



TIS2151 WEB DEVELOPMENT  
GROUP PROJECT  
REPORT  
LECTURE SECTION:TC01  
LECTURER: Aziah Binti Ali  
SUBMISSION DATE: 19/2/2019

PREPARED BY:

NAME	ID	EMAIL	POSITION
MOHAMED HATEM	1161302775	dddwr@hotmail.com	TEAM LEADER
BAOBAID, HUSAM	1161304070	hussambaobeid@yahoo.com	
MOHAB MOHAMED	1161302776	Mohabmohamed10@gmail.com	

## TABLE OF CONTENTS

<b>1.Introduction</b>	<b>3</b>
<b>2.Problem Statement</b>	<b>3</b>
<b>3.Objectives</b>	<b>3</b>
<b>4.Solution:</b>	<b>4</b>
i) Analysis	
a. Use-case diagram + Description to Elucidate	4
b. Requirements	7
ii) Design	
a. Information Design	7
b. Navigation Design	7
c. Interface Design	7
iii) Implementation	
a. Screenshots and Description of Homepage	8
b. Plan for Assignment 2	10
<b>5.Conclusion</b>	
<b>6. Assignment 2</b>	
a.Introduction	
b.Running instructions	
c.Screenshots	
d.Conclusion	

# 1.Introduction

PROTRaK is a web-based application, designed to track the progress of a specific project in various fields, such as: School project, college project, company project, personal project, etc. This application allows users to create tasks for their project in order to complete their project in a timely manner according to their plan. The user also is able to set reminders for each task and may edit or delete completed or irrelevant tasks. This project will be focused on designing and building a group project progress tracker application by fully utilizing html, php, css as well as javascript.

# 2.Problem Statement

One of the major complications of completing a project or a given assignment is the poor time management or the happening of an unexpected and unavoidable events. The purpose and the goal of project management is to construct a well-working product or service. This web app is developed and designed to allow users plan their projects by achieving their set goals.

