SWE2003 – SOFTWARE PROJECT MANAGEMENT

SLOT- G1+TG1

A PROJECT REPORT ON

FIND 'A' FRIEND

SUBMITTED TO
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1.INTRODUCTION

The project Find ‘A’ Friend is a web-based application with a user-friendly UI. The application allows the users globally to find out the friends wherever they want based on factors like travel, instant interests and can connect with them. The application is useful in many cases but most useful while travelling to new places without any prior knowledge about the place or while travelling to long distances lonely and when you wanted to get some information regarding in some particular topic at that instant. The application works with predefined matching algorithms that matches the users with one another. The users can connect with each other using details provided by other users to contact them like mail id, contact number, social media accounts. The application also ensures the security of the users as we maintain the government issued unique id of the users. The Sorting feature in the application will be helpful to users to filter their friends based on requirements such as start date and end date of travel, budgets, days of travel and gender. The application will send the notification to the mail when people are found with the given requirements and users can login and send the requests to connect. Based on the information provided by the users the matching algorithm will give a matching score to the users.

In summary, the Find 'A' Friend project aims to provide a safe and user-friendly platform for people to connect with each other based on their interests, travel plans, and requirements, and to help them find friends globally. The project also aims to ensure the security of users and use advanced algorithms to match users with each other based on their needs.

1.1 DEFINE PROBLEM STATEMENT

The problem statement that the project Find 'A' Friend aims to address is the challenges of loneliness and lack of social interaction that solo travellers often face. The problem with solo travel is that it can lead to a range of challenges, including loneliness, safety concerns, lack of information, higher expenses, and limited social interactions. These challenges can make the travel experience less enjoyable and may even discourage some people from traveling alone altogether. Therefore, there is a need to address these issues and find ways to make travel more accessible, affordable, and safe for everyone who wants to explore the world.

The application recognizes that traveling alone can be isolating, and it provides a platform for users to connect with like-minded individuals with similar interests and travel plans.

1.2OBJECTIVES, GOALS AND DELIVERABLES:

OBJECTIVES:

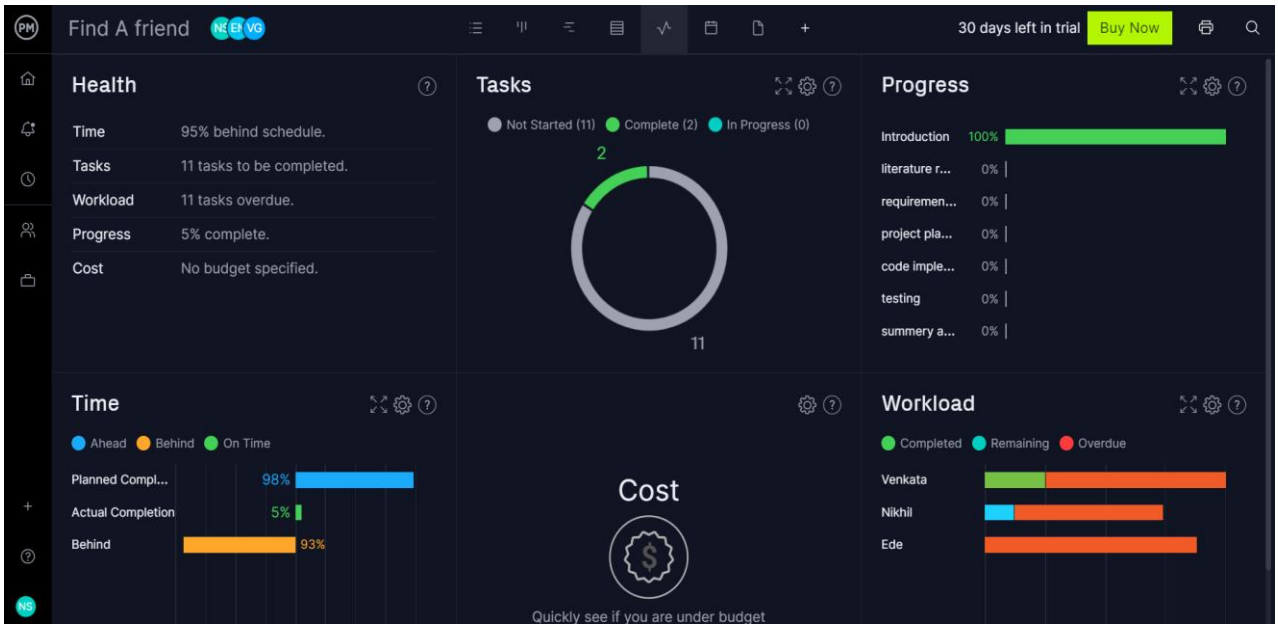
1. To provide a user-friendly platform for people to find friends based on factors like travel, instant interests, and connect with them globally.
2. To help travellers who are traveling to new places without any prior knowledge about the place, or while traveling long distances, and feeling lonely.
3. To enable users to get instant information regarding a particular topic by connecting with people who have similar interests.
4. To maintain the security of users by keeping the government-issued unique ID of users.
5. To use predefined matching algorithms to match users with each other based on their requirements.
6. To provide a sorting feature to users to filter friends based on their requirements such as start date and end date of travel, budgets, days of travel, and gender.
7. To send notifications to users when people with the given requirements are found and enable users to send requests to connect.

GOALS:

1. Application helps the users to find other users with similar interests.
2. Application should be able to connect the users.
3. Application should handle the heavy traffic.
4. Database should store the heavy volumes of the data.
5. Security for application and to the users should be provided.

DELIVERABLES:

1. The Project will be delivered with the User-Friendly UI.
2. Security will be ensured across the internet.
3. Data of the users will be maintained confidentially.
4. The load time and response time of the website will be very less.
5. Application helps the users to find other users with similar interests.
6. Application should be able to connect the users.
7. Application should handle the heavy traffic.
8. Database should store the heavy volumes of the data.
9. Security for application and to the users should be provided.



2. LITERATURE REVIEW

Loneliness is a prevalent issue that affects a significant portion of the population. For solo travellers, the challenges of loneliness and lack of social interaction can be particularly acute. Traveling alone can be isolating and intimidating, especially for those who are new to the area or unfamiliar with the language and customs.

In recent years, a growing number of mobile applications have emerged to address the needs of solo travellers. These applications aim to connect travellers with like-minded individuals, allowing them to share experiences, form friendships, and explore new destinations together.

One example of such an application is 'Travello,' which is a social network designed for travellers. The app enables users to connect with other travellers, share their experiences, and plan their trips together. The app also provides a platform for users to share their travel photos and stories, making it easy for them to stay in touch with their new friends even after their trip is over.
Another example is 'TourBar,' which is a social networking app designed exclusively for travellers. The app allows users to search for travel companions based on their interests, travel plans, and location. The app also provides a platform for users to chat with their potential travel companions, helping them to get to know each other before they embark on their trip.
In addition to addressing the issue of loneliness, some travel apps also aim to address the issue of safety concerns for solo travellers. For example, the app 'GeoSure' provides real-time safety scores for destinations based on factors such as crime rates, political instability, and natural disasters. This can help solo travellers make informed decisions about where to go and how to stay safe during their trip.
Overall, mobile applications designed for solo travellers provide a valuable service by helping travellers connect with like-minded individuals, form new friendships, and explore new destinations together. These apps can also help to address the challenges of loneliness and safety concerns that solo travellers often face. The 'Find 'A' Friend' application aims to build on these existing platforms by providing a unique matching algorithm and search filters for gender to make travel more enjoyable and less daunting.

