showing 1 to 3 of 3 records

< 1 >

2023 © Youth Venture Asia

Welcome admin1

Rewards Category

Your achievements matter, and we're here to acknowledge them!

Rewards Category	Description	Count	Action
Cultural Events	From art exhibitions to live performances, explore and celebrate the diversity of human expression.	8 Available achievements	Update Delete
Sports Activities	Active involvement in sports promises a healthier and more energized academic journey	11 Available achievements	Update Delete
Outdoor Adventures	Discover the joy of exploration and the thrill of conquering new challenges.	4 Available achievements	Update Delete
Service Initiatives	Engage in meaningful initiatives that contribute to the well-being of others.	6 Available achievements	Update Delete
Education Empowerment	Empower yourselves with knowledge and skills for continuous self-improvement.	5 Available achievements	Update Delete

Total Available Achievements : 34

[Claimed Rewards](#)

[Create](#)

Welcome admin1

Rewards Category

Your achievements matter, and we're here to acknowledge them!

Rewards Category	Description	Count	Action
Cultural Events	From art exhibitions to live performances, explore and celebrate the diversity of human expression.	8 Available achievements	Update Delete
Sports Activities	Active involve and more one	11 Available achievements	Update Delete
Outdoor Ad	Contributed artwork and participated in the exhibition	6 Available achievements	Update Delete
Service Initiatives	Engage in meaningful initiatives that contribute to the well-being of others.	5 Available achievements	Update Delete
Education Empowerment	Empower yourselves with knowledge and skills for continuous self-improvement.	5 Available achievements	Update Delete

Total Available Achievements : 34

[Claimed Rewards](#)

[Create](#)

Welcome admin1

Create Reward

[Back](#)

Reward Name *

Reward Category *

Select Reward Category

Reward Description

Reward Criteria

[Submit](#)

Welcome admin1

Update Reward

[Back](#)

Reward Name *	Art Exhibition Contributor
Reward Category *	Cultural Events
Reward Description	Appreciation for contributions to a collaborative
Reward Criteria	Contributed artwork and participated in the exhibition

[Update](#)

Welcome admin1

Claimed Rewards List

[Back](#)

Search by Reward Name or Student Name	
Rewards Name	Student Name
COMMUNITY GARDEN CARETAKER	NURUL IZZAH HAZIRAH
SWIMMING SESSION	NURUL IZZAH HAZIRAH
YOGA CLASS	NURUL IZZAH HAZIRAH
COMMUNITY GARDEN CARETAKER	QISTINA RAISAH BINTI MUHAMMAD
CYCLING ADVENTURE	NURUL IZZAH HAZIRAH
SWIMMING SESSION	QISTINA RAISAH BINTI MUHAMMAD
FOOTBALL MATCH	NURUL IZZAH HAZIRAH
WELLNESS HERO HONOR	QISTINA RAISAH BINTI MUHAMMAD

2023 © Youth Venture Asia

Welcome admin1



NURUL AISHAH BINTI HAMZAH 

Admin admin1@gmail.com

Cyberjaya , Selangor 1979-20-50

Profile Details

[Edit Profile](#)

Full Name	NURUL AISHAH BINTI HAMZAH
Gender	Female
Contact Number	010 856 9988
Company / Organization	YOUTH VENTURE ASIA

2023 © Youth Venture Asia

Welcome admin1

NURUL AISHAH BINTI HAMZAH ✨

Admin admin1@gmail.com

Cyberjaya, Selangor 1979-20-50

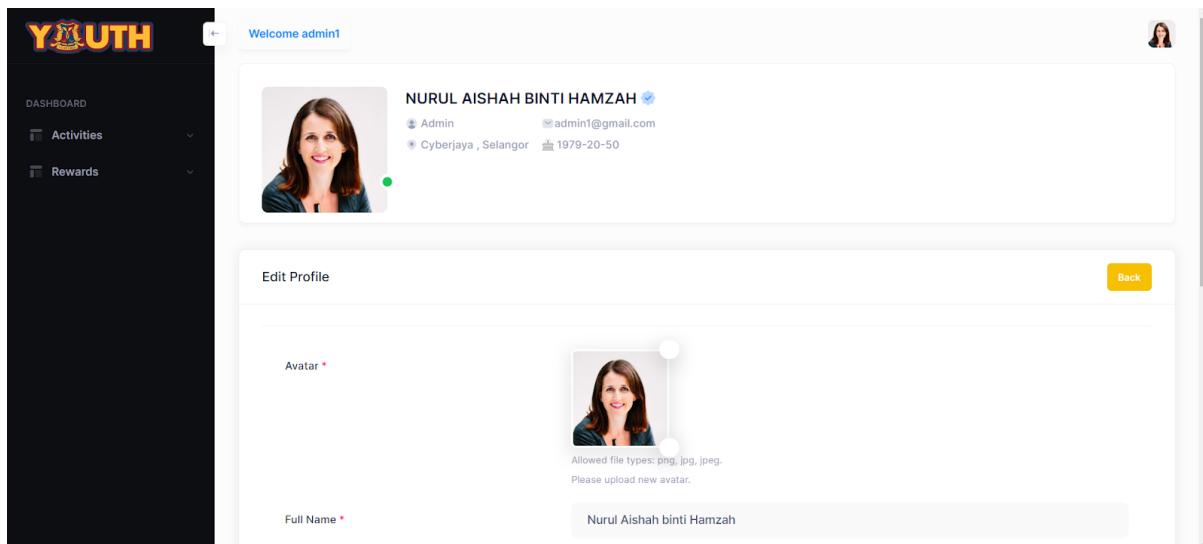
Edit Profile

Avatar *

Full Name *

Nurul Aishah binti Hamzah

Back



Welcome admin1

Please upload new avatar.