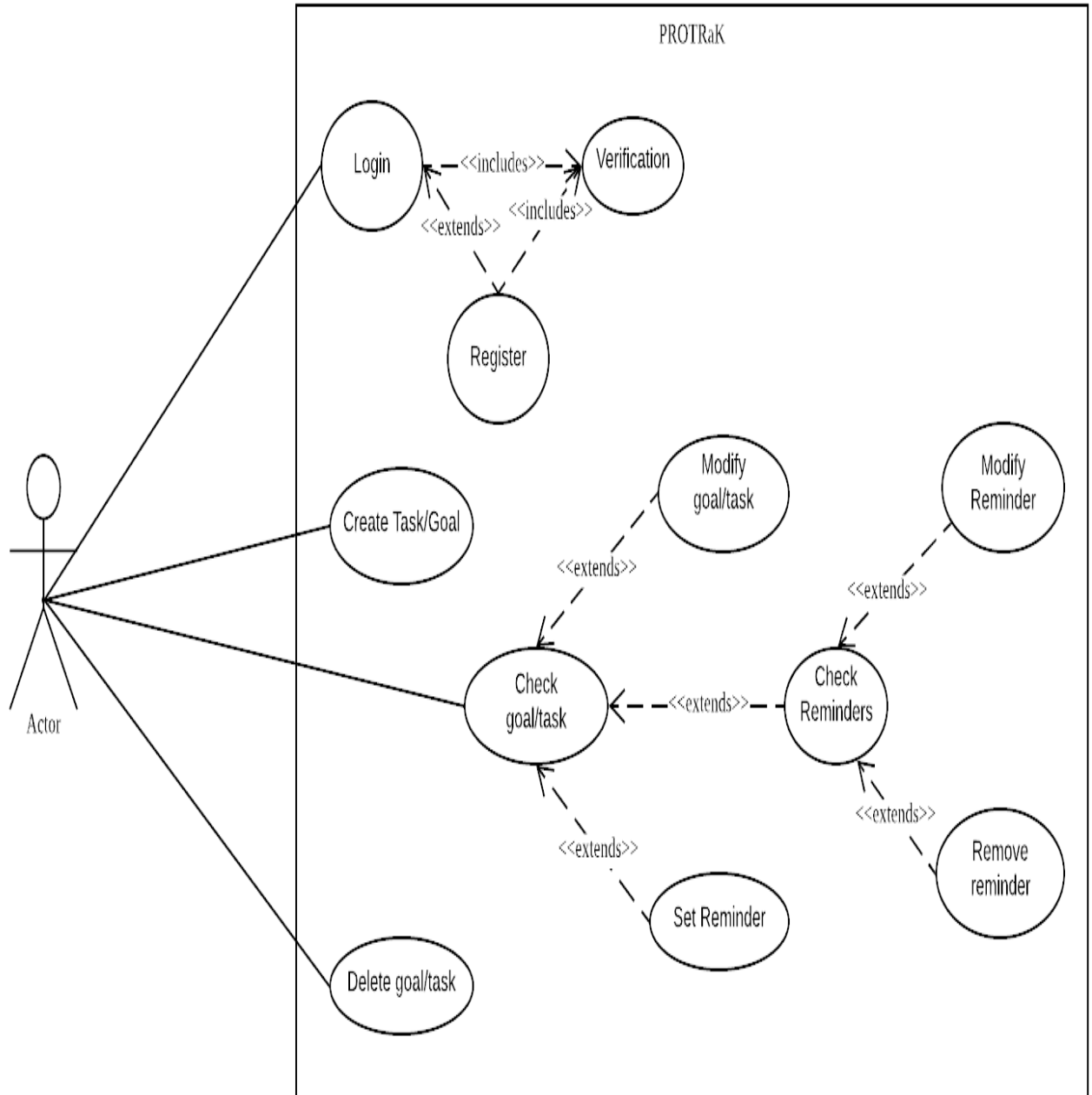
# 3.Objectives

- a. To develop a well-designed web application that meets the specified requirements
- b. To build a system that assists the user with project management
- c. To allow users manage their projects and track their progress

## 4.Solution

### i) Analysis

#### a. Use-Case Diagram + Description to Elucidate



### Use Cases Description

**Use case:** Login

**Actor:** User

**Type:** Primary (essential)

**Description:** User have to login into their account using their login credential to load their project progress in the homepage.

**Use case:** Register

**Actor:** User

**Type:** Primary (essential)

**Description:** User registers to create an account to gain access to the system.

**Use case:** Create task/goal

**Actor:** User

**Type:** Primary (essential)

**Description:** User creates tasks or goals to achieve in the future.

**Use case:** Check task/goal

**Actor:** User

**Type:** Primary (essential)

**Description:** User selects specific task/goal to view the task description, set or view reminder, or to delete the selected task/goal.

**Use case:** Modify task/goal

**Actor:** User

**Type:** Primary (essential)

**Description:** User modifies the selected task/goal description.

**Use case:** Set reminder

**Actor:** User

**Type:** Primary (essential)

**Description:** User sets reminder to complete the task/goal.

**Use case:** Check reminder

**Actor:** User

**Type:** Primary (essential)

**Description:** User selects the reminder in the selected task/goal to view, modify or delete the reminder.

**Use case:** Modify reminder

**Actor:** User

**Type:** Primary (essential)

**Description:** User modifies the existing reminder to the preferred time of reminder.

**Use case:** Remove reminder

**Actor:** User

**Type:** Primary (essential)

**Description:** User removes the reminder from task/goal.

**Use case:** Remove reminder

**Actor:** User

**Type:** Primary (essential)

**Description:** User removes the reminder from task/goal.

**Use case:** Delete task/goal

**Actor:** User

**Type:** Primary (essential)

**Description:** User deletes task/goal that is completed or no longer relevant task/goal.

## b. Requirements

1- System must have a container for goals

2- System must allow user to create, edit, delete goals

3- Able to set and track goals progresses

4- System must allow user to set reminders of goals

## ii) Design

### a. Information Design

Information on the app header will be showing user name, project that is currently working on, project tasks that are created by the user will be showing on the body of the page as well as the progress percentage on the left side of the page.

### b. Navigation Design

Web navigation on this app is kept simple as after the user logs in, the homepage will contain most of the information without having a side navigation bar.