3. REQUIREMENT ELICITATION

3.1 FUNCTIONAL REQUREMENTS

1.Behavioural gatherings: the scientific study of the mind and behavior of the users based on the answers given by them in the behavioral sheet.
2.Algorithmic research: The efficiency of the matching algorithms that accurately match the users with the same interest.
3. Artificial Intelligence Chat bot: The level of AI required for the development of the the chat bot to interact with the user.
4. Psychology analysis using Machine learning The ML algorithms will analyze the mindset of the users based the behavioral gatherings taken from the user.
5. User Registration: The system should allow users to create an account and register for the service.

6. User Profile Creation: The system should allow users to create a profile with personal information, interests, and preferences.
7. Search Functionality: The system should provide users with the ability to search for other users based on their interests, location, age, and other relevant criteria.
8. Matching Algorithm: The system should use a matching algorithm to suggest potential friends based on user preferences and interests.
9. Communication: The system should provide a way for users to communicate with each other, such as through instant messaging or email.
10. Privacy and Security: The system should have measures in place to protect user privacy and prevent unauthorized access to user information.

3.2 NON- FUNCTIONAL REQUREMENTS

1. Performance: The system should be able to handle a large number of users and provide fast response times.

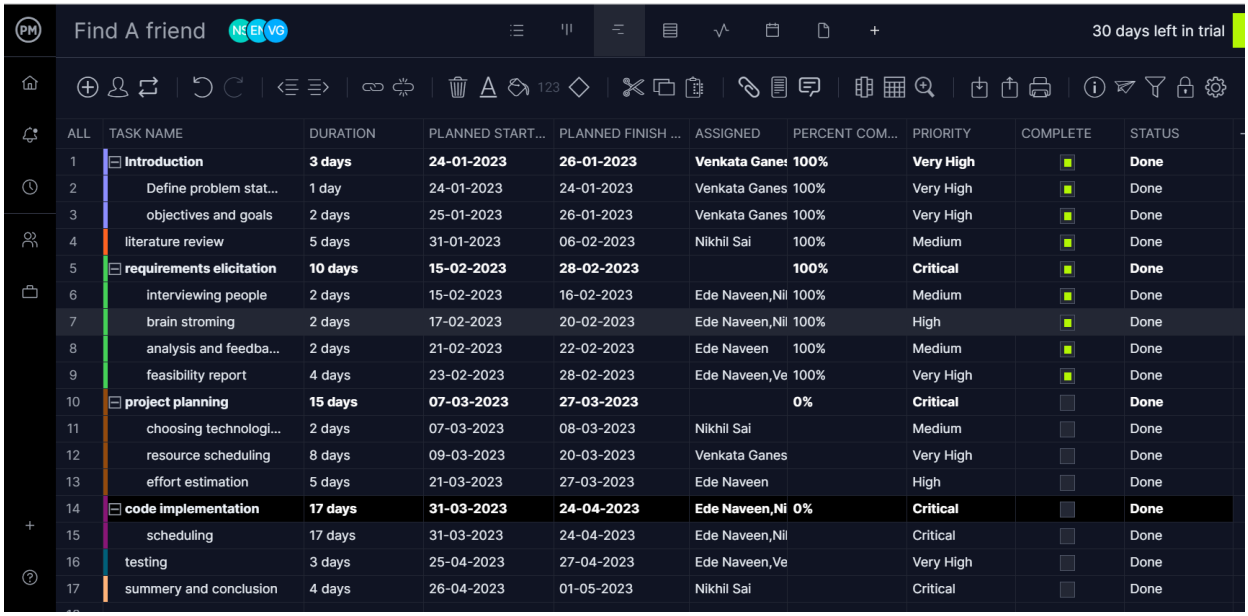
2. Usability: The system should be easy to use and navigate, with clear instructions and intuitive interfaces.

3. Reliability: The system should be reliable and available 24/7, with minimal downtime for maintenance or updates.

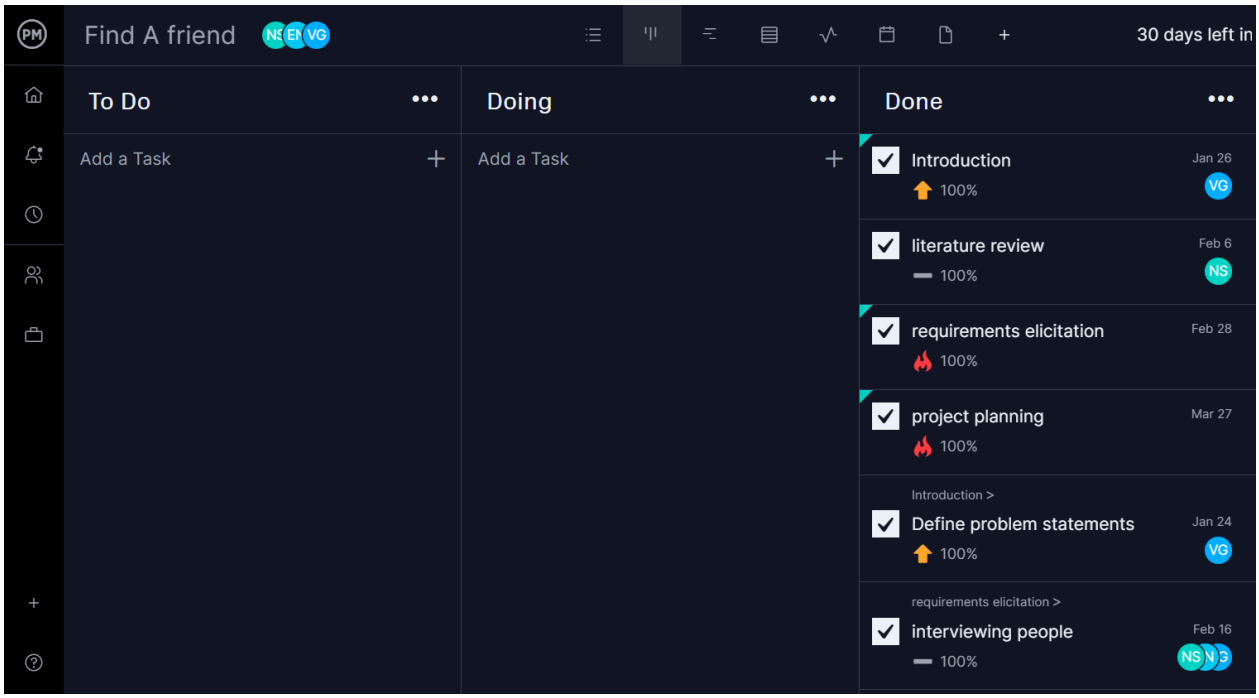
4. Scalability: The system should be able to scale up or down to accommodate changes in user demand.