Full Name *

Nurul Aishah binti Hamzah

Contact Phone * IC Number * Gender *

010 856 9988 792050024562 Female

Company / Organization *

Youth Venture Asia

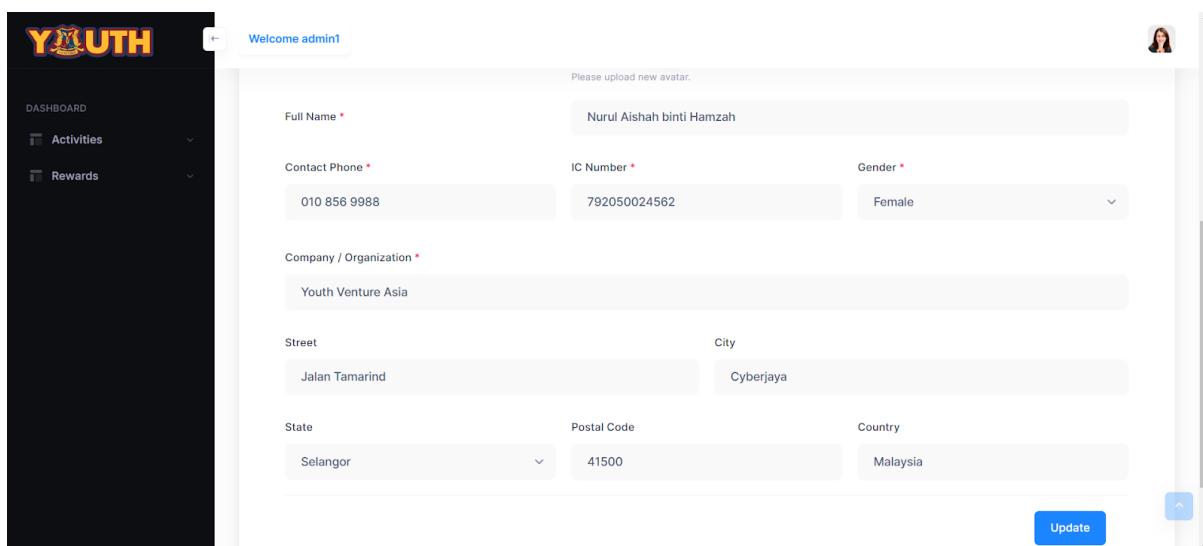
Street City

Jalan Tamarind Cyberjaya

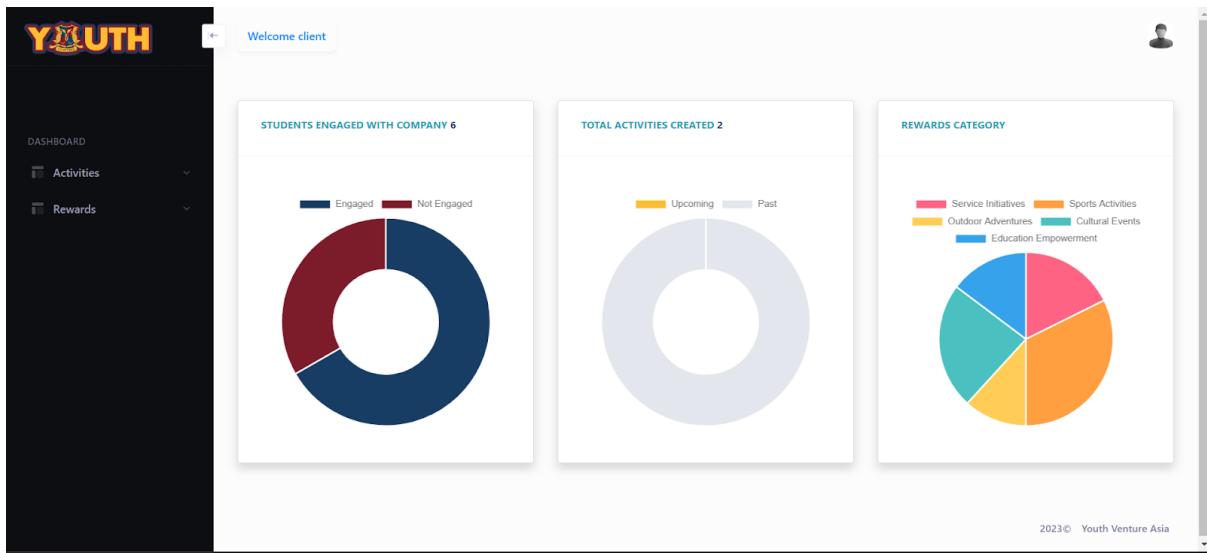
State Postal Code Country

Selangor 41500 Malaysia

Update



2.10.3 System Interface of Client



The form allows users to input details for a new activity:

- Activity Title ***: Title
- Description ***: Enter description
- Select Rewards ***: Select Rewards
- Start Date and Time ***: dd/mm/yyyy --:-- --
- Duration (in days) ***: [empty input]
- Venue ***: [empty input]

Submit button

The table lists five activities:

No	Title	Description	Start Date	Details	Action	About
1	Adventure Trek in Cameron Highlands	Embark on a thrilling trek through the lush landscapes of Cameron Highlands. Discover hidden trails and breathtaking views.	15-01-2024	[Details](#)	Action not available	[Registrants](#) [Feedbacks](#)
2	Beach Cleanup Campaign	Join us for a day dedicated to preserving our beaches. Contribute to the environment by participating in our beach cleanup initiative.	26-01-2024	[Details](#)	Action not available	[Registrants](#) [Feedbacks](#)
3	Malaysian Street Food Festival	Savor the flavors of Malaysia at our Street Food Festival. Indulge in a variety of delicious local street food from different regions.	05-07-2023	[Details](#)	Action not available	[Registrants](#) [Feedbacks](#)
4	Malaysia's Independence Day Parade	Celebrate Malaysia's Independence Day with a grand parade showcasing the nation's unity, pride, and cultural diversity.	31-05-2024	[Details](#)	Action not available	[Registrants](#) [Feedbacks](#)
5	Year-End Charity Gala	Join us for an elegant Year-End Charity Gala	10-12-2024	[Details](#)	Action not available	[Registrants](#)

Welcome client

		Festival	Winter Wonderland Festival. Enjoy festive activities, ice sculptures, and seasonal treats.	available	Feedbacks
7	New Year Countdown Party	Ring in the New Year at our spectacular Countdown Party. Celebrate with live music, fireworks, and a joyful atmosphere.	31-12-2024	Details	Action not available Registrants Feedbacks
8	Debate	Law Debate	01-01-1970	Details Update Delete	Registrants Feedbacks
9	Talent Show	Talent shows by undergraduate students from all universities.	03-01-2024	Details Update Delete	Registrants Feedbacks
10	Wall Climbing	Wall Climbing by UTM	25-01-2024	Details Action not available Registrants Feedbacks	

Showing 1 to 10 of 11 records

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Welcome client

Activity Details

Title: Debate
Description: Law Debate
Start Date: 1970-01-01 00:00:00
Duration(days): 3
Venue: University of Malaya
Reward: Youth Mentorship Champion

