

Batch: C5_3

Roll No.: 53

Name : Shreyans Tatiya

Gantt chart and Fishbone Diagram

Problem Statement for Activity: Software development for admission in a University

Team 11

Sr No	Roll No	Name	Role (Designer/Customer)
1	53	Shreyans Tatiya	Designer
2	52	Shreya Menon	Designer
3	51	Shreya Nair	Designer
4	54	Shreyash Thakur	Designer
5	55	Shriya Shetty	Designer

Tasks to be performed:

- 1) Make a Gantt chart for tasks involved in developing a Software for admission in a University
- 2) Design a Fish-Bone diagram for the possible reasons for its failure

Team Member Allocation Table:

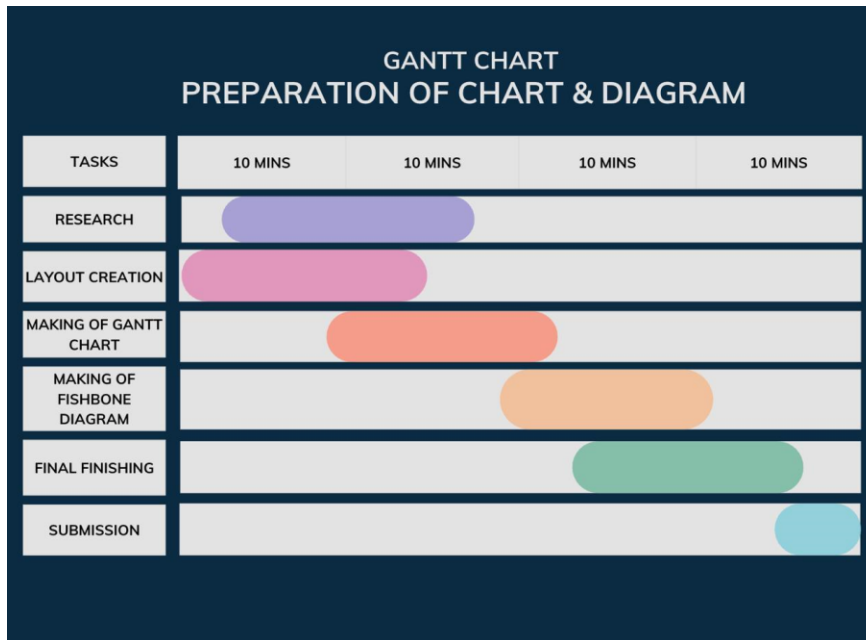
Group 11

Sr.No	Name	Project Role
1.	Shreyans Tatiya	Project Manager
2.	Shreya Menon	Business analyst
3.	Shreya Nair	Resource Manager

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Course: Introduction to Project Based Learning