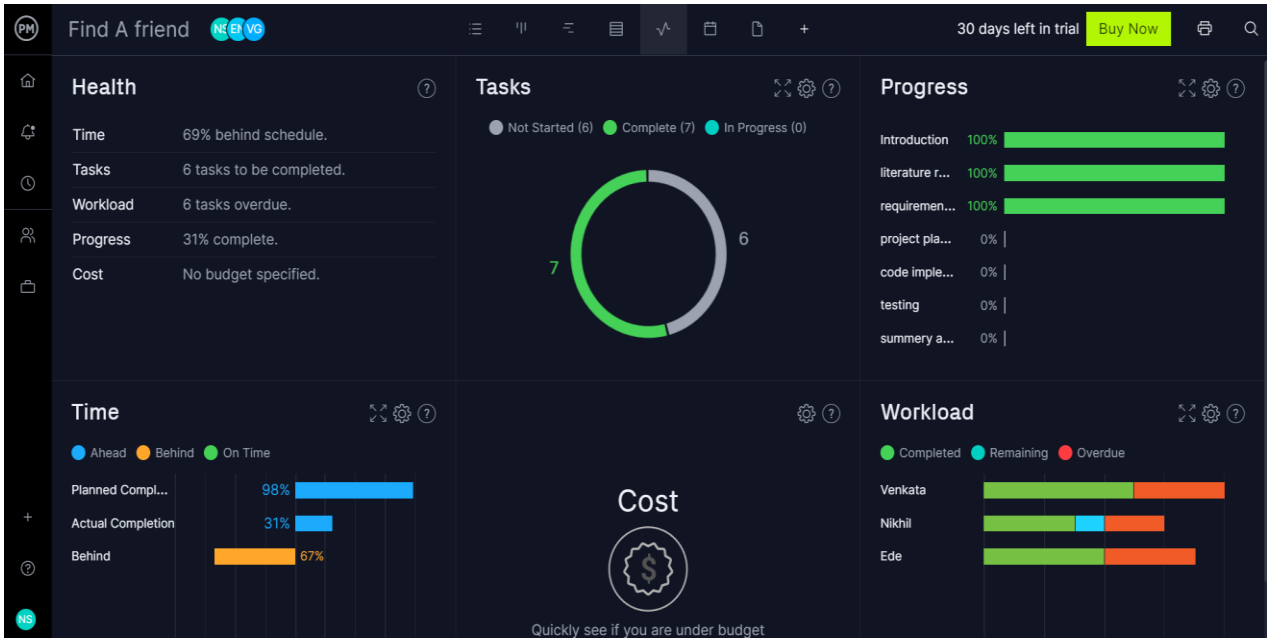
5. Compatibility: The system should be compatible with a range of devices and platforms, including desktop and mobile devices.

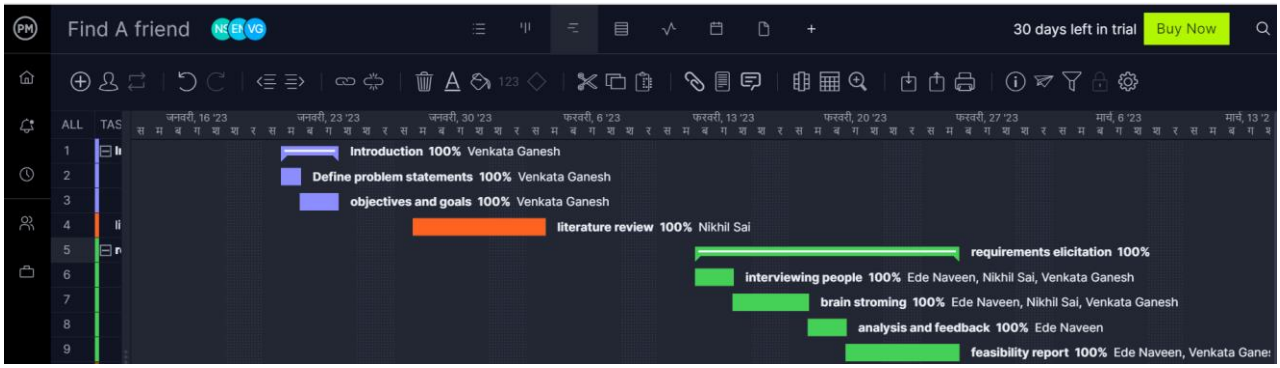
6. Accessibility: The system should be accessible to users with disabilities and comply with accessibility guidelines.



ALL	TASK NAME	DURATION	PLANNED START...	PLANNED FINISH ...	ASSIGNED	PERCENT COM...	PRIORITY	COMPLETE	STATUS
1	**Introduction**	**3 days**	**24-01-2023**	**26-01-2023**	**Venkata Ganes**	**100%**	**Very High**		**Done**
2	Define problem stat...	1 day	24-01-2023	24-01-2023	Venkata Ganes	100%	Very High		Done
3	objectives and goals	2 days	25-01-2023	26-01-2023	Venkata Ganes	100%	Very High		Done
4	literature review	5 days	31-01-2023	06-02-2023	Nikhil Sai	100%	Medium		Done
5	**requirements elicitation**	**10 days**	**15-02-2023**	**28-02-2023**		**100%**	**Critical**		**Done**
6	interviewing people	2 days	15-02-2023	16-02-2023	Ede Naveen,Nil	100%	Medium		Done
7	brain stroming	2 days	17-02-2023	20-02-2023	Ede Naveen,Nil	100%	High		Done
8	analysis and feedba...	2 days	21-02-2023	22-02-2023	Ede Naveen	100%	Medium		Done
9	feasibility report	4 days	23-02-2023	28-02-2023	Ede Naveen,Ve	100%	Very High		Done
10	**project planning**	**15 days**	**07-03-2023**	**27-03-2023**		**0%**	**Critical**		**Done**
11	choosing technologi...	2 days	07-03-2023	08-03-2023	Nikhil Sai		Medium		Done
12	resource scheduling	8 days	09-03-2023	20-03-2023	Venkata Ganes		Very High		Done
13	effort estimation	5 days	21-03-2023	27-03-2023	Ede Naveen		High		Done
14	**code implementation**	**17 days**	**31-03-2023**	**24-04-2023**	**Ede Naveen,Ni**	**0%**	**Critical**		**Done**
15	scheduling	17 days	31-03-2023	24-04-2023	Ede Naveen,Nil		Critical		Done
16	testing	3 days	25-04-2023	27-04-2023	Ede Naveen,Ve		Very High		Done
17	summery and conclusion	4 days	26-04-2023	01-05-2023	Nikhil Sai		Critical		Done







4. PROJECT PLANNING

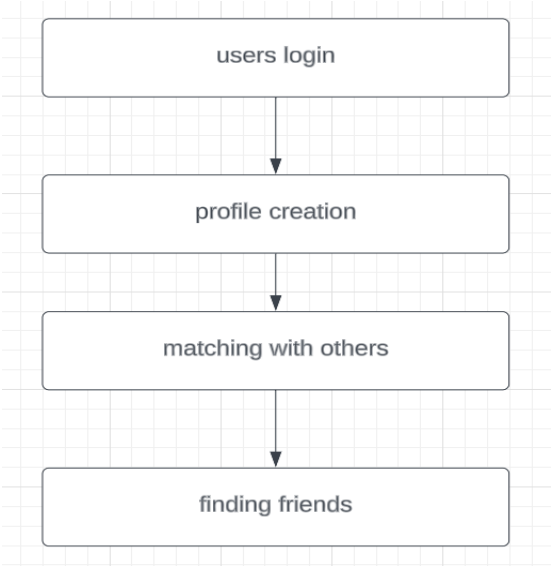
4.1 METHODOLOGY

Iterative and incremental methodology is a popular development approach used in software development projects. The methodology is based on dividing the project into smaller, more manageable parts that can be developed and tested iteratively. This approach helps to reduce risk and enables faster development by identifying and addressing issues early on.

