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KRIFY SOFTWARE TECHNOLOGIES PRIVATE LIMITED
Mobile, Web, Digital & Emerging Technology Development Company



**Design, Development and Deployment
of Online exam Web application**

Client Details

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1. SCOPE OF WORK

With reference to our call and WhatsApp conversation on the requirements, followed by the reference application that you have provided, we intend to propose the following Quotation for your kind perusal

Goal: The main goal of the application is to help physical therapist who are preparing for NPTE by providing few Mock tests

Stake holders of the application

- Guest Users – Can perform all the activities on the website except attempting the test without registering to the application
- Registered Users – Physical therapist who takes NPTE tests
- Admin – Owner of the application who can manage users, test, content of the application

Design

We need to develop a Responsive web application

Application Flow

→ User can search the domain from any web browser and open the website

→ Once the website is open user can see the following menu

- Home
- How to get through NPTE
- Steps and strategies how to take NPTE
- Vision
- Login
- Register
- NPTE Online Mock test
- Contact us

Home

Will have basic information regarding and all the menus with the LOGO

How to get through NPTE

Will have content and image based details for user

Steps and strategies how to take NPTE

Will have images and content based details for user

About us

Vision of the website and about info of admin

Contact us

Will have contact info of the admin company and contact form for any enquiries

Registration

User can register into the application using

- Name
- Email id
- Password

- Facebook and Gmail

Once registered users can then after login into the application directly

Online Test

- When clicking on the online test user can see different packages for the tests like package 1, package2, and package 3 with package details and subscribe option.
- Clicking on subscribe option user will be redirected to the payment gateway from there user can pay for that particular test
- User get a success message after the payment
- User will now have test1, test2 etc. based on the package subscribed
- From the date of payment user will have 60 days of time to take all tests of the selected package.
- Once user starts the test, countdown which is set for that particular test will be automatically start to decrease down.
- User will have different session in the test
- All the questions will be multiple choose answers with only one correct answer.
- User have can see the questions in 3 different format in 3 different color variation like
 - Mark for review for users
 - Blank questions
 - answered question
- During the test process users will also have break 15 or 20 minutes of time which will be set by the admin.
- User can either accepted or ignored the break option.
- The break will also have a time limit with countdown

- Test can be submitted whenever they mark all the questions
- Incase if they miss to opt an question the application need to notify the blank questions
- Incase if duration of the test is completed without user submitting the test, test need to be automatically submitted.
- User will get a submission successful message.
- User will get a summary report of number of correct answers and number of wrong answers right after the success message. (no need to show answers to users)

Students will have payment history

Payment history for the packages user bought

Guest user

- Guest user can go through the entire application without any login. Once the guest user subscribes and buy the package user will be promoted to get registered in case if he is not registered.
- Even guest users should be able to buy a package - hence the package and pricing info will be shown on the front end portal.
- So the guest user can purchase a package and we can send them a confirmation email with details on the test package they purchased.
- But to take the test, they will need to create a user account (or we can have them login with their Google or Facebook info).

Note

- In whatever the package user might select user shouldn't get repeated question in the next attempt of exam
- System must track all questions attempted by all the users

- There will not be any free test attempts

Admin

- Admin can login to the application
- Admin can manage the users
- Admin can send promotional emails to registered users
- Admin can manage content into the of the website
- Admin will have online test module
 - Here a of related number admin need to first set session for the test
 - Add associated questions into the sessions
 - Questions can be added with content and Image
 - Admin should also give 4 options with one correct answer
 - Admin can add any number of sessions and add any number of questions to package
(n no of questions for legs, y no of questions for hand etc)
 - Admin will set time for test
 - Admin will set Break time for test
- Admin can able to manage the packages
 - Details of the package visible to user in front end
 - Subscription price
 - Number of tests related to that package
 - Time for all the package will be by default 60 days
 - Relating sessions and questions to package

Reports

- Admin need to get report related package subscribers based on month
- Admin need to have question based report

- All the users who attempted that particular question
- Number of registered users

Note: The web application will be developed based on our existing examination application

Any new enhancements / new features requested during the design / development / test phases will be considered for re-evaluation both in terms of time and cost effort. Requirement / design change take maximum of 1 day then we will consider it from sales side without additional cost but where as if the effort required to implement new feature / enhancement which will take more than then we will discuss with the client regarding and based on mutual agreement we will agree for the additional price.