### c. Interface Design

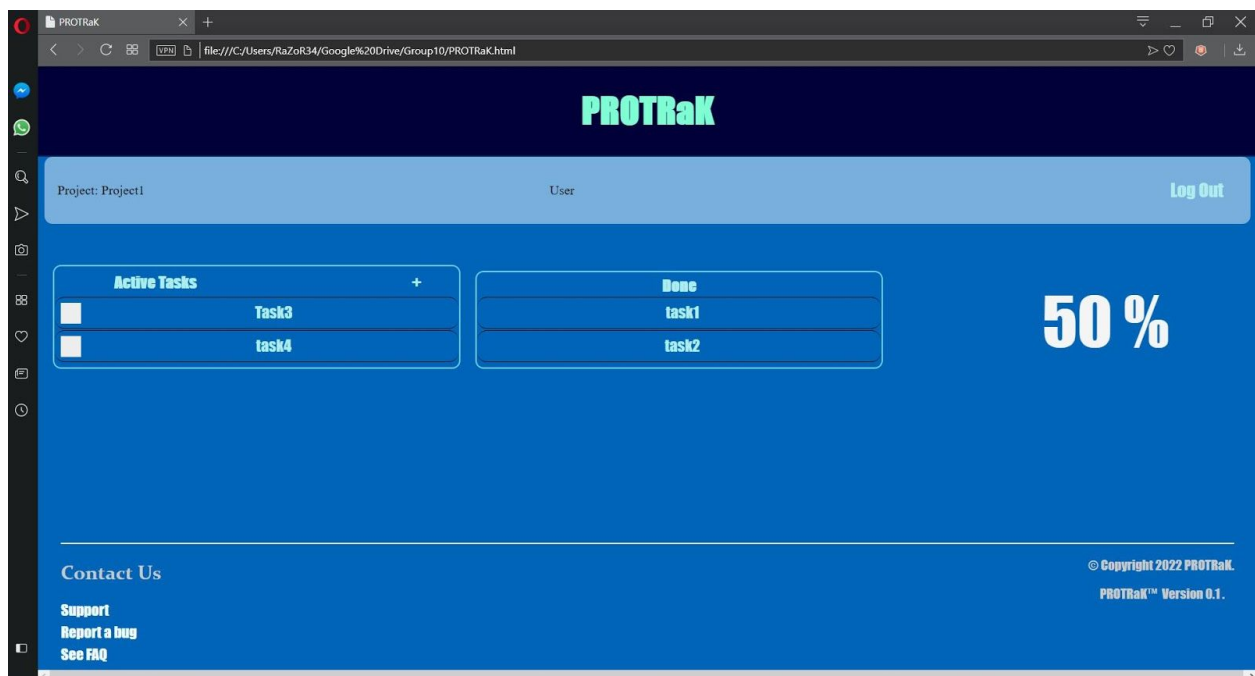
The interface will maintain its simplicity as most of the information will be presented on the homepage. Every element will serve a purpose, control buttons are kept near the objects that the user wants to control, icons are labeled clearly. Elements such as buttons perform predictably.

## iii) Implementation



## a. Screenshots and Description of Homepage

### 1. Opera Browser



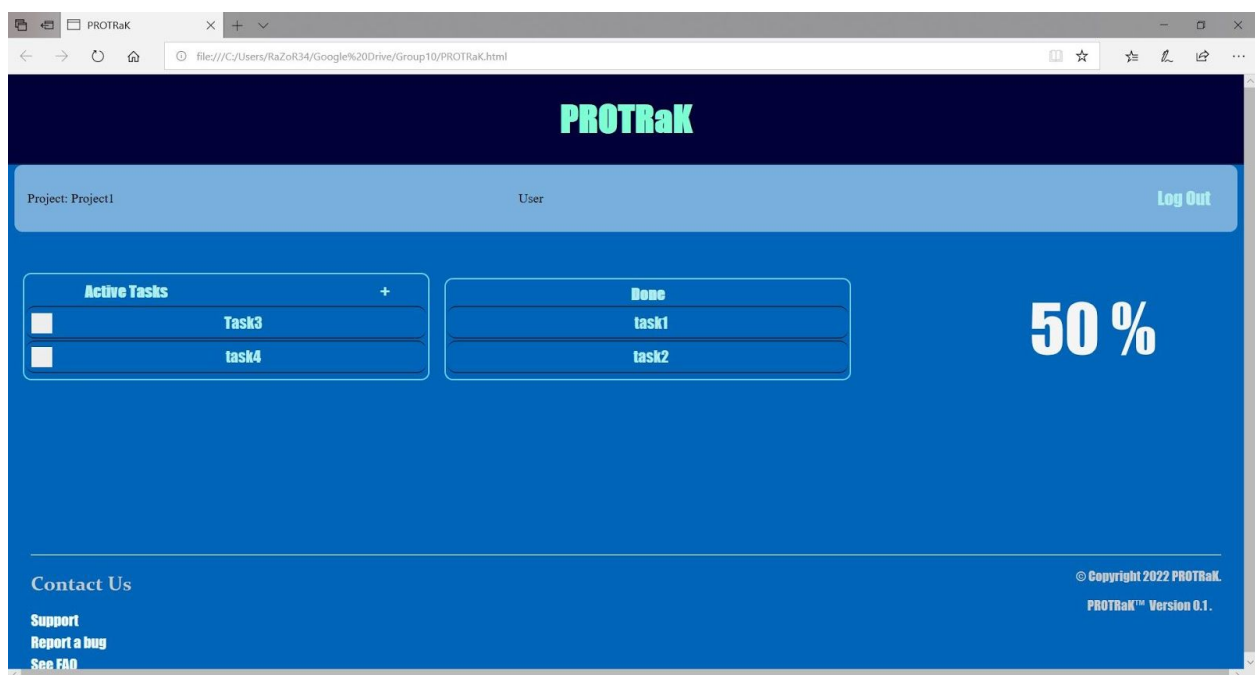
### Description:

After login, homepage displays the most recent project, within the homepage there are 2 tables one for active tasks and one for tasks that are already have been finished. The “+” button in active tasks allow the

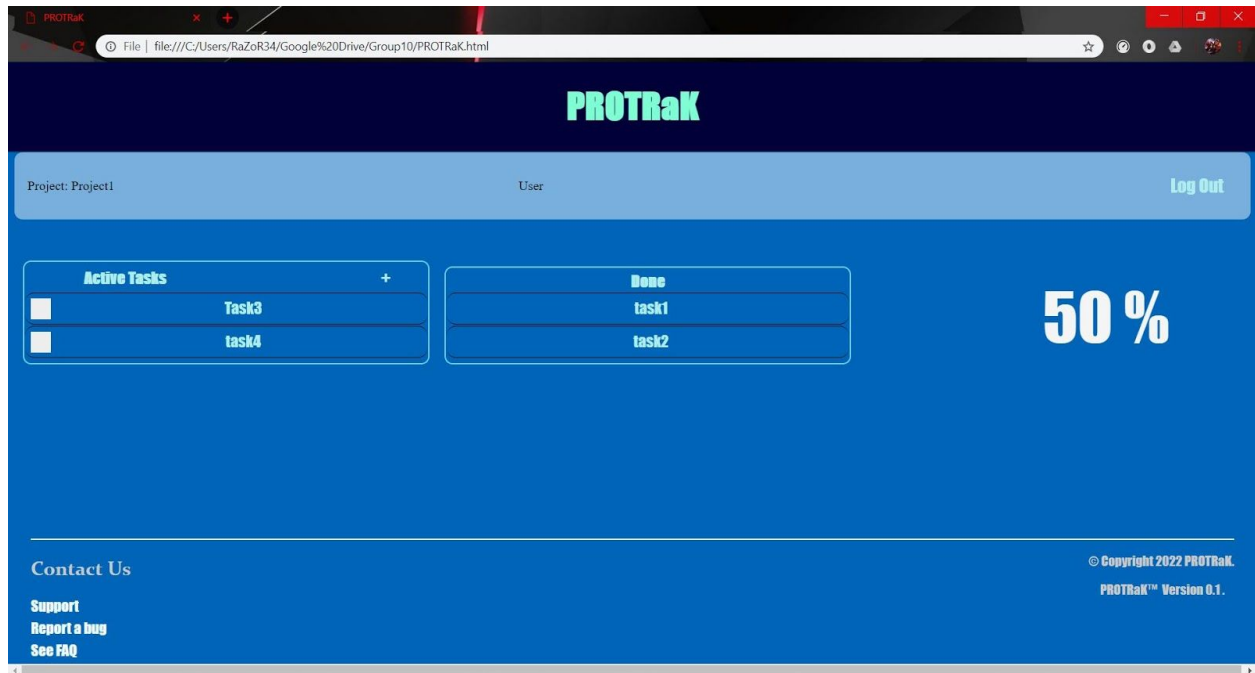
user to add new tasks into the project and the percentage is a relation between all the tasks in the project and tasks that are done with.

In the footer there are 3 hyperlinks for the support, bug reports and FAQ, each when clicked takes the user into the respective page.

## 2- Microsoft Edge



### 3- Google Chrome



#### b. Plan for Assignment 2

- Implement a usable system
- Improve design
- Improve features
- Improve usability

## 5. Conclusion for Assignment 1

From this assignment, we were able to accomplish and develop the design for the group project progress tracking system prototype, we managed to design the rough sketches for the website prototype and finally the implementation of non-working prototype that follows the requirement of the assignment. We will gather more knowledge in order to improve the current prototype into a fully functional system that satisfies the needs of the customers.