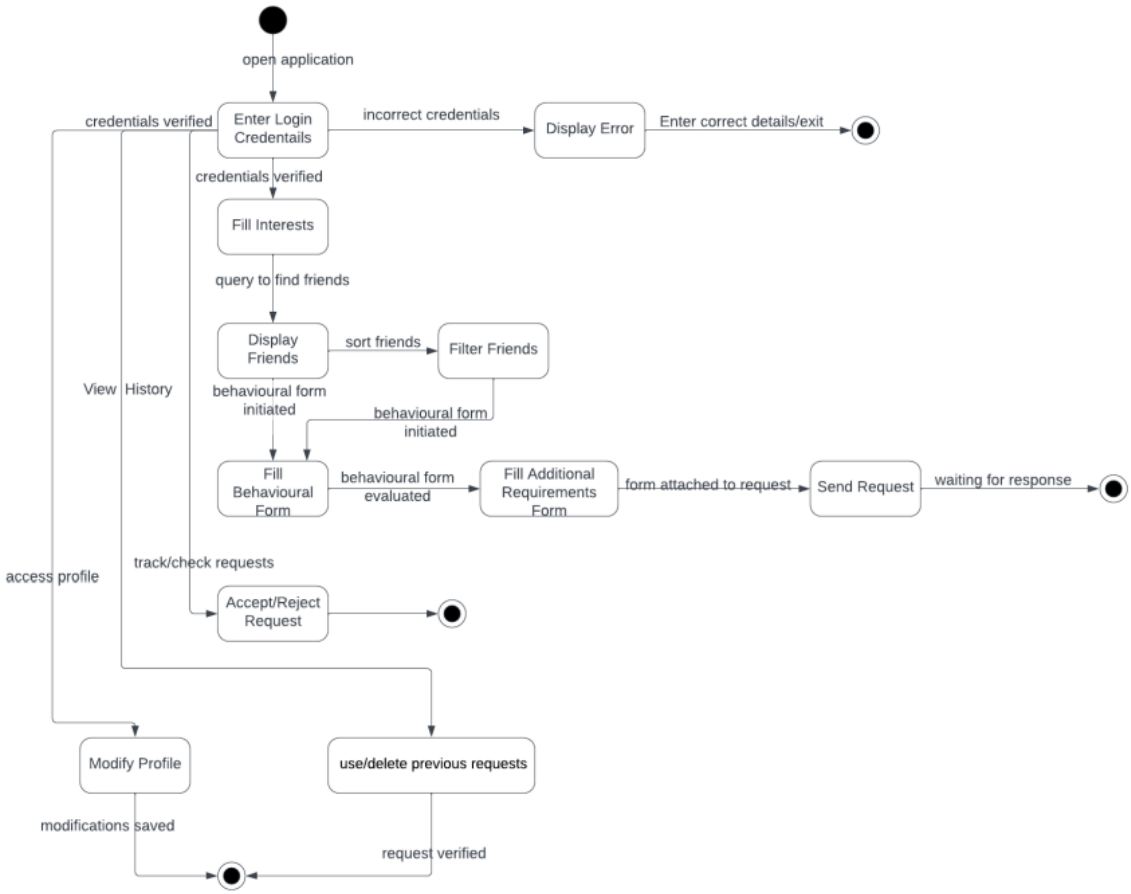
The "Find a Friend" project would benefit from using an iterative and incremental methodology. The development team could break down the project into smaller, more manageable parts that can be developed and tested iteratively. This approach would enable the team to quickly identify and address issues, reducing the risk of problems arising later on in the project.

The iterative and incremental methodology would also allow for continuous feedback and adjustments to be made throughout the development process. This approach would ensure that the application meets the needs of users and is developed in a way that is responsive to changing requirements.
The project could be divided into several iterations or sprints, with each iteration delivering a working version of the application. The development team could prioritize the most critical features of the application and focus on delivering them in the early sprints, with less critical features being developed in later iterations.
Using an iterative and incremental methodology would also enable the development team to reduce development costs while still delivering high-quality results. The team could use open-source technologies and frameworks, reducing the need for expensive software licenses.
In conclusion, using an iterative and incremental methodology would benefit the "Find a Friend" project by enabling faster development, reducing risk, and delivering high-quality results. The development team could break down the project into smaller, more manageable parts, prioritize critical features, and focus on delivering a working version of the application in each sprint. The approach would also enable the team to receive continuous feedback and make adjustments as necessary, ensuring that the application meets the needs of users.

4.2 STEP WISE PLANNING



4.3 PROJECT FLOW



4.4 CHOOSING APPROPRIATE TECHNOLOGIES AND PLATFORMS

The following are some of the technologies and platforms that are used for the development of the Find 'A' Friend web-based application:

Front-end Technologies: HTML, CSS, JavaScript, jQuery, AJAX, , React JS.

Back-end Technologies: PHP, JavaScript, Node.js, and MySQL.

Hosting and Deployment Platforms: Amazon Web Services (AWS).

APIs and Libraries: Google Maps API, MailChimp API.

Version Control Systems: Git and GitHub.

Integrated Development Environment (IDE): Visual Studio Code, Atom, Sublime Text, and Eclipse.

4.5 MODULES

1. User Interface Module: consists of all the user interactive features like animations, styling, and responsiveness of the website.

2. Authentication Module: allows the users to login, sign in, and logout. Maintains the session variables and cookies for the website.

3. Data Storage and Retrieval Module: stores all the details of the users provided during the account creation and details updated in the profile page

4. Matching Algorithms Module: The Matching Algorithms Module gets the required data from the Data Storage and Retrieval Module

5. Users Connection Module: when user selects a particular user and wanted to connect with that person, the user connection module gets the contact details of that person and will send a request to that person.

6. Support and Help Module: Support and Help Module will guide the users on how to use and connect with other users.

4.6 PROJECT MONITORING AND CONTROLLING – RESOURCE SCHEDULING MANAGEMENT

Effort Estimation:

Effort estimation using Effort estimation techniques; These are the approximate results of those existing projects:

Estimation Technique 1: COCOMO MODEL

Basic COCOMO

- KLOC Required for our Project = Development logic + Inbuilt Functions
- = 70KLOC + 37KLOC
- = 107KLOC
- Effort=a_1*(KLOC) a_2 PM
- Tdev=b_1*(efforts)b_2 Months
- Average Staff Size = Effort/Tdev
- Productivity = KLOC/ Effort

Calculation

Project	a_i	b_i	c_i	d_i
Organic	2.4	1.05	2.5	0.38

- Effort = 2.4 * 107 * 1.05 = 269.64PM
- Tdev = 2.5 * 269.64 *0.38 = 256.158months
- Average Staff Size = 269.64 / 256.158 = 1.052 persons
- Productivity = 107/ 269.64 = 0.396KLOC/PM = 396LOC/PM

Intermediate COCOMO

- Effort (E) **=** a*(KLOC)b *EAF PM
- D **=** c x (Effort)d
- Average Staff Size = Effort/Tdev
- Productivity = KLOC/ Effort

Software Project	A	B	C	D
Organic	3.2	1.05	2.5	0.38

- The staff are Highly experienced in programming but less experienced in application programming

COST DRIVERS	RATINGS					
Personnel Attributes	Very Low	Low	Nominal	High	Very High	Extra High
ACAP	1.46	1.19	1.00	0.86	0.71	..
AEXP	1.29	1.13	1.00	0.91	0.82	..
PCAP	1.42	1.17	1.00	0.86	0.70	..
VEXP	1.21	1.10	1.00	0.90	..	..
LEXP	1.14	1.07	1.00	0.95	..	..
PROJECT ATTRIBUTES						
MODP	1.24	1.10	1.00	0.91	0.82	..
TOOL	1.24	1.10	1.00	0.91	0.83	..
SCED	1.23	1.08	1.00	0.04	1.10	..