2. TECHNICAL SPECIFICATIONS

Below are the technologies we are going to use for the project development

Web Platform Development	
Type	Native
Coding Language	PHP frames work, HTML, CSS (Our existing examination system)
Database	MySQL
Language	English only

3. PROJECT TEAM

The team of resources which are going to be involved in this project development is

Role	Responsibility	NO
Project Manager	PM is the principle focal point for the project and would be responsible for project planning, execution, control, resource coordination and client coordination.	01
UX / UI Designer	Designer is responsible for designing User Experience, User Interface, Graphical elements, etc.	01
Technical Manager	For Global Architecture, Technology Planning and as a technical support to teams.	01
Senior Web Developer	Senior Web developer with experience in Web front end & back end platforms.	01
Delivery Manager (DM)	Delivery manager takes responsibility in assisting the Project Manager (PM) in overall portfolio management, project delivery and support. PM reports to DM.	01
QA Engineer	QA engineer ensures that the developed application meets the requirements and mock-ups by performing functional and non-functional Testing.	01
Total Resources		06

4. PROJECT RISKS

- The project involves payment gateway integration which requires some authorization and co-ordination with gateway provider – which can delay the project.

5. PROJECT MANAGEMENT

- After the project is Kickstarted from Business Analysts team, we appoint a Single Point of Contact to make all the communications from our end, typically a Project Manager. He/She ensures the delivery happening on time and the tasks completed to the highest standards with the minimum of agitation to the client's complete satisfaction.
- The entire project is split into deliverables and the assigned manager explains the clients how the development is going to be carried out. He/she also ensures that the client receives regular updates. This allows transparency in project tracking and the clients have a clear vision of the whole project at every stage of development. The project is managed with the help of a project management tool either suggested by Client or our internal tool i.e Bitrix24
- At the end of the project we will share the complete source code with copy rights and Proprietary ship. Incase if the client requires any specific documentation or knowledge transfer that needs to be approved by the Business Analysts team

6. OUR DEVELOPMENT PROCESS



7. OUR TESTING

We have our own test lab fully equipped with broad range of testing devices enabling us to deliver services in all kinds of environments. Before delivering the application, we will do the following tests

Unit Testing – This is the initial stage of the manual testing and is done by the prime developer who wrote the codes for your software or application.

Integration Testing – Done by using the Black Box testing technique, we carry out this manual testing stage in two modes, complete package, and earlier package increment, depending upon your need. In this stage, we test the level of integration of the product and try to identify the loopholes.

System Testing – At this stage, we will test your product from all possible dimensions and check its viability on different platforms.

User Acceptance Testing – In this fourth stage of manual testing, we will do manual testing to get the sign-off of the finished product. We also create a “pass” at this testing stage for the customer that signifies that the product is all set to work in their landscape.

Release or Deployment Testing – This is the last testing stage which intends to check the viability of SetUp.exe in customer’s environment, how much space the product is consuming, how the onsite installation is taking place.



Note: The testing we are going to agree is to test with maximum of 05 People at Client End. Incase if you want Marketing testing (pre-finalized application testing with a sample of the audience before launching the application), this will be charged separately.

8. EFFORT ESTIMATIONS

Considering the work scope and all the deliverables, below are our effort estimations without compromising on the quality standards

Functionality/Module	Time estimation
Design & Development and quality assurance of the web application	24 working days from design confirmation

9. PAYMENT MILESTONES

PAYMENT MILESTONE	PERCENTAGE
Initial Kickstart	10% of the payment
After graphical design completion	10% of the payment
After 50% demo of application	30% of the payment
After 80% of development completion of application	30% of the payment
After 100% of development completion of application before source code delivery and website live	20% of the payment

*Demo details will be shared by the assigned project manager

10. TECHNICAL MAINTENANCE

Technical maintenance is very important to provide data amendments and to avoid any performance related issues or usability issues or on live issues/bug support. The assigned team will prioritize the issues, proactively analyses and monitor the system and keep application up-to date.

Krify Software Technologies Private Limited provides **2 Calendar Months complementary bug fixing support** (only functional bugs) of the existing code which is implemented by Krify. The warranty shall be valid up on receipt of 100% payment. Our technical maintenance includes below activities

1. Updating site information and security measures
2. Addition and modification of content
3. Database maintenance and purging
4. Updating of information and photos on the site
5. Maintaining the functionality of the website such as registration page etc.
6. Adding new links and pages to the site.
7. Ensuring all the information on the website is up to date.
8. Ensuring the functional flow of the website works accurate.

9. Ensuring that every page of the website is accessible from the menu navigation within a few clicks. Pages which visitors cannot reach are of no use.

- ★ Our paid technical maintenance plans is optional for client to choose. The charges will be applicable after completion of 2 months of complementary technical maintenance.