## 6.Assignment 2

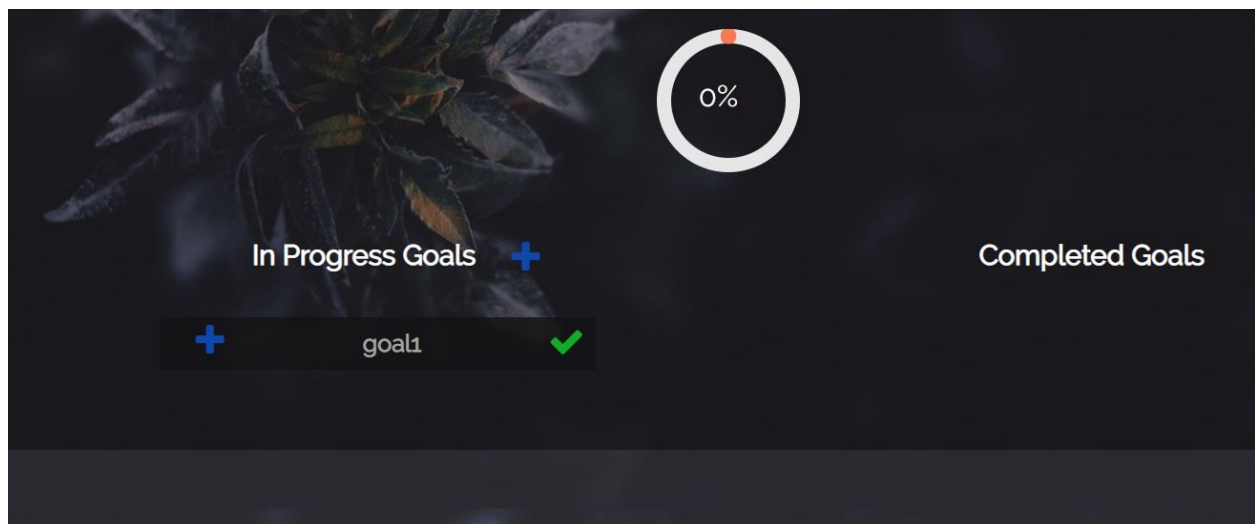
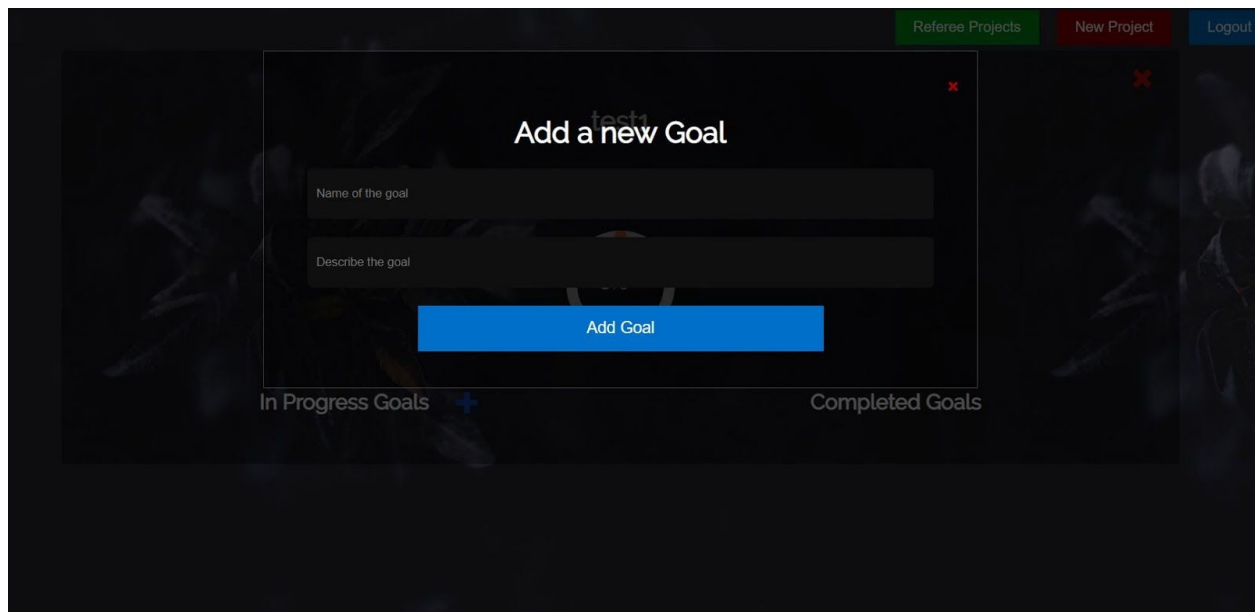
### Introduction

In part 2 of the assignment we are to try to implement the functionality of a full website and try to fulfill the full plan for the part.

### Instructions to run the website

1. Create database with the name opendb
2. Import sql
3. Place codes folder in htdocs folder
4. Run index.php through xampp (if pressing the folder doesnt in xampp doesnt run it directly)

## Screenshots



Welcome RaZoR34

Referee Projects New Project

### Add a new Reminder

Name of the reminder

mm/dd/yyyy

Add Reminder

In Progress Goals + Completed Goals

+ goal1 ✓

## Welcome to ProTrack

Signin Signup

Your Username...