Calculation

- EAF = 1.29 * 0.95 = 1.2255
- Effort = 3.2 * 107 * 1.05 * 1.2255 = 440.59PM
- Tdev = 2.5 * 440.59 * 0.38 = 418.56months
- Average Staff Size = 440.59 / 418.56 = 1.05persons
- Productivity = 107/440.59 = 0.242KLOC/PM = 242LOC/PM

Estimation Technique 2: Functional Point Analysis

S. NO	FP ATTRIBUTES	COUNT	LOW	MEDIUM	HIGH
1.	External Inputs(EI)	2	3	4	5
2.	External Output(EO)	3	4	5	7
3.	External Inquiries(EQ)	3	3	4	6
4.	Internal Logical File(ILF)	2	7	10	15
5.	External Interface File(EIF)	1	5	7	10

S. NO	FP ATTRIBUTES	COUNT	LOW
1.	External Inputs(EI)	2	3
2.	External Output(EO)	3	4
3.	External Inquiries(EQ)	3	3
4.	Internal Logical File(ILF)	2	7
5.	External Interface File(EIF)	1	5

FPA = UFP * CAF

UFP: Unadjusted Functional Points = 46

CAF: Complexity Adjustment Factor

Scale = 0 :No Influence

CAF =0.65 +[0.01 * Σfi]

Σfi = 14 * scale value

CAF = 0.06+[O.O1 * (14*0)]

CAF = 0.65

FPA = UFP * CAF

= 46 * 0.65

FPA = 29.9

Scale = 5 : Essential

CAF =0.65 +[0.01 * Σfi]

Σfi = 14 * scale value

CAF = 0.06+[O.O1 * (14*5)]

CAF = 1.35

FPA = UFP * CAF

= 46 * 1.35

FPA = 62.1

Functional Point Analysis boundaries between 29.9 to 62.1

Estimation Technique 3: Monte Carlo Simulation

Activities	Optimistic	pessimistic	Most likely
User Interface Module	3	4	6
Authentication Module	4	5	7
Data Storage and Retrieval Module	3	4	6
Matching Algorithms Module	7	10	15
Users Connection Module	5	7	10

PERT Estimate = (Optimistic Estimate+ 4 x Most likely Estimate + Pessimistic Estimate) / 6

For user interface module

Pert estimate = (3+4x6+4)/6
=5.1

For Authentication Module
Pert estimate =(4+4x7+5)/6
=6.1

For Data Storage and Retrieval Module
Pert estimate =(3+4x7+4)/6
=5.8

For Matching Algorithms Module
Pert estimate=(7+4x15+10)/6
=12.3

For Users Connection Module
Pert estimate=(5+4x10+7)/6
=8.6

Activities	optimistic	pessimistic	Most likely	Pert estimate
User Interface Module	3	4	6	5.1
Authentication Module	4	5	7	6.1
Data Storage and Retrieval Module	3	4	6	5.8
Matching Algorithms Module	7	10	15	12.3
Users Connection Module	5	7	10	8.6

Total Completion Time of the project is = 5.1+6.1+5.8+12.3+6.8= 36.1 Months

For the best case, completion time of the project is ;

Total Completion Time =3+4+3+7+5 = 22 Months.

For the worst case, completion time of the project is ;

Total Completion Time = 6+7+6+15+10= 44 Months.

Duration of the project (months)	Probability of project completion(%)
22 months	10%
27 months	20%
32 months	35%
37 months	67%
40 months	83%
44 months	94%
47 months	100%

COST ESTIMATION

S.NO	ITEM	PRICE PER MONTH	TOTAL PRICE	DESCRIPTION
1	AWS EC2	-	On-Demand hourly rate : $0.1108	Website will be deployed in aws clould i.e, in EC2
2	DOMAIN NAME PROVIDER	1399	Will be updated regurally	The website should have domain name we will use **Hostinger**
3	DATABASE	-	5000	The data of users will be stored in MySql i.e, in MySQL Enterprise Edition
4	HUMAN RESOURCE	20000	60000	For the implementation of the project
5	OS AND PLATFORM LICENSE	10000	30000	To use licensed platforms

Total estimated cost 2,50,000/-

5. CODE IMPLEMENTATION

5.1 Project Monitoring and Controlling – Resource Scheduling Management

The following is the github source code of this project:
Project code link: https://github.com/Nikhil1Sai/FindAFriend

Code:

This is the Matching algorithm code used to search the users with similar interests

```
 if((!empty($sloc) && !empty($dloc)) && (!empty($loc)) && (!empty($int1) ||
!empty($int2))){
    $query1 = "select username from matches where (start_location='$sloc' and
destination_location = '$dloc' and username != '".$c_user."') and
(location='$loc' and username != '".$c_user."') and (interest1='$int1' or
interest2='$int2' and username != '".$c_user."')";
    $result1 = mysqli_query($conn, $query1);
}
else if((!empty($sloc) && !empty($dloc)) || ((!empty($loc)) && (!empty($int1)
|| !empty($int2)))){
    $query1 = "select username from matches where start_location='$sloc' and
destination_location = '$dloc' and username != '".$c_user."'";
```

```
    $result1 = mysqli_query($conn, $query1);
}
else if(((!empty($sloc) && !empty($dloc)) && (!empty($int1) ||
!empty($int2)))){
    $query1 = "select username from matches where ((start_location='$sloc' and
destination_location = '$dloc' and username != '".$c_user."') and
(interest1='$int1' or interest2='$int2' and username != '".$c_user."'))";
    $result1 = mysqli_query($conn, $query1);
}
else{
    $flag = 1;
    $response = "LET US KNOW YOUR PREFERENCES";
}
if(!empty($result1) && mysqli_num_rows($result1) > 0){
    $count = 0;
   while($user = mysqli_fetch_assoc($result1)){
    $query1_2 = "select lastname, mail, phonenumer from user_details where
username = '".$user['username']."'";
    $result1_2 = mysqli_query($conn, $query1_2);
    $type = "travel partner";
    if($count == 0){
        $response = $response."<tr><td>S.NO</td><td>PARTNER
TYPE</td><td>NAME</td><td>MAIL</td><td>PHONE NUMBER</td></tr>";
        }
    while($r = mysqli_fetch_assoc($result1_2)){
        $resulttable="resulttable";
      $response = $response."<tr
class=".$resulttable."><td>".$count."</td><td>".$type."</td><td>".$r['lastname
']."</td><td>".$r['mail']."</td><td>".$r['phonenumer']."</td></tr>";
    }
    $count = $count + 1;
   }
}
else{
    if($flag == 0){
    $query2_2 = "update matches SET start_location='".$sloc."',
destination_location='".$dloc."',
interest1='".$int1."',interest2='".$int2."',startDate='".$sdate."',endDate='".
$edate."',budget='".$budget."',location='".$loc."' where username =
'".$c_user."'";
    $result2 = mysqli_query($conn, $query2_2);
    $response = "YOUR INTERESTS ARE SAVED, WE WILL LET YOU IF ANY MATCHES ARE
FOUND";
    }
}
```

6.TESTING

6.1 ALPHA TESTING

Based on the project's development stage, it's possible that the "Find a Friend" project is currently undergoing alpha testing, which is typically performed by the developers or a select group of users. The purpose of alpha testing is to identify and fix any bugs or issues before the software is released to a wider audience.

During alpha testing, the testing team may perform various types of testing, including functional testing, performance testing, security testing, and usability testing. Once the testing is complete, the testing team will provide feedback to the development team, who will address the issues and make any necessary changes.