		Festival		available	Feedbacks
7	New Year Countd Party	Ring in the New Year at our spectacular Countdown Party. Celebrate with live music, fireworks, and a joyful atmosphere.	31-12-2024	Details	Action not available Registrants Feedbacks
8	Debate	Law Debate	01-01-1970	Details Update Delete	Registrants Feedbacks
9	Talent Show	Talent shows by undergraduate students from all universities.	03-01-2024	Details Update Delete	Registrants Feedbacks
10	Wall Climbing	Wall Climbing by UTM	25-01-2024	Details Action not available Registrants Feedbacks	

Showing 1 to 10 of 11 records

2023 © Youth Venture Asia

Welcome client

Update Activity

Activity Title *
Debate

Description *
Law Debate

Start Date and Time *
01/01/1970 12:00 AM

Duration (days) *
3

Venue *
University of Malaya

Select Rewards *
Youth Mentorship Champion

Update

The screenshot shows a list of activities on the platform. A modal window titled "Delete Activity" is open, asking "Are you sure want to delete this activity?". The modal has a red "Delete" button. The activities listed are:

ID	Name	Description	Date	Actions
7	New Year Countdown Party	Festival	31-12-2024	Details, Update, Delete
8	Debate		01-01-1970	Details, Update, Delete
9	Talent Show	Talent shows by undergraduate students from all universities.	03-01-2024	Details, Update, Delete
10	Wall Climbing	Wall Climbing by UTM	25-01-2024	Details, Update, Delete

At the bottom, it says "Showing 1 to 10 of 11 records" and has page navigation buttons (1, 2, >). The footer says "2023 © Youth Venture Asia".

The screenshot shows the "Registrants List for Debate" page. It displays a message: "No registrants for this activity yet." The footer says "2023 © Youth Venture Asia".

The screenshot shows the "Feedback List for Debate" page. It displays a message: "No feedback available for this activity yet." The footer says "2023 © Youth Venture Asia".

Welcome client

Registrants List for Adventure Trek in Cameron Highlands

No	Name	Phone Number	E-mail	Action
1	NURUL IZZAH HAZIRAH	010 111 5555	izzahalia6@gmail.com	Student Details
2	MUHAMMAD ABU BIN MUHAMMAD ALI	016 855 4854	student3@gmail.com	Student Details
3	QISTINA RAISAH BINTI MUHAMMAD	010 444 5555	student4@gmail.com	Student Details
4	MUHAMMAD BIN ABDULLAH	010 444 5555	student2@gmail.com	Student Details

2023 © Youth Venture Asia

Welcome client

Registrants List for Adventure Trek in Cameron Highlands

No	Name	Gender	Contact Number	IC Number	E-mail	Action
1	NURUL IZZAH HAZIRAH	Female	010 111 5555	000118042100	izzahalia6@gmail.com	Student Details
2	MUHAMMAD ABU BIN MUHAMMAD ALI				student3@gmail.com	Student Details
3	QISTINA RAISAH BINTI MUHAMMAD				student4@gmail.com	Student Details
4	MUHAMMAD BIN ABDULLAH				student2@gmail.com	Student Details

NURUL IZZAH HAZIRAH

NURUL IZZAH HAZIRAH

Gender: Female
 Contact Number: 010 111 5555
 IC Number: 000118042100
 E-mail: izzahalia6@gmail.com
 Address: KAMPUNG BARU BATU CAVES, BATU CAVES, 47500, SELANGOR, MALAYSIA
 Institution: UNIVERSITY OF MALAYA
 Programme: BACHELOR OF COMPUTER SCIENCE (DATA ENGINEERING)

2023 © Youth Venture Asia

Welcome client

Feedback List for Adventure Trek in Cameron Highlands

No	Name	Rating (Stars)	Comments
1	NURUL IZZAH HAZIRAH	5	Exploring Cameron Highlands with Adventure Trek was an unforgettable experience! The lush green landscapes and challenging trails made the trek absolutely thrilling. The guides were knowledgeable and made sure everyone felt safe.
2	MUHAMMAD ABU BIN MUHAMMAD ALI	4	Highly recommended for nature enthusiasts and those seeking an adventurous escape!
3	QISTINA RAISAH BINTI MUHAMMAD	3	Adventure Trek in Cameron Highlands was a decent experience for me. The scenery was beautiful, and the trails were moderately challenging. The guides were helpful, but I felt like some aspects could have been better organized. Overall, a good choice for those looking for a middle-of-the-road trekking adventure in a stunning natural setting.

Showing 1 to 3 of 3 records

1

2023 © Youth Venture Asia

Welcome client

Rewards Category

Your achievements matter, and we're here to acknowledge them!

Rewards Category	Total Available Achievements	Available Achievements
Cultural Events	8	Available achievements
Sports Activities	11	Available achievements
Outdoor Adventures	4	Available achievements
Service Initiatives	6	Available achievements
Education Empowerment	5	Available achievements

Total Available Achievements : 34

[Claimed Rewards](#)

Cultural Events

[Create](#)

Rewards Name ^

- ART EXHIBITION CONTRIBUTOR**
Appreciation for contributions to a collaborative
- ART FESTIVAL**
Celebrate creativity with various art form
- HISTORICAL TOUR**
Explore the history of our city
- LANGUAGE EXCHANGE**
Connect with others and practice different languages
- LITERARY MEETUP**
Explore the world of literature and storytelling
- MUSIC CONCERT**

Welcome client

Create Reward

[Back](#)

Reward Name *

Reward Category *

Reward Description

Reward Criteria

Submit

Welcome client

Claimed Rewards List

[Back](#)

Rewards Name	Student Name
COMMUNITY GARDEN CARETAKER	NURUL IZZAH HAZIRAH
SWIMMING SESSION	NURUL IZZAH HAZIRAH
YOGA CLASS	NURUL IZZAH HAZIRAH
COMMUNITY GARDEN CARETAKER	QISTINA RAISAH BINTI MUHAMMAD
CYCLING ADVENTURE	NURUL IZZAH HAZIRAH
SWIMMING SESSION	QISTINA RAISAH BINTI MUHAMMAD
FOOTBALL MATCH	NURUL IZZAH HAZIRAH
WELLNESS HERO HONOR	QISTINA RAISAH BINTI MUHAMMAD

2023® Youth Venture Asia

YOUTH

Welcome client

MUHAMMAD AZMAN ALI BIN SULAIMAN

Client Client@gmail.com

Kulai, Johor 1979-06-12

Profile Details

Full Name MUHAMMAD AZMAN ALI BIN SULAIMAN

Gender Male

Contact Number 017 854 6666

Company / Organization HATCHDRIVE

2023 Youth Venture Asia

YOUTH

Welcome client

MUHAMMAD AZMAN ALI BIN SULAIMAN

Client Client@gmail.com

Kulai, Johor 1979-06-12

Edit Profile

Avatar *

Allowed file types: png, jpg, jpeg.
Please upload new avatar.