Your Password

Signin

Welcome RaZoR34

Referee Projects New Project Logout

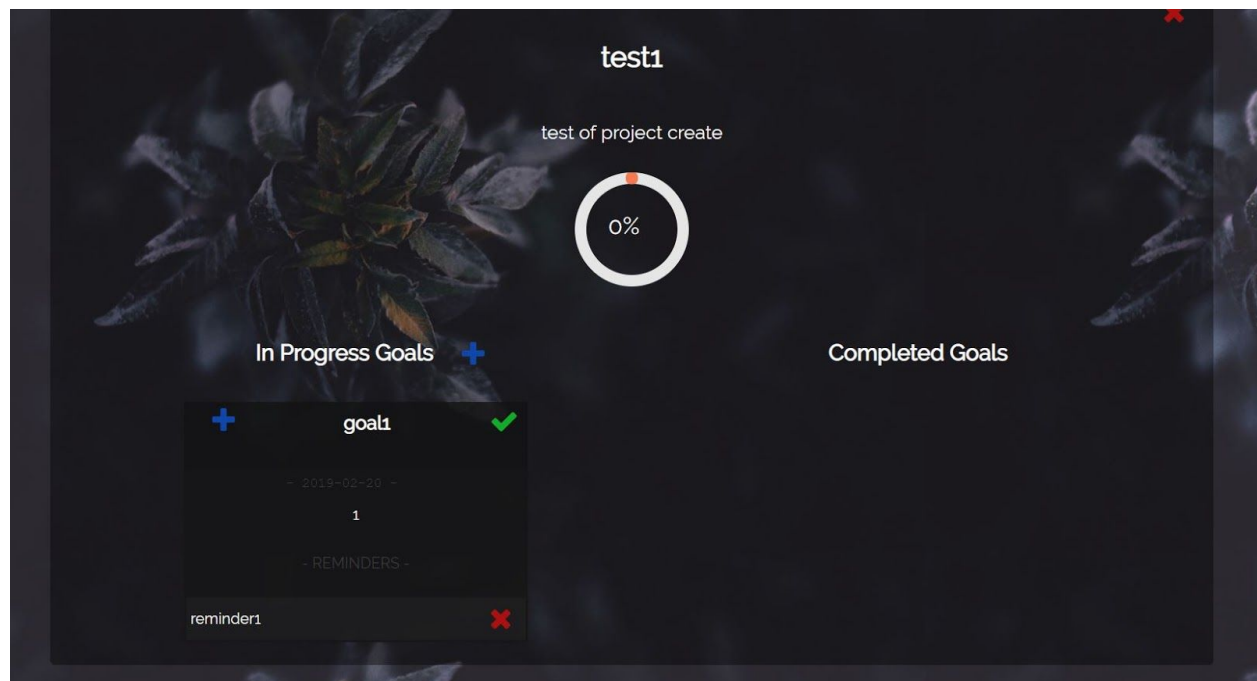
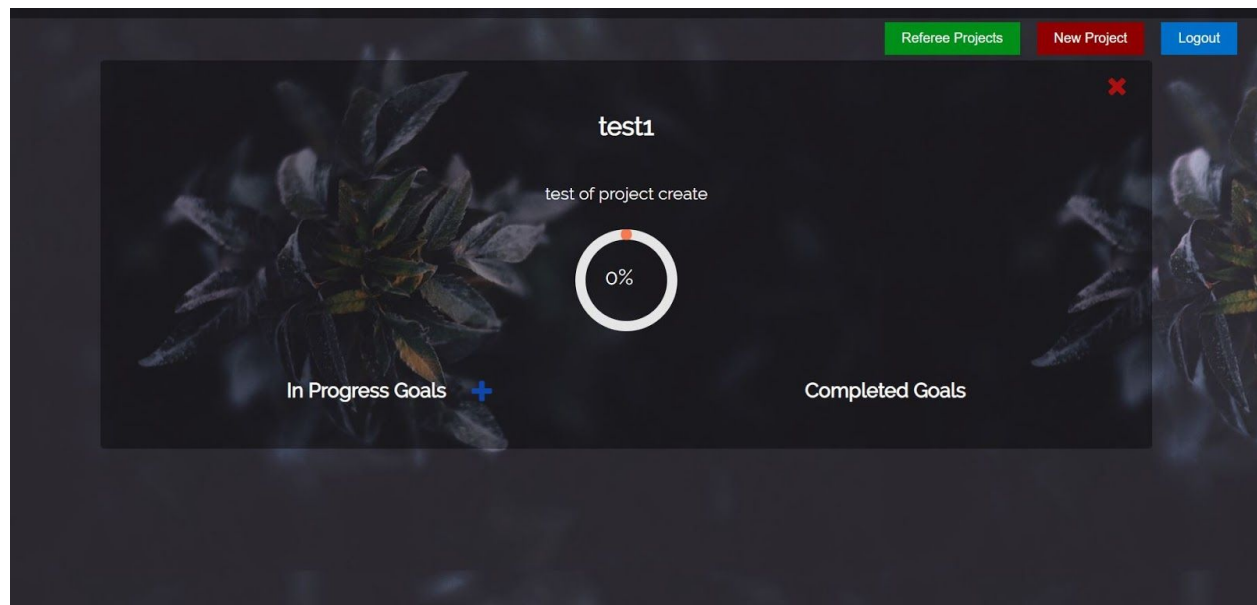
### Add a new Project