S.no	Test Case ID	Test Case Description	Precondition	Test Data	Expected Result	Post condition	Actual Result	status	Comments
1	TC001	Login Functionality Test	User is not registered	Name, Email, Number, password	User should be able to log in with valid credentials	Data added to the database	User was able to log in successfully	pass	-
2	TC002	Profile Creation Test	User must be registered	Name, Email, Number, Id proof, Address, photo	User should be able to create a profile with all required fields	Data added to database	User was able to create a profile successfully	pass	-
3	TC003	Search Functionality Test	Internet connection must be there	Username, Place of visit	User should be able to search for other users by name or location	Valid search retrieve data	Search results should be accurate and relevant	pass	Invalid searches will give error
4	TC004	Messaging Functionality Test	Both receiver and sender should be friends	Any messages	User should be able to send and receive messages with other users	Message sent	Messages should be delivered and displayed correctly	pass	-
5	TC005	Performance Test	Website must be working		System should be able to handle a high volume of users and activity	System became slow and unresponsive when tested with 100+ users	fail		Performance depends on many conditions

6.2 BETA TESTING

Beta testing is a type of software testing that occurs after alpha testing and before the software is released to the general public. During beta testing, the software is made available to a selected group of external users who are representative of the target audience. The purpose of beta testing is to gather feedback from real-world users and to identify and fix any issues or bugs that were missed during alpha testing.

S.no	Test Case ID	Test Case Description	Test steps	Expected Result	Actual Result	status	Comments
1	TC001	Login Functionality Test	1. Click on the "Login" button 2. Enter correct credentials 3. Click on "Submit"	User should be able to log in with valid credentials	User was able to log in successfully	pass	-
2	TC002	Profile Creation Test	1. Click on the profile button 2. Fill in the required fields 3. Click on "Submit"	User should be able to create a profile with all required fields	User was able to create a profile successfully	pass	-
3	TC003	Search Functionality Test	1. Click on the "search people" button 2. Search for a friends 3. Select the contact and start chatting	User should be able to search for other users by name or location	Search results should be accurate and relevant	pass	Invalid searches will give error
4	TC004	Notification Functionality Test	1. Send a message to a user who is offline 2. Wait for the user to come online 3. Verify that the user receives a notification about the message	User should be able to send and receive messages with other users	Messages should be delivered and displayed correctly	pass	-
5	TC005	Performance Test	1. Simulate high user traffic by sending multiple messages and friend requests to the server 2. Measure the response time and	The app should be able to handle a high volume of traffic without any significant degradation in performance or stability	The app was able to handle the traffic without any issues	pass	

			server stability			

7.SUMMARY AND CONCLUSIONS

The "Find a Friend" project is a web-based application that aims to help users connect with potential friends based on shared interests and travel plans. The project has successfully achieved all of its objectives and goals while being completed on time within the given budget.

The project's initial objective was to create a user-friendly application that could match users based on their interests and travel plans. To achieve this, the development team utilized predefined matching algorithms to suggest potential matches to users. The application also includes a sorting feature that allows users to filter matches based on specific criteria such as travel dates, budgets, and gender.

Another objective of the project was to ensure the security and privacy of users. The team implemented a system that maintains the government-issued unique IDs of users, ensuring that personal information is kept confidential. The application also requires users to provide contact details, such as email addresses or social media accounts, for communication with potential matches.

The project's goal was to help users connect with potential friends and reduce social isolation, especially when traveling to new places or during extended periods of solo travel. The email notification system notifies users when potential matches are found, making it easier for users to connect and establish meaningful relationships.

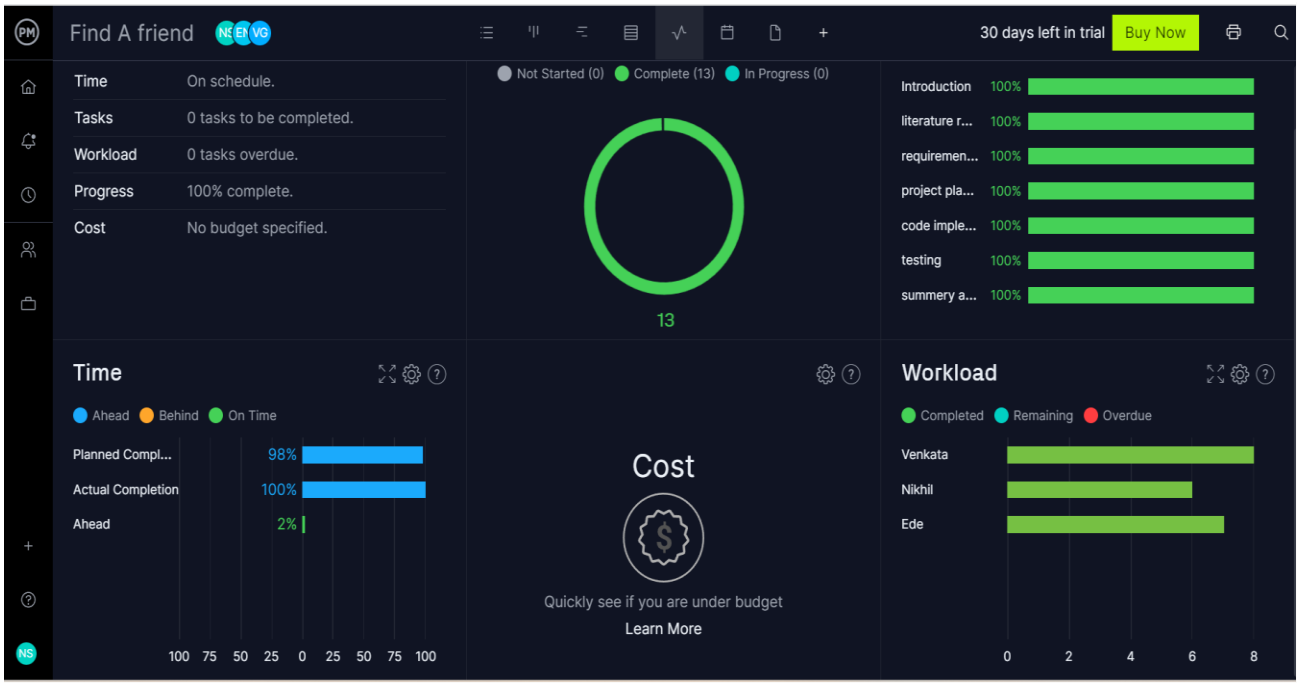
The project was completed on time and within the given budget. The development team utilized an Iterative and Incremental methodology, which allowed for continuous feedback and adjustments to be made throughout the development process. The team also utilized open-source technologies, which reduced development costs while still delivering high-quality results.

In conclusion, the "Find a Friend" project has successfully achieved all of its objectives and goals while being completed on time and within the given budget. The application's user-friendly interface, predefined matching algorithms, sorting feature, security measures, and email notification system have all contributed to the project's success. The project's contribution to