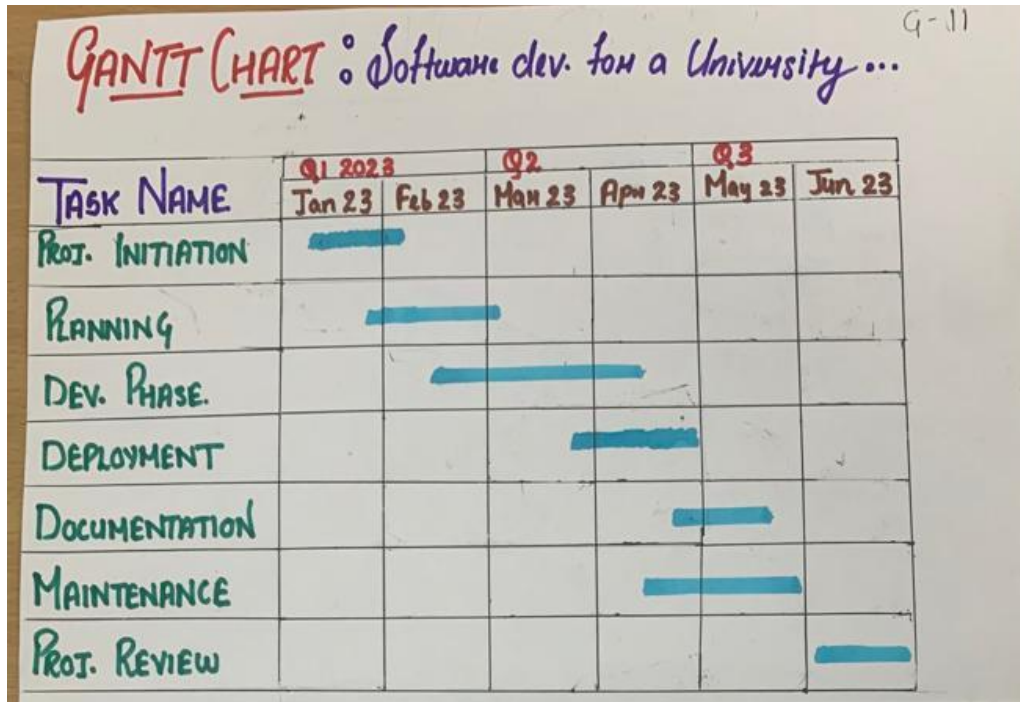
4.	Shreyash Thakur	Test Lead
5.	Shriya Shetty	Programmer

Gantt chart for task planning:

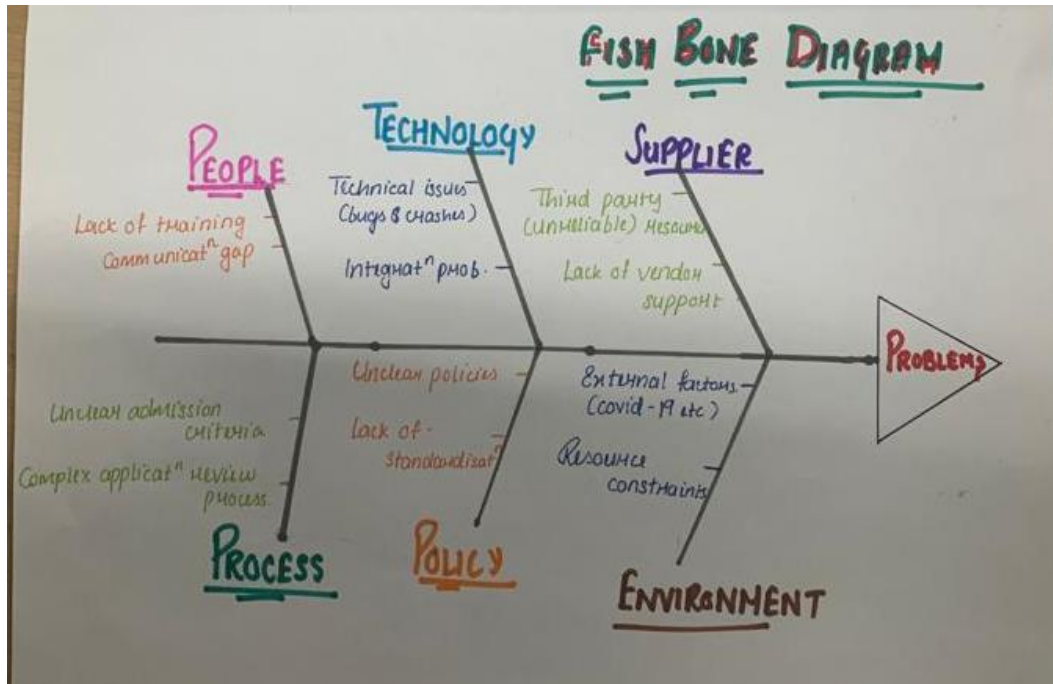


Gantt chart for student involvement planning:

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Fish-Bone diagram for the Activity:



Observations and Reflections:

During the process of this activity, we analysed the admission procedure and the time durations for each of the activities taking place through the admission software. Looked out for the possible reasons for its failure shown through the Fish-Bone Diagram.