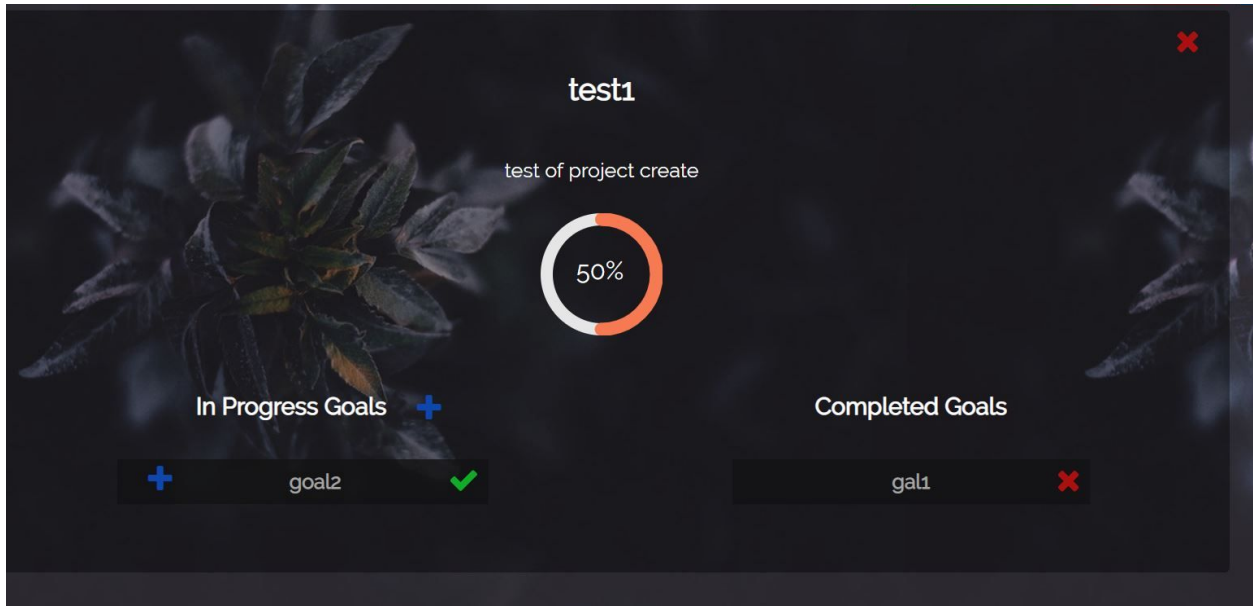
Name of the Project

Describe the project

Add referees names seperated by a coma

Add Project





Welcome to ProTrack

Signin Signup

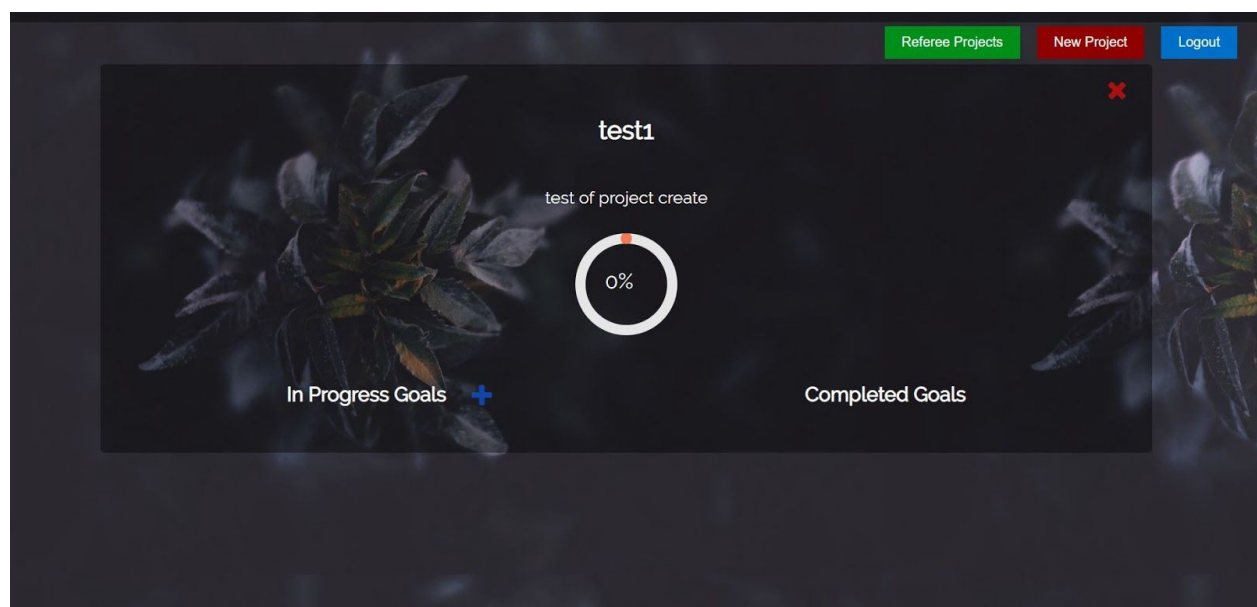
Your Username..

Your Password

Signin

The login interface includes a 'Welcome to ProTrack' header, tabs for 'Signin' and 'Signup', and input fields for 'Your Username..' and 'Your Password'. A blue 'Signin' button is positioned below the password field.





# Welcome to ProTrack

Signin