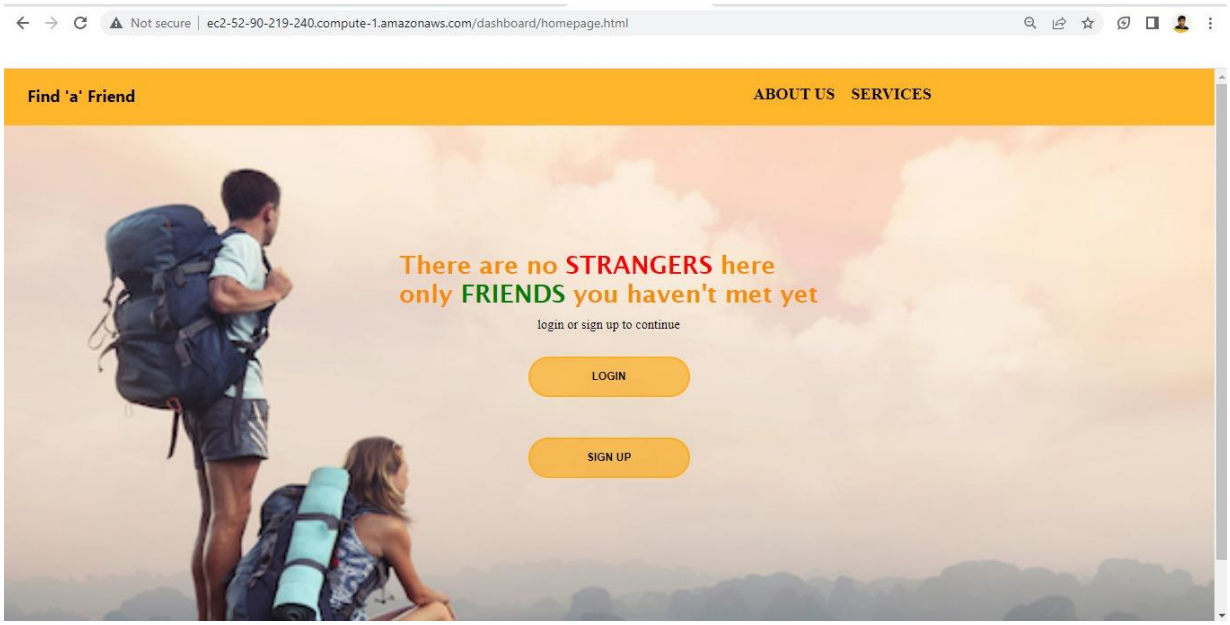
reducing social isolation and helping individuals connect with potential friends is significant, making it a valuable tool for those seeking to form new friendships.

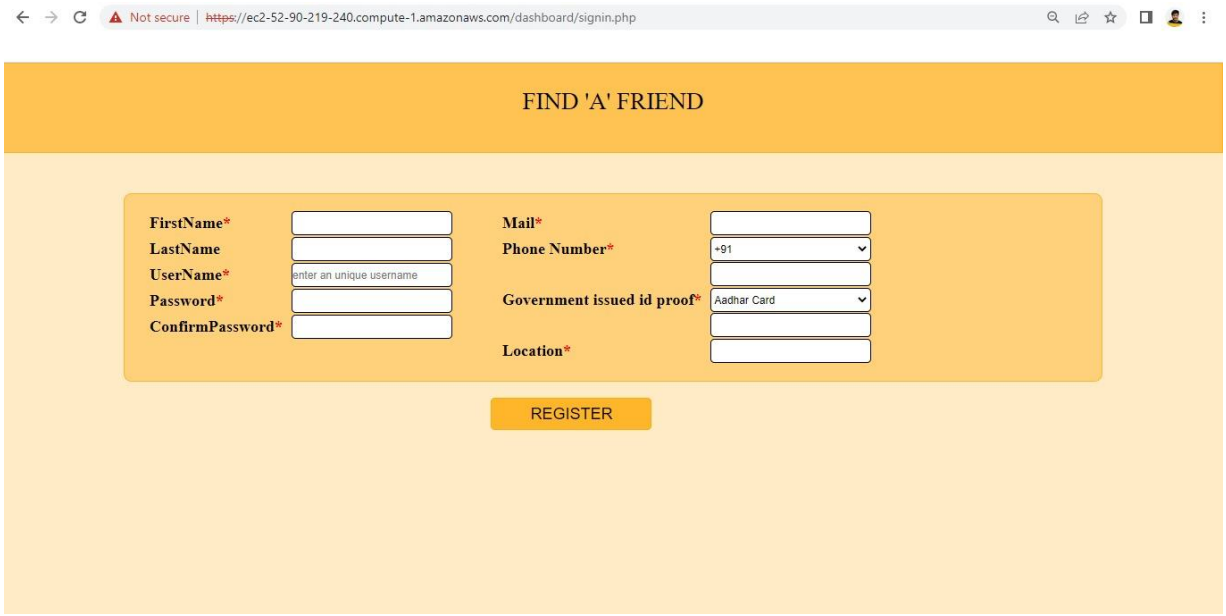
The Deployment link of website: http://ec2-52-90-219-240.compute-1.amazonaws.com/dashboard/homepage.html

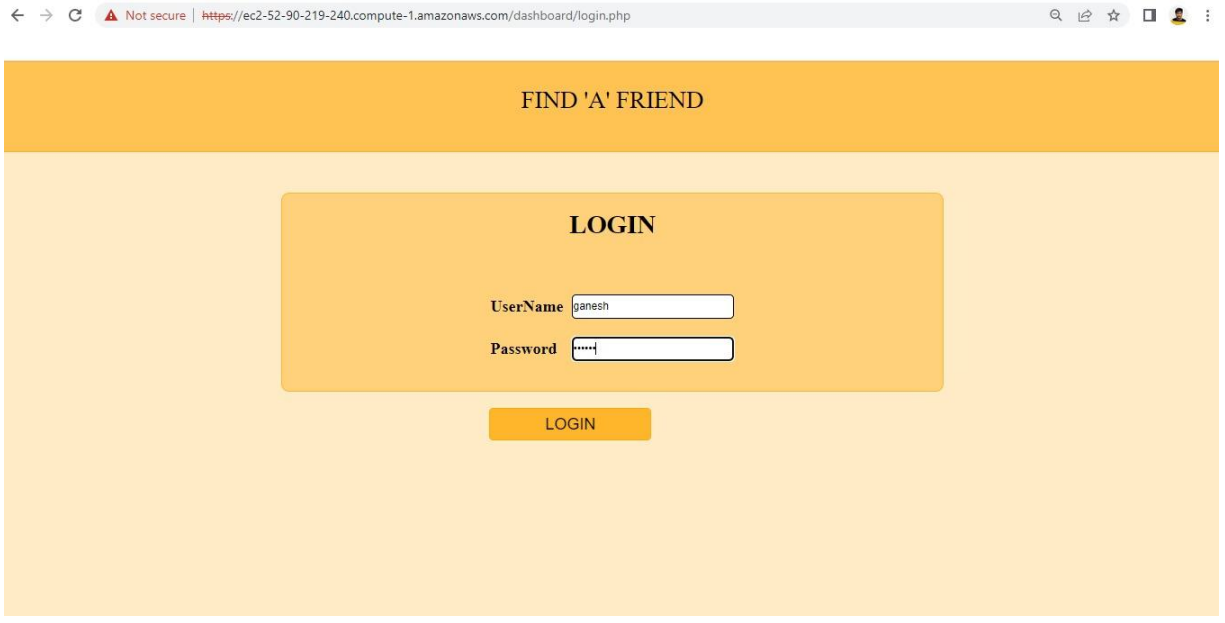
ALL	TASK NAME	DURATION	PLANNED START...	PLANNED FINISH ...	ASSIGNED	PERCENT COM...	PRIORITY	COMPLETE	STATUS
1	**Introduction**	**3 days**	**24-01-2023**	**26-01-2023**	**Venkata Ganes**	**100%**	**Very High**		**Done**
2	Define problem stat...	1 day	24-01-2023	24-01-2023	Venkata Ganes	100%	Very High		Done
3	objectives and goals	2 days	25-01-2023	26-01-2023	Venkata Ganes	100%	Very High		Done
4	literature review	5 days	31-01-2023	06-02-2023	Nikhil Sai	100%	Medium		Done
5	**requirements elicitation**	**10 days**	**15-02-2023**	**28-02-2023**		**100%**	**Critical**		**Done**
6	interviewing people	2 days	15-02-2023	16-02-2023	Ede Naveen,Nil	100%	Medium		Done
7	brain stroming	2 days	17-02-2023	20-02-2023	Ede Naveen,Nil	100%	High		Done
8	analysis and feedba...	2 days	21-02-2023	22-02-2023	Ede Naveen	100%	Medium		Done
9	feasibility report	4 days	23-02-2023	28-02-2023	Ede Naveen,Ve	100%	Very High		Done
10	**project planning**	**15 days**	**07-03-2023**	**27-03-2023**		**100%**	**Critical**		**Done**
11	choosing technologi...	2 days	07-03-2023	08-03-2023	Nikhil Sai	100%	Medium		Done
12	resource scheduling	8 days	09-03-2023	20-03-2023	Venkata Ganes	100%	Very High		Done
13	effort estimation	5 days	21-03-2023	27-03-2023	Ede Naveen	100%	High		Done
14	**code implementation**	**17 days**	**31-03-2023**	**24-04-2023**	**Ede Naveen,Ni**	**100%**	**Critical**		**Done**
15	scheduling	17 days	31-03-2023	24-04-2023	Ede Naveen,Nil	100%	Critical		Done
16	testing	3 days	25-04-2023	27-04-2023	Ede Naveen,Ve	100%	Very High		Done
17	summery and conclusion	4 days	26-04-2023	01-05-2023	Nikhil Sai	100%	Critical		Done
18									