Full Name *

Muhammad Azman Ali bin sulaiman

Back

YOUTH

Welcome client

Please upload new avatar.

Full Name *

Muhammad Azman Ali bin sulaiman

Contact Phone *

017 854 6666

IC Number *

790612141013

Gender *

Male

Company / Organization *

Hatchdrive

Street

Jalan kulai

City

Kulai

State

Johor

Postal Code

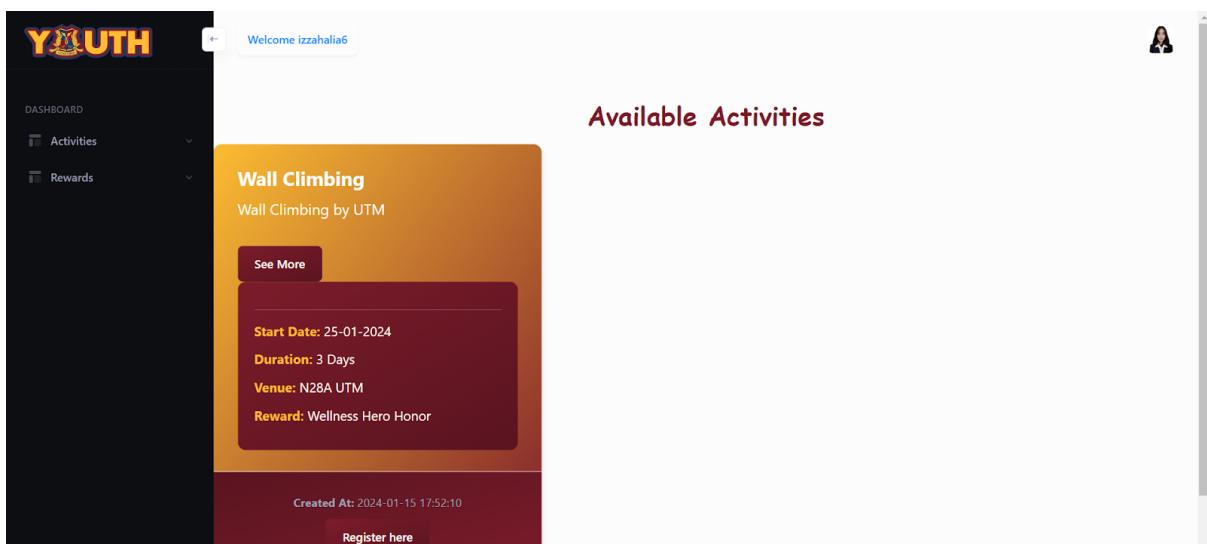
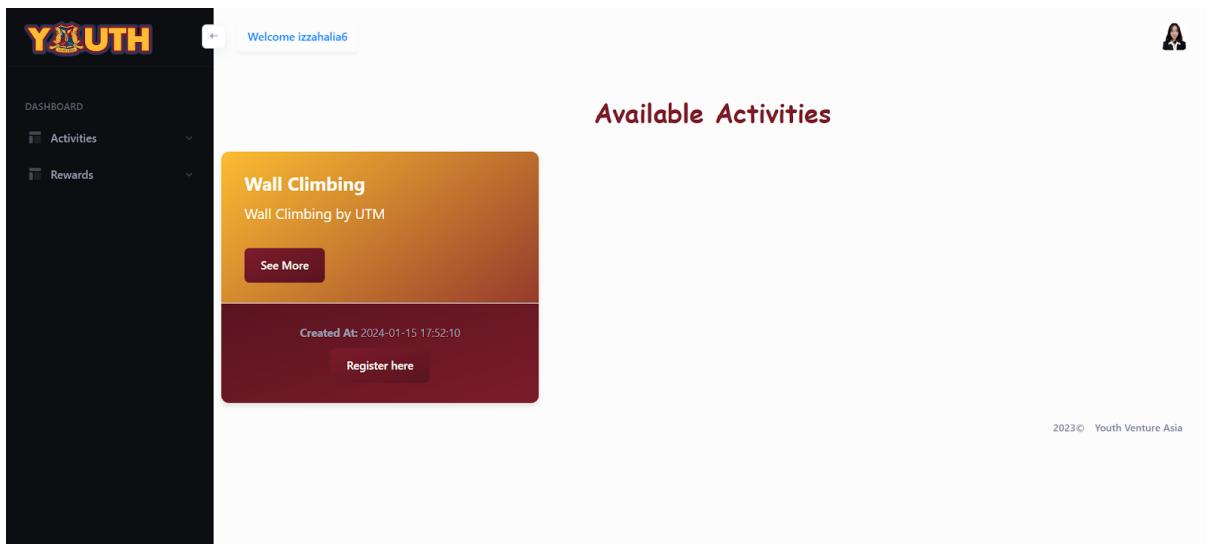
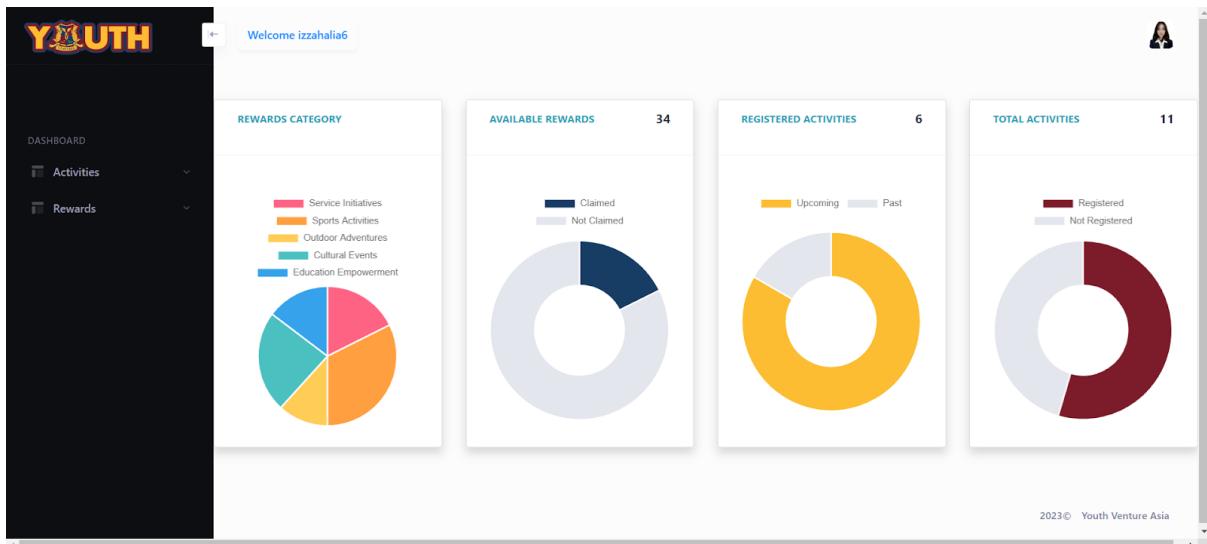
47500

Country

Malaysia

Update

2.10.4 System Interface of Student



Welcome izzahalia6

Registered Activities

Adventure Trek in Cameron Highlands

Embark on a thrilling trek through the lush landscapes of Cameron Highlands. Discover hidden trails and breathtaking views.

