SOPHISTICATION OF OUR PROJECT

Police and other law enforcement agencies are dependent on highly professional and reliable crime scene technicians and investigators to uncover evidence that will prove justice and rightful information in a court of law. This system is a step to making task of citizens easier by registering their issues online through a fast working portal / server and bridging a gap b/w many people and police. This system also facilitates the police and investigators as it is a faster way for them to receive the details of various crimes taking place and saves time and speeds up the process as compared to the old register entry system. The system is completely online based platform.

The project has been interesting to work on and has required us to utilise our knowledge of all domains. We don't see as to which area of information hasn't come to use. It has been a very large and strenuous project yet it was great fun to take up such a challenge.

We have made a basic level working model of the online crime investigation system, but hve faced many difficulties making thee project a success.

1) Time management: It was difficult to manage schedules with the project as we being students had many classes to attend in the whole week, classes would commence in the morning and would end by the evening 6 pm leaving us 4-5 hours in which we would have to manage homework's, assignments, presentations and our own personal studying along with the project and a lot of compromise was made towards making the project and managing time. Moreover when our exams approached we were unable to give our time towards the project as exams would become of a higher priority.

2) Team management: We faced difficulties in managing team issues as a wide number of problems surfaced. Issues like, having the whole team to sit together and work was difficult and took time to call and coordinate with all. Some people living close by to the campus had to leave for their homes during holidays and therefore work load increased for people who were present in campus to work. It took time to build a work flow and inculcate the desired working output from the team. Moreover documents produced had some issues or errors which had to be corrected and therefore it decreased our level of output in a particular day. Even people part of the compilation took time to compile all the documents and convert them into the desired readable files (word to pdf conversion). There were at times miscommunications and misunderstandings that took place which were to be solved and resume the work.

3) Technology issues: members weren't aware of various technologies that were used to make the project and had to spend time learning them and this added as a problem to pull us down. We needed to learn various windows related technologies/softwares that have facilitated us in the making of the project. Some members learnt ui / ux designing to make the web pages, html, css were learnt.

4) Research related : we needed to brain storm a lot about the project that we took upon us as it was a completely new idea for us and none of us had any prior working experience in any such project. We also took time to understand the documents uploaded by our professor as they had to be read and understood and a similar format document with respect to our project needed to be made which consumed a lot of time.

All these factors affected our performance and working level, and hence it took us a semester (6 months)to build the basic level working model.