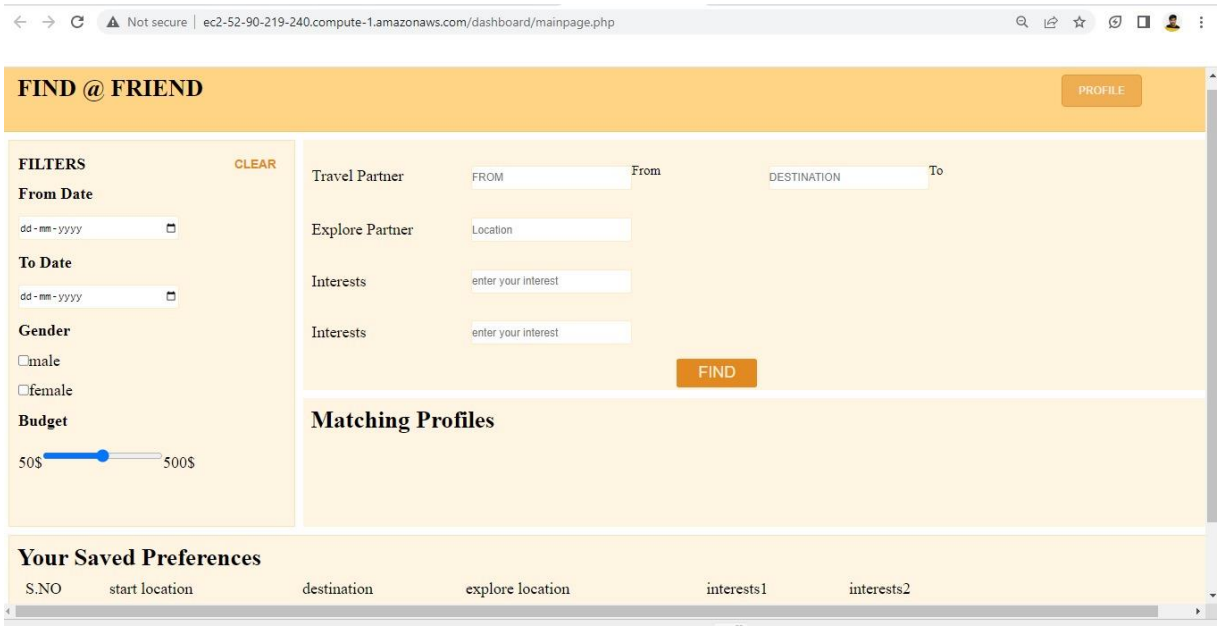


WEBSITE IMAGES:




Not secure | https://ec2-52-90-219-240.compute-1.amazonaws.com/dashboard/signin.php
FIND 'A' FRIEND
FirstName*
LastName
UserName*
enter an unique username
Password*
ConfirmPassword*
Mail*
Phone Number*
+91
Government issued id proof*
Aadhar Card
Location*
REGISTER


Not secure | https://ec2-52-90-219-240.compute-1.amazonaws.com/dashboard/login.php
FIND 'A' FRIEND
LOGIN
UserName
ganesh
Password
LOGIN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PROFILE
FILTERS
CLEAR
From Date
dd-mm-yyyy
To Date
dd-mm-yyyy
Gender
male
female
Budget
50$
500$
Travel Partner
FROM
From
DESTINATION
To
Explore Partner
Location
Interests
enter your interest
Interests
enter your interest
FIND
Matching Profiles
Your Saved Preferences
S.NO
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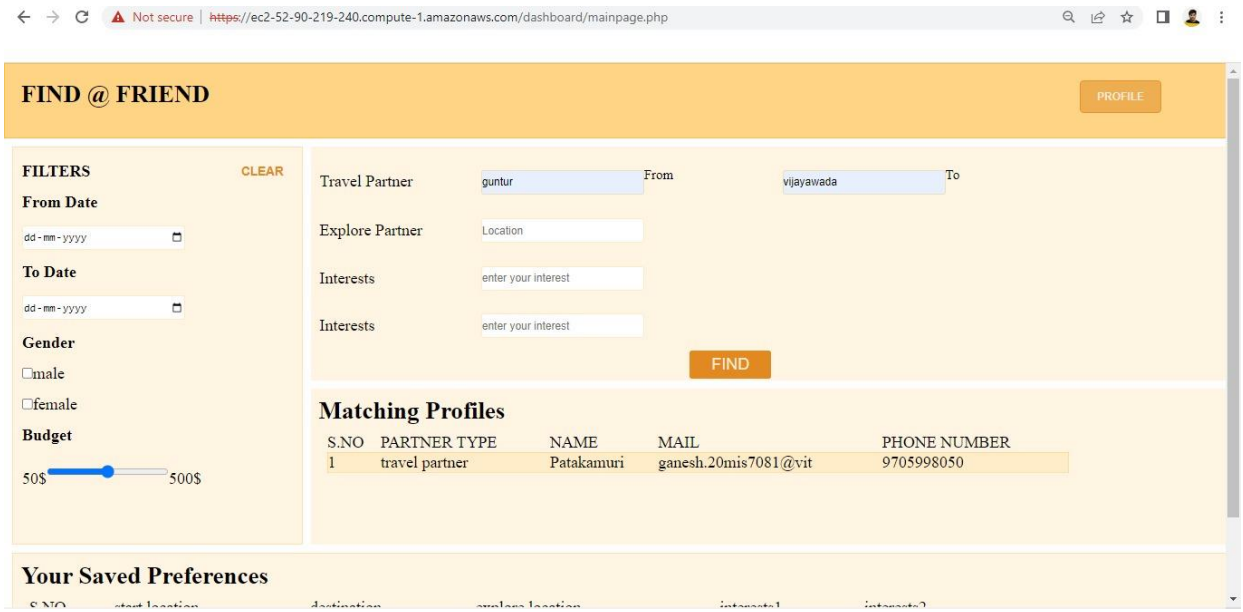
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female
Budget
50$
500$
Travel Partner
guntur
From
vijayawada
To
Explore Partner
Location
Interests
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Interests
enter your interest
FIND
Matching Profiles
S.NO
PARTNER TYPE
NAME
MAIL
PHONE NUMBER
1
travel partner
Patakamuri
ganesh.20mis7081@vit
9705998050
Your Saved Preferences