Students will show the work in progress to their mentors with related documentation for the mentor evaluation.

1. To identify system behavior, requirements, and the product perspective
   - Product Perspective -Give the initial visualization of the Product. Draw the Block Diagram of the product explaining all the components.
2. Draw Use Case diagram(s). Fill Use Case template for all Use Case diagrams (Normal Scenario, Alternate Flow, Extension Points, Pre-Conditions, and Post Conditions)
3. To create Swimlane diagrams/Activity diagrams
4. To identify all the requirements of the project and to classify them into Functional and

6. Design Model (Class Design, Data Design- ER Diagrams, Data Flow Diagrams)
7. Architecture Design (Component Diagram, MVC architecture, Tier architecture, etc. (whichever suitable architecture is chosen))
8. Cost Analysis (According to the selected hardware and software for the project)

*Please Note: UML Diagrams are drawn not only to visualize the overall system but also to depict the specific case(s) which are significant for the project. Therefore, each diagram should be drawn first for the overall project, and then for significant cases as per the requirement of the project. For Example, State Chart Diagram should be drawn for the overall project, and for the number of significant objects under consideration.