[See More](#)

Registered At: 2024-01-15 23:17:50

[Leave Feedback](#)

Beach Cleanup Campaign

Join us for a day dedicated to preserving our beaches. Contribute to the environment by participating in our beach cleanup initiative.

[See More](#)

Registered At: 2024-01-15 23:17:53

Feedback will be available after the event ends.

Year-End Charity Gala

Join us for an elegant Year-End Charity Gala. Contribute to noble causes while enjoying an evening of fine dining and entertainment.

[See More](#)

Registered At: 2024-01-16 00:56:14

Feedback will be available after the event ends.

Malaysia's Independence Day Parade

Celebrate Malaysia's Independence

Winter Wonderland Festival

Experience the magic of winter in Malaysia with our Winter Wonderland

New Year Countdown Party

Ring in the New Year at our spectacular Countdown Party.

Welcome izzahalia6

Registered Activities

Adventure Trek in Cameron Highlands

Embark on a thrilling trek through the lush landscapes of Cameron Highlands. Discover hidden trails and breathtaking views.

[See More](#)

Registered At: 2024-01-15 23:17:50

[Leave Feedback](#)

Beach Cleanup Campaign

Join us for a day dedicated to preserving our beaches. Contribute to the environment by participating in our beach cleanup initiative.

[See More](#)

Start Date: 2024-01-26

Duration: 2 days

Venue: Port Dickson Beach

Reward: Community Garden Caretaker

Registered At: 2024-01-15 23:17:53

Feedback will be available after the event ends.

Year-End Charity Gala

Join us for an elegant Year-End Charity Gala. Contribute to noble causes while enjoying an evening of fine dining and entertainment.

[See More](#)

Start Date: 2024-12-10

Duration: 1 days

Venue: Grand Hyatt, Kuala Lumpur

Reward: Swimming Session

Registered At: 2024-01-16 00:56:14

Feedback will be available after the event ends.

Welcome izzahalia6

Give Feedback

Activity Title: Adventure Trek in Cameron Highlands *

Your Feedback

Rating

Select Rating

[Submit Feedback](#)

Footer

2023 © Youth Venture Asia

YOUTH

Welcome izzahalia6

Rewards Category
Your achievements matter, and we're here to acknowledge them!

Cultural Events	8 Available achievements
From art exhibitions to live performances, explore and celebrate the diversity of human expression.	
Sports Activities	11 Available achievements
Active involvement in sports promises a healthier and more energized academic journey	
Outdoor Adventures	4 Available achievements
Discover the joy of exploration and the thrill of conquering new challenges.	
Service Initiatives	6 Available achievements
Engage in meaningful initiatives that contribute to the well-being of others.	
Education Empowerment	5 Available achievements
Empower yourselves with knowledge and skills for continuous self-improvement.	

Total Available Achievements : 34

[Claimed Rewards](#)

Cultural Events

Search

Rewards Name ^

- ART EXHIBITION CONTRIBUTOR**
Appreciation for contributions to a collaborative
- ART FESTIVAL**
Celebrate creativity with various art form
- HISTORICAL TOUR**
Explore the history of our city
- LANGUAGE EXCHANGE**
Connect with others and practice different languages
- LITERARY MEETUP**
Explore the world of literature and storytelling
- MUSIC CONCERT**

<https://sandkas.com/munchkin2/rewards/index.php>

YOUTH

Welcome izzahalia6

Community Garden Caretaker
Swimming Session
Yoga Class
Cycling Adventure
Football Match

Claimed Rewards(5 rewards)

2023 © Youth Venture Asia

YOUTH

Welcome izzahalia6

NURUL IZZAH HAZIRAH

Student: izzahalia6@gmail.com
Batu Caves, Selangor | 2000-01-18

Profile Details

[Generate Resume](#) [Edit Profile](#)

Full Name	NURUL IZZAH HAZIRAH
Gender	Female
Contact Number	010 111 5555
Institution	UNIVERSITY OF MALAYA
Programme	Bachelor of Computer Science (Data Engineering)

YOUTH

Welcome izzahalia6

Skills

Spoken Language
English

Technical Skills
Excel

Soft Skills
Time management

Rewards

(5 rewards)

Community Garden Caretaker
Participate in monthly gardening sessions.

Swimming Session
Take part in a swimming training session

Yoga Class
Attend a yoga class and practice regularly

Cycling Adventure
Complete a challenging cycling route

Football Match
Participate in a local football match

YOUTH

Welcome izzahalia6

NURUL IZZAH HAZIRAH

Student izzahalia6@gmail.com

Batu Caves, Selangor 2000-01-18

Edit Profile

Avatar *

Full Name *

Nurul izzah hazirah

YOUTH

Welcome izzahalia6

Please upload new avatar.