Signup

Your Username..

Your Email..

Your Password

Signup

Welcome RaZoR34

Referee Projects New Project Logout

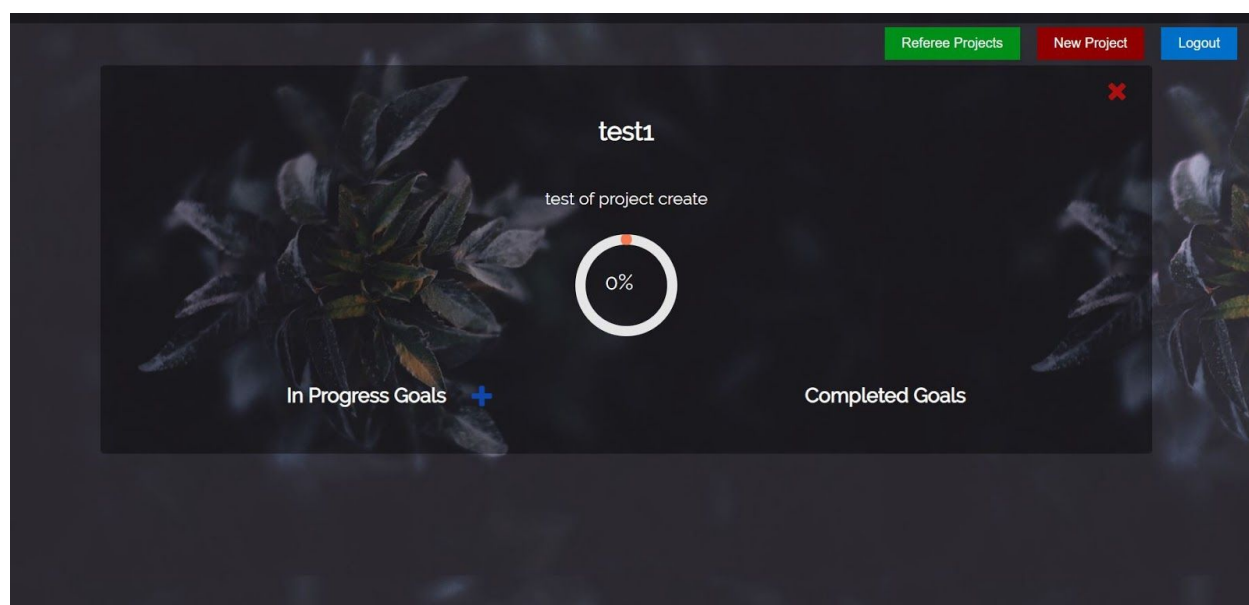
### Add a new Project

Name of the Project

Describe the project

Add referees names seperated by a coma

Add Project



## Conclusion

In the second part of the assignment we managed to improve the design of the website and add the functionalities for the website. We also added more features and usabilities. We added a whole new design for the website.