	SDO7	PROPERTY MANAGEMENT SYSTEM										

		Tasks	Chulanga Averil			Kasundi Maneesha			Poornami Wijekoon			Baratha
	Number	Description	Estimate	Actual		Estimate	Actual		Estimate	Actual		Estimate
Task 1		**Requirements Gathering & Documentation**										
	1.1	Preparing Resume & Cover letter	6	5		5	4		6	4		5
	1.2	Collect information about the project	6	5		6	4		5	4		4
	1.3	Research project related topics	7	6		6	4		4	4		5
	1.4	Prepare draft SRS	9	7		8	6		7	6		8
	1.5	Prepare draft TA	9	8		8	7		3	4		8
	1.6	Prepare final SRS	10	9		7	5		6	5		8
	1.7	Prepare final TA	12	10		10	11		9	9		8
Task 2		**Designing diagrams**										
	2.1	Design usecase diagram for system	7	7		6	5		6	5		5
	2.2	Design class diagram for system	8	7.5		5	4		6	5		5
	2.3	Design High Level diagram for system	8	8		6	4		5	5		5
Task 3		**Learn tools and concepts**										
	3.1	Learn agile-scrum methodologies	8	7		4	3		3	4		2
	3.2	Learn about Github functionalities	9	9		5	4		3	5		4
	3.3	Learn about trello functionalities	7	6		4	3		4	3		2
	3.4	Learn development technologies (mobile+web)	9	6.5		7	4		7	3		8
	3.5	Learn language development technologies	10	2		3	2		4	3		5
Task 4		**Design main GUI's of property mangement system**										
	4.1	Study design techniques and design requirements of system	8	5					6			
	4.2	Design main theme of system				6						
	4.3	Design home GUI										
	4.4	Integrate GUI's into one system and connect each of them										10
Task 5		**Backend design and implement database**										
	5.1	Learn about mySQL functionalities	4			4			4			4
Task 6		**Property Management of Property Management System**										
	6.1	Conducting a research and gather information about the property management system	14	12								
	6.2	Clarifying the functional and non functional requirements by meeting the client.	6	3								
	6.3	Drawing the necessary UML diagrams according to the function	12	10								
	6.4	Designing GUI according to the specified requirements	13	8								
	6.5	Selecting color code and icons for GUI	6	5								
	6.7	Coding other necessary functions	10	2								
Task 7		**Booking Management of Property Management System**										
	7.1	Studying required coding technologies and gather tenant requirements							8	7		
	7.2	Designing wireframes for booking management GUIs							6	5		
	7.3	Selecting appropriate color codes and icons for GUIs							4	3		
	7.4	Designing GUIs for selected requirements and specifications							10	11		

Task 8		**User Management of Property Management System**										
	8.1	Create function break down list										10
	8.2	Draw use case diagram										5
	8.3	Create table design scheme										5
	8.4	Research about User types of the system										5
	8.5	Design wireframe user profile										6
	8.6	Design wireframe login										6
	8.6.1	Design GUI login										8
	8.7	Design GUI's										13
Task 9		**Bookmark and Save in Property Management System**										
	9.1	Create function break down list										10
	9.2	Draw use case diagram										5
	9.3	Create table design scheme										5
	9.4	Research about UX in bookmarking,Save property										6
	9.5	Design wireframe my bookmarks										8
	9.6	Design GUI's										13
	9.7	Ajax review for bookmark function										6
	9.9	Design wireframe notifications										
	9.9.1	Design GUI notification										
Task 10		**Review and Commenting in Property Management System**										
	10.1	Study about review and commenting function details and functional requirements				10	8					
	10.2	Design wireframe for Review and commenting GUI				5	4					
	10.3	Select appropriate colors and icons for Review and commenting GUI				6	2					
	10.4	Design GUI of Review and commenting				14	12					
Task 11		**Search in Property Management System**										
	11.1	Gathering search management function details and requirements							9	6		
	11.2	Designing wireframes for search management							6	4		
	11.3	Select appropriate icons and colors for GUI							4	3		
	11.4	Designing GUIs for Search management function							8	5		
Task 12		**Preferences Management in Property Management System**										
	12.1	Search for preference management function details and requirements				9	6					
	12.2	Study required GUI design tehnologies for function and design wireframe				7	5					
	12.3	Select appropriate icons and colors for GUI				4	2					
	12.4	Design GUI of preferences management for selected guidelines				14	12					
			198	148	0	169	121	0	143	113	0	207
		Approval of the supervisor:										

Fwd: Updated TA of Capstone Project 1 -Curtin SE Inbox ×

Chulanga Averil
to me, Poornami

Apr 22, 2019, 3:13 AM (1 day ago)

---------- Forwarded message ----------
From: **Geethanjali Wimalaratne** <geethanjali.w@sliit.lk>
Date: Mon, Apr 22, 2019 at 1:57 PM
Subject: Re: Updated TA of Capstone Project 1 -Curtin SE
To: Chulanga Averil <chulangaaveril@gmail.com>

Approved Prop Management TA.

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