Full Name *

Nurul izzah hazirah

Contact Phone *

010 111 5555

IC Number *

000118042100

Gender *

Female

Institution *

University of Malaya (UM)

Programme

Bachelor of Computer Science (Data Engineering)

Street

Kampung Baru Batu Caves

City

Batu Caves

State

Selangor

Postal Code

47500

Country

Malaysia

Update

Welcome izzahalia6

Contact Phone * 010 111 5555

IC Number * 000118042100

Gender * Female

Institution * University of Malaya (UM)

Programme University of Malaya (UM)

Street Kampung Baru Batu Caves

Universiti Kebangsaan Malaysia (UKM)

Universiti Sains Malaysia (USM)

State Selangor

Universiti Putra Malaysia (UPM)

Universiti Teknologi Malaysia (UTM)

Universiti Utara Malaysia (UUM)

Update

Welcome izzahalia6

NURUL IZZAH HAZIRAH 🌟

Student izzahalia6@gmail.com

Batu Caves , Selangor 2000-01-18

Edit Skills

Spoken Language * English

Technical Skills * Excel

Soft Skills * Time management

Save Changes

ABOUT ME

NAME : NURUL IZZAH HAZIRAH
GENDER : Female
IC: 000118042100
BIRTHDAY: 2024-01-02

EDUCATION

INSTITUTE : UNIVERSITY OF MALAYA
PROGRAMME : BACHELOR OF COMPUTER SCIENCE (DATA ENGINEERING)

ACTIVITY

- BEACH CLEANUP CAMPAIGN - COMMUNITY GARDEN CARETAKER
- YEAR-END CHARITY GALA - SWIMMING SESSION
- MALAYSIA'S INDEPENDENCE DAY PARADE - YOGA CLASS
- WINTER WONDERLAND FESTIVAL - CYCLING ADVENTURE
- NEW YEAR COUNTDOWN PARTY - FOOTBALL MATCH

SKILLS

LANGUAGE : ENGLISH	TECHNICAL : EXCEL	SOFT: TIME MANAGEMENT
--------------------	-------------------	-----------------------

CONTACT

Tel: 010 111 5555
Email: izzahalia6@gmail.com

NURUL IZZAH HAZIRAH
University of Malaysia

KAMPUNG BARU BATU CAVES, BATU CAVES, SELANGOR 47500, MALAYSIA

2.11 Alpha and Beta Testing Reports

2.11.1 Alpha Testing Report

2.11.1.1 Introduction

The alpha testing phase is aimed at accessing the initial implementation of this Student Information Management System, addressing the challenges faced by Youth Ventures in managing student information and program participation.

2.11.1.2 Scope of Testing

1. Authentication

- Test user authentication, including login and logout processes.
- Assess password recovery and reset functionalities.
- Verify the security measures in place to protect user accounts.

2. Dashboard

- Evaluate the layout and responsiveness of the dashboard interface.
- Test the display of relevant information and notifications on the dashboard.
- Verify the accuracy of any data presented on the dashboard.

3. Registration

- Verify that users can successfully register for activities through the Register module.
- Verify that users can view detailed information about each activity before registration.
- Verify that admins and clients can access relevant background information of registered students.

4. Activity

- Verify the functionality of creating, editing, and deleting activities.
- Assess the display and sorting of activities on the user interface.

5. Feedback

- Evaluate the submission and storage of feedback from users.
- Test the retrieval and display of feedback for administrators.
- Assess any tools provided for interpreting feedback data.

6. Profile

- Test the customization of profile pictures and personal information.
- Verify the updating and saving of user profiles.
- Ensure the display of the personal information is correct.

7. Resume

- Assess the extraction of data from user profiles to generate resumes.
- Test the adherence to a fixed template for resume creation.
- Ensure that changes to the profile are accurately reflected in the resume.

8. Reward

- Test the creation, updating, and deletion of rewards.
- Test the visibility of the rewards showcase with accurate data
- Assess the tracking of claimed rewards by users.

2.11.1.3 Test Environment

1. Authentication

- Implement test scenarios to evaluate user authentication, including login and logout processes.
- Conduct tests to assess the effectiveness of password recovery and reset functionalities.
- Verify the implementation of security measures to protect user accounts, including encryption and access controls.

2. Dashboard

- Set up test cases to evaluate the layout and responsiveness of the dashboard interface on various devices and screen sizes.
- Test the display of relevant information and notifications on the dashboard, ensuring proper rendering and accurate content.
- Implement tests to verify the accuracy of data presented on the dashboard, including real-time updates and data synchronization.

3. Registration

- Design test scenarios to verify that users can successfully register for activities through the Register module.
- Test the functionality allowing users to view detailed information about each activity before registration.
- Ensure that admins and clients can access relevant background information of registered students, validating user roles and permissions.

4. Activity

- Develop test cases to verify the functionality of creating, editing, and deleting activities within the system.
- Assess the display and sorting of activities on the user interface, checking for consistency and ease of navigation.

5. Feedback

- Conduct tests to evaluate the submission and storage of feedback from users, ensuring data integrity.
- Test the retrieval and display of feedback for administrators, checking for accuracy and completeness.
- Assess any tools provided for interpreting feedback data, ensuring they function as intended.

6. Profile

- Design test scenarios to evaluate the customization of profile pictures and personal information.
- Verify the updating and saving of user profiles, checking for real-time updates and proper data persistence.
- Ensure the accurate display of personal information on user profiles.

7. Resume

- Develop tests to assess the extraction of data from user profiles for resume generation.
- Test adherence to a fixed template for resume creation, ensuring consistency and formatting.
- Verify that changes to the profile are accurately reflected in the generated resumes.

8. Reward

- Design test cases to verify the creation, updating, and deletion of rewards within the system.
- Test the visibility of the rewards showcase, ensuring accurate data display.
- Assess the tracking of claimed rewards by users, checking for proper attribution and record-keeping.

2.11.1.4 Test Cases and Test Data

1. Authentication

Test Cases	Test Data
Verify that a registered user can successfully log in.	Valid username and password for successful login.
Verify that the user can create a new account.	Create a new account
Assess the password recovery process, ensuring users can reset their passwords.	Input the registered E-mail and recover the password.

2. Dashboard

Test Cases	Test Data
Verify the display of the dashboard of each role.	Enter each account of roles to see the display of the dashboard.
Verify the layout consistency across different screen sizes.	Check the visibility of each data displayed.
Verify the accuracy of the data presented.	Calculate the data displayed on each pie chart.

3. Registration

Test Cases	Test Data
Verify successful registration for a new user in various activities.	Register various activities using the account of student roles.
Verify that administrators and clients can access background information for registered students.	Views the specific student background from the registered student list of specific activities.
Verify the data of the registered student list is accurate.	Views the list name of the specific activity.

4. Activity

Test Cases	Test Data
Verify the creation and deletion of activities by administrators.	Register various activities using the account of student roles.
Verify for consistency in activity data across different user roles.	Views and compares the data displayed for a specific activity.
Verify the activity can be updated	Change the name, and details of specific events.

5. Feedback

Test Cases	Test Data
Verify the submission of feedback from students	Fill in the feedback form using student's accounts.
Verify the data displayed on the admin and client feedback	Views the specific student feedback from specific activities.

