American International University - Bangladesh

Course Code: CSE 3214

Software Engineering

PROJECT

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EASY LIFE

Submitted By

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Easy life is an idea based on online and offline mobile application technology which can provide daily needs, wants and demands and also create a huge job market for all class of people in a country.

Easy life follows the XP software development process. It is mobile phone/ handheld devices based.

Conceptual Foundation of the project:

- Our target is to help people for their complex life. So its main motive is complex to easy life.
- Our team do not have sufficient understanding. So initially we need a board meeting. It board meeting we prioritize are need, problem or opportunity. Our need are efficiency and work as a team. Our problem is communication lacking and our opportunity is pair programming phase because we chose XP software development process.
- Yes, the project's purpose and basic functionality is easily understood.
    - **Purpose:** Because our purpose is to remove unemployment problem from our country. Our target is customer and service provider and that can be anyone. As we develop project for smart and non-smart both type of mobile phone so anyone who have phone can use this app or by using USSD code running.
    - **Functionalities:** We can explain our functionality by an example. Suppose a man/woman need an electrician immediately, so he/she can use our apps or by USSD code running he/she can get our service. Our service is for smart phone and non-smart phone as you know before. And our services are:
        1. Shopping
        2. Carwash
        3. Barber
        4. Electrician
        5. Computer Service
        6. Newspaper delivery
        7. Security
        8. Tuition
        9. Baby Sitting
        10. Helpline

Helpline have three part.

1. Consultant
2. General Helpline
3. Complain

Effort Estimation:

Our project is a semi-detached software engineering project type because our is the mixing of hardware & software where coefficient(effect-factor) 3.0, project complexity 1.12, source line of code – dependent coefficient 0.35. And we will follow **COCOMO**(Constructive Cost Model).

Where,

PM : person-months needed for project (labor working hours)
SLOC : source lines of code
P : project complexity (1.04-1.24)
DM : duration time in months for project (week days)
T : SLOC-dependent coefficient (0.32-0.38)
ST : average staffing necessary
We know,

Effort = PM = Coefficient<Effort Factor>*(SLOC/1000)^P

PM = (3×122000÷1000)^1.12 = 651.39k

We know,

Development time = DM = 2.50*(PM)^T
DM = 2.50×(651.39)^0.35 = 24.14

We know,

Required number of people = ST = PM/DM

ST = PM/DM = 26.98

Scheduling and Budgeting

Resource Salary

Resources	Number of Hour	Rate	Total(Full time of project)
Project Manager	1000	400 BDT	400000 BDT
Designers	500	150 BDT	96000 BDT
Programmers	1400	300 BDT	420000 BDT
Tester	1420	320 BDT	454400 BDT
Total	4320	1170 BDT	1370400 BDT

Marketing Cost

Task	Price (Full time of project)
Search Ads	21000 BDT
Tv Ads	21000 BDT
Social	21000 BDT
Website & Ecommerce	21000 BDT
Total	84000 BDT

Total Cost(Full time of porject)

Task	Price
Salary	1370400 BDT
Internet Bill	24000 BDT
Office Rent	180000 BDT
Marketing	84000 BDT
Others	100000 BDT
Total	1758400 BDT

Risk Analysis

Risks	Category	Probability	Impact
Size estimate maybe significantly low	PS	60%	2
Less reuse than planned	PS	60%	3
Delivery deadline will be tightened	BU	20%	4
Funding will be lost	CU	60%	1
Lack of training on tools	DE	70%	2
Staff inexperienced	ST	20%	4
Customer will change requirements	PS	90%	4

Impact values:

1 – catastrophic

2 – critical

3 – marginal

4 – negligible