11. OUR RESPONSIBILITIES

Our Deliverables includes

- ★ UI/UX Design
- ★ Responsive web application development
- ★ Source code with copy rights (After the Full Payment is received)

12. CLIENT RESPONSIBILITIES

Following are the information that we require from the client after project Kickstart

- ★ Server and Hosting Details
- ★ Content/Information required
- ★ Domain
- ★ Payment Gateway
- ★ Timely feedback

13. BUSINESS TERMS AND CONDITIONS

1. This is a Turnkey project meaning that the start to end development is managed by us completely. If there is any project management or technical team person is foreseen to be involved in the project at the middle, then the client needs to inform development team at the start of the project, to discuss on other dependent variables.
2. Requirement Scope

- Only the deliverables and work scope described in the quotation is included within the price given. Any other extra services outside of the scope of the quote given will be chargeable. Any service that falls outside of the remit of this quotation must first be agreed with a price and signed by both parties before it may go ahead.
- The deliverable/functionality not mentioned under the Scope of Work section of this quote will be considered as change request (CR). CR would result in a change of timeline and cost of the project.
- At any point of the project, if project specifications are changed by the client (either functionality or designs), then the client shall submit it in a written proposal specifying the desired changes. We will evaluate such changes and shall write a proposal to the client regarding the effort required, in terms of delivery date and project cost.

3. Project Delivery

- The client should review the deliverables as per the milestones plan and should respond to it with acceptance in written format.
- Krify team will keep 100% efforts to deliver the Project on schedule. However, in case of delay, the project manager will give 2 days' prior written notice to the client.
- If the client finds bugs or requires some amendments in the deliverable, then he should notify it in written within 3 working days after the deliverable is received. If client does not respond within 3 working days, development on the next milestone will not be started. The delay in client response will impact on next milestone delivery dates.
- The client should provide their complete feedback for each milestone at once. Giving feedback again after the delivery of the next milestones may affect the project timeline considerably. In case, if any major functionality included in deliverables of the previous

milestone needs to be changed, which is interlinked with the functionalities of next milestone, then this request will be considered, but with revised time and Price estimation).

- If the client becomes non responsive for two (2) weeks then automatically the project status will be considered as 'on hold' and to resume work following this, the client will have to pay a penalty of 15% of project's total cost to Krify and should accept Ten (10) business days to start the development again. Also, a new milestone plan will be prepared for the project deliverables.
- If the client has a valid reason (and krify agrees to it) for putting the project on hold and has no due payment till that day, then in that case the project can be paused for a maximum of thirty (30) days and whenever the client is ready to restart the project, then he will have to allow Krify Ten (15) business days to start the development again. Also, a new release plan will be prepared for the project deliverables.
- In case of delay in response (approval of milestone) from client side will result in Project delay and meeting target deadlines. We are not liable for those delays.

4. Information from client

- If client is providing Graphical Designs or WEB APIs/Backend support to the developer for the integration sake, then delays in such delivery from client's side can also affect the committed delivery dates which subsequently affect the project plan.
- If there is delay from client end in providing third party details such as Hosting, Payment Gateways, Store details etc then committed delivery dates and project plan will be affected.

- The server provided by the client should fulfill the requirements like supporting APIs, push notifications, etc and our responsibility is to move files to client's server. In case if the client needs server support too, to move files and APIs, then our team can help in this regard which include setting up and configuring the requirements for supporting APIs, push notifications and other features. The server support will be provided with additional cost.
- If content is being provided by client, then checking and correcting the content matter is not our responsibility. If error happens, client can suggest us corrections and we can modify the content accordingly.

5. Payment

- If at any point during the development cycle client wishes to cancel the project, he will be invoiced an amount that Krify judges to be proportional to the amount of work completed until the point written noticed of cancellation is received. There will be no refund for the money paid.
- Any payment returned by the bank or credit card company will incur an administration charge. This will be invoiced and will be added to the total outstanding debt owed by the customer.
- Payment terms will be milestone wise. Once a milestone is completed the payment must be released by the client within 05 working days after sending the Invoice. Further Development will be paused until the payment is cleared.
- The source code will be delivered to client with copyrights only after client makes final payment and clears all dues with Krify.
- In case of delay in response (Payment) from client side will result in Project delay and meeting target deadlines. We are not liable for those delays.

6. Confidentiality

- Our team including the developer in project will maintain confidentiality of the project and will not disclose any information to outside people, except those employees who are required to have the Confidential Information in order to perform their job duties.

7. Travel

- If the project involves any national or international travel, such travel & boarding expenses are borne by the customer. In such cases, development company (Krify) will take prior approval from the customer (You).