6. Profile

Test Cases	Test Data
Verify the customization of profile pictures	Upload new profile pictures.
Verify the customization of personal information	Update the personal information using a specific account.
Verify the accurate display of personal information on user profiles.	Views the displayed details of the user after clicking the button "Update" of the interface of edit profile

7. Resume

Test Cases	Test Data
Verify the extraction of data from user profiles for resume generation.	Click the “Generate Resume” button
Verify the fixed template for resume creation.	View the overall display of generated resume
Verify that changes to the user profile are accurately reflected in the generated resume.	Views the displayed details of the resume after changing the user's personal details

8. Reward

Test Cases	Test Data
Verify the creation, updating, and deletion of rewards within the system	Create, delete, and update new rewards with random inputs.
Verify the visibility of the rewards showcase	Check that each reward added is displayed according to their registered category
Verify that data of claimed rewards are accurate	Check that each claimed reward by the students is accurate according to the activities that they joined.

2.11.1.5 Defects and Issues

1. Authentication

Test Cases	Defects and Issues
Verify that a registered user can successfully log in.	No issues found
Verify that the user can create a new account.	Users cannot see the password entered before clicking the submission button.
Assess the password recovery process, ensuring users can reset their passwords.	No issues found

2. Dashboard

Test Cases	Defects and Issues
Verify the display of the dashboard of each role.	No issues found
Verify the layout consistency across different screen sizes.	No issues found
Verify the accuracy of the data presented.	The data displayed for specific roles is not suitable.

3. Registration

Test Cases	Defects and Issues
Verify successful registration for a new user in various activities.	Students still can register the past events.
Verify that administrators and clients can access background information for registered students.	The mixed uppercase and lowercase of students' names is confusing to read.
Verify the data of the registered student list is accurate.	No issues found

4. Activity

Test Cases	Defects and Issues
Verify the creation and deletion of activities by administrators.	The client can modify all the available activities inside the system.
Verify for consistency in activity data across different user roles.	No issues found
Verify the activity can be updated	No issues found

5. Feedback

Test Cases	Defects and Issues
Verify the submission of feedback from students	No issues found
Verify the data displayed on the admin and client feedback	The mixed uppercase and lowercase of students' names is confusing to read.

6. Profile

Test Cases	Defects and Issues
Verify the customization of profile pictures	The account of admin and client roles cannot update the profile picture.
Verify the customization of personal information	No issues found
Verify the accurate display of personal information on user profiles.	No issues found

7. Resume

Test Cases	Defects and Issues
Verify the extraction of data from user profiles for resume generation.	The mixed uppercase and lowercase of students' personal information is confusing to read.
Verify the fixed template for resume creation.	No issues found
Verify that changes to the user profile are accurately reflected in the generated resume.	No issues found

8. Reward

Test Cases	Defects and Issues
Verify the creation, updating, and deletion of rewards within the system	No issues found
Verify the visibility of the rewards showcase	No issues found
Verify that data of claimed rewards are accurate	No issues found

2.11.1.7 Conclusion and Recommendations

In conclusion, the alpha testing phase has played a crucial role in identifying and rectifying initial issues within the Student Information Management System. The issues found during the alpha testing have been fully fixed. The system is now well-prepared to advance to the next testing phase which is beta testing.

2.11.2 Beta Testing Report

2.11.2.1 Introduction

After the alpha testing phase, the beta testing phase is a critical step in the advancement of the Student Information Management System. Building on the insights gathered during alpha testing, beta testing is intended to collect broader user feedback and evaluate system performance in a more diversified and realistic setting from a third party. This phase is critical in fine-tuning the system's functionality, detecting any outstanding difficulties, and ensuring its preparation for general deployment.

2.11.2.2 Beta Testers and User Demographics

1. Selection Criteria

Beta testers were chosen based on their roles in educational institutions, with a focus on those who have used student information management systems. Additionally, testers were expected to be willing to actively participate in the testing process and provide constructive criticism.

2.11.2.3 Testing Scope (In Scope)

1. Authentication

- Testing user authentication, login, and logout processes.
- Assessing password recovery and reset functionalities.
- Verifying the security measures in place to protect user accounts.

2. Dashboard

- Evaluating the layout and responsiveness of the dashboard interface.
- Testing the display of relevant information and notifications on the dashboard.
- Verifying the accuracy of any data presented on the dashboard.

3. Registration

- Verifying that users can successfully register for activities through the Register module.
- Verifying that users can view detailed information about each activity before registration.
- Verifying that admins and clients can access relevant background information of registered students.

4. Activity

- Verifying the functionality of creating, editing, and deleting activities.
- Assessing the display and sorting of activities on the user interface.

5. Feedback

- Evaluating the submission and storage of feedback from users.
- Testing the retrieval and display of feedback for administrators.
- Assessing any tools provided for interpreting feedback data.

6. Profile

- Testing the customization of profile pictures and personal information.
- Verifying the updating and saving of user profiles.
- Ensuring the display of personal information is correct.

7. Resume

- Assessing the extraction of data from user profiles to generate resumes.
- Testing adherence to a fixed template for resume creation.
- Ensuring that changes to the profile are accurately reflected in the resume.

8. Reward

- Testing the creation, updating, and deletion of rewards.

- Testing the visibility of the rewards showcase with accurate data.
- Assessing the tracking of claimed rewards by users.

2.11.2.4 Testing Scope (Out Scope)

1. Integration with External Systems

- Testing interfaces with external systems not directly related to user functionalities.
- Assessing third-party integrations not specified in the core features.
-

2. Advanced Security Testing

- In-depth security testing beyond the basic user authentication and account protection.
- Penetration testing or vulnerability assessments not explicitly included in the primary scope.

2.11.2.5 Testing Scope (Items Not Tested)

1. Future Feature Sets

- Any features or modules planned for future releases that are not part of the current system.

2. Non-Functional Requirements

- Non-functional aspects such as system performance, scalability, and load testing.

2.11.2.4 Feedback Collection

1. User Interviews

- Conduct virtual or in-person interviews with a representative sample of beta testers.
- Gather qualitative insights into user experiences, preferences, and challenges faced during system interaction.

2. Acknowledgment and Response

- Establish a process for acknowledging receipt of feedback and communicating the next steps.
- Respond promptly to critical issues and provide updates on the resolution progress.

2.11.2.5 Defects and Bugs

In this section, these are the defects and bugs that our beta testers identified during the testing sessions for each module.

1. Authentication

- No issues
- The beta tester suggested that instead of inserting the username, set the username from the registered email (before the @ symbol) as the username.

2. Dashboard

- The beta tester suggested using different colors for each pie chart to differentiate each other
- The data presented on the dashboard is accurate.

3. Registration

- No issues
- The beta tester suggested that for the date of the event, use the “dd-mm-yyyy” format instead of “yyyy-mm-dd”.

4. Activity

- The column length is not suitable and some words are hidden due to the filter symbol.

5. Feedback

- No issues
- The beta testers suggested adding a column for email to make the admin and client easier to contact participants instead of clicking the profile details button.

6. Profile

- Bugs on lower cases where when the user enters the information in lower cases or mixed case, it will display as the user entered and the view is not consistently adjusting to a standardized case format.

7. Resume

- Can download the pdf file but can not view the generated resume from the print button.

8. Reward

- Testing the creation, updating, and deletion of rewards.
- Testing the visibility of the rewards showcase with accurate data.
- Assessing the tracking of claimed rewards by users.

2.11.2.6 User Experience Insights

1. Navigation and Accessibility

- Evaluate the ease of navigation within the system, ensuring that users can intuitively find and access various modules.
- Assess the accessibility features to guarantee an inclusive experience for all users, including those with diverse needs.

2. Consistency Across Sub Systems:

- Ensure a consistent design language and user experience across all modules to provide a unified and seamless interaction.
- Confirm that users encounter similar layouts, terminology, and functionalities throughout the system.

2.11.2.7 Comparisons with Alpha Testing

By doing the beta testing, we noticed little bugs and identified areas that can be improved which we did not manage to find and fix during the alpha testing phase. Compared with testing output from alpha testing, we managed to get real-life feedback since this phase requires opinions from third parties. Unlike alpha testing, which is typically conducted by the developers of the system, beta testing broadens the review to a larger audience and a variety of usage scenarios. This broadening of the testing scope has enabled us to identify complex issues and provide insights into user expectations that would not have been visible during the early testing rounds. Thus, the feedback gathered during beta testing serves as a critical link between the development team's insights and the users' expectations, which allows more improvement of the Student Information Management System.

2.11.2.7 Conclusions

To summarise, the beta testing phase has proven to be an important milestone in developing the Student Information Management System. The detection and resolution of small bugs, and discovery of opportunities for improvement demonstrate the usefulness of beta testing in spotting issues that may have been missed during the alpha-testing phase.

2.12 UAT Reports

2.12.1 Project Overview

Project Name : Student Management System

Industry Name : Youth Venture

Team Name : Munchkin

2.12.2 Executive Summary:

This User Acceptance Testing (UAT) report aims to evaluate the Student Management System project developed by Team munchkin. The assessment covers various aspects, including system analysis and design, system development technology, and database functionality.

2.12.3 UAT Process:

The UAT was conducted using the industry assessment form provided. The evaluation involved assessing the team's proficiency in identifying problems, opportunities, and objectives, determining requirements, analyzing system needs, designing the system, developing and documenting the system, testing and maintaining the system, and evaluating the system.

2.12.4 Assessment Results:

Rating

1 - Not Demonstrated

2 - Basic

3 - Proficient

4 - Exemplary

No	Aspect	Rating (1-4)	Comments
1.	Identifying Problems, Opportunities and Objectives	4 (Exemplary)	Demonstrated proficiency in identifying problems, opportunities and objectives.
2.	Determining Requirements	4 (Exemplary)	Determining business functions, people, goals, data, and procedures involved.
3.	Analyzing system needs	4 (Exemplary)	Proposed system functions, flow and process were suitable
4.	Designing System	4 (Exemplary)	Designed the interface very well, providing clear manuals and FAQs.
5.	Developing and Documenting System	3 (Proficient)	Demonstrated proficiency in identifying and updating system problems
6	Testing and maintaining the system	4 (Proficient)	Rigorous testing and maintenance procedures, meeting all criteria effectively
7	Evaluating the System	Agree	The system is very easy to learn and use
8	Others	Agree	Utilize both physicals and virtual communication platforms

2.12.5 System Development Technology

Rating

1 - Not Demonstrated

2 - Basic

3 - Proficient

4 - Exemplary

No	Aspect	Rating (1-4)	Comments
1.	Creativity and design	4 (Exemplary)	- All the screen design completed. - Fully reflect system requirements
2.	User interface	4 (Exemplary)	- All menus, colour input page, output page, information page, notification, verification, confirmation and layout are well designed
3.	Usability and navigation of the system	4 (Exemplary)	- The directions are clear and easy to follow - System is interactive - System is easy to navigate through
4.	Technical quality	4 (Exemplary)	- System loads quickly and error-free - System works well - System produces correct output
5.	User manual	3 (Proficient)	- Clear instruction for all system users

2.12.6 Database

Rating

1 - Not Demonstrated

2 - Basic

3 - Proficient

4 - Exemplary

No	Aspect	Rating (1-4)	Comments
1.	System requirements	4 (Exemplary)	Fulfill all system requirements.
2.	Input Forms	4 (Exemplary)	Application has all input forms for every input function requirement
3.	Table Data	4 (Exemplary)	All data in all tables is realistic for the application
4.	System Returns Information From Database Correctly	3 (Proficient)	Returns information from a database with no errors
5.	Output	4 (Exemplary)	Demonstration of the application procedures the desired output, report, and/or graphs
6.	Reports/Charts	4 (Exemplary)	Charts/ report format output correct data relationships
7.	Group Presentation - Effectiveness	3 (Proficient)	The group presentation accurately, clearly, and concisely demonstrated all of the application functionality
8.	Group Communication Skill Throughout the Whole Development Cycle	3 (Proficient)	All members in the group are able to communicate effectively their ideas and work to the client

2.16.7 Others Feedback

1. Are you satisfied with the developed system?

- Very Satisfied

2. Constructive feedback about the group/system.

- The interface is clean and visual data analysis is great. Our vote is on this system.

2.16.8 Conclusion

In culmination, the UAT process for the Student Management System developed by Team Munchkin highlights a commendable level of proficiency across various dimensions. The team's adeptness in identifying problems, determining requirements, and designing a robust system was consistently demonstrated. Rigorous testing and maintenance procedures underscored the system's reliability.

Moreover, the system development technology showcased exemplary creativity, design, and technical quality. The user interface was not only visually appealing but also intuitive, ensuring ease of use and navigation. The comprehensive database functionality, including accurate information retrieval and well-structured data, further solidified the system's credibility.

The effectiveness of the group presentation, coupled with strong communication skills, signifies a collaborative and well-coordinated development cycle. Industry feedback, indicating high satisfaction and appreciation for the system's clean interface and visual data analysis, adds an extra layer of validation.

In essence, the Student Management System, as evaluated through UAT, stands as a robust and user-friendly solution, well-prepared for successful integration into real-world educational environments.

2.13 Gantt Chart

