



Project Plan and First Increment Report

Spring 2016

TEAM - 3

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- ❖ Ponnuru, Karthik - 48

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1. Introduction

UMKC - International Student Guide (ISG)

ISG is a forum to guide students starting, from get admit to settling up in UMKC. International student will have option to register to the application and login with their credentials, Application will guide student to set a deadline for their application and come up with reminders. It will give student with overview of pre departure and post departure information.

Student will get information regarding Exams pattern and can post their queries, existing student can reply to the queries. A board will be created which will allow to track their progress. Student can start with application process by submitting all mandatory documents and wait for admit.

Once they receive their I-20, they can move with Visa process and book flight tickets, Application will provide suggestions based on destination and cost. Student can start working on their travel, necessary shopping. Predeparture can help students plan for temporary accommodation and airport pick-ups by connecting with old students with in the same city where they can post and comment about accommodation.

Post departure will consists of University Check-ins, Student Card issuing, attending Semester and academic orientation. They can look for permanent accommodation by connecting with new and old students.

2. Project Goals and Objectives

2.1 Overall Goal

Goal is to create Hybrid Application which is easy to access for students where they can plan and organize their study and living for their academic goal at UMKC.

2.2 Specific Objectives

To guide International students travelling from different geographies to UMKC to understand admission and travel process to United States.

2.3 Specific features

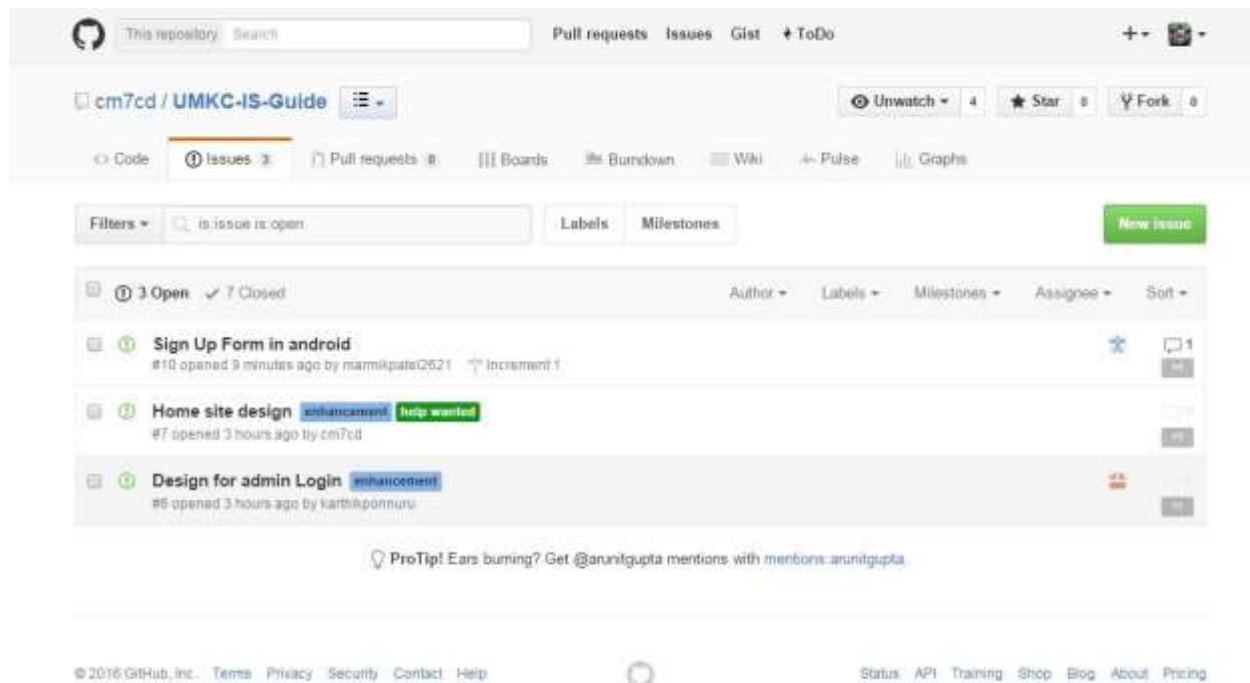
- 2.3.1 Post and Comment – Students can post and comment on the queries.
- 2.3.2 Dashboard – Students can set up their account, track their progress.
- 2.3.3 Reminders – Tasks which are due will be send a reminder to students.
- 2.3.4 Allocation – Temporary accommodation will be assigned based on requirements.

2.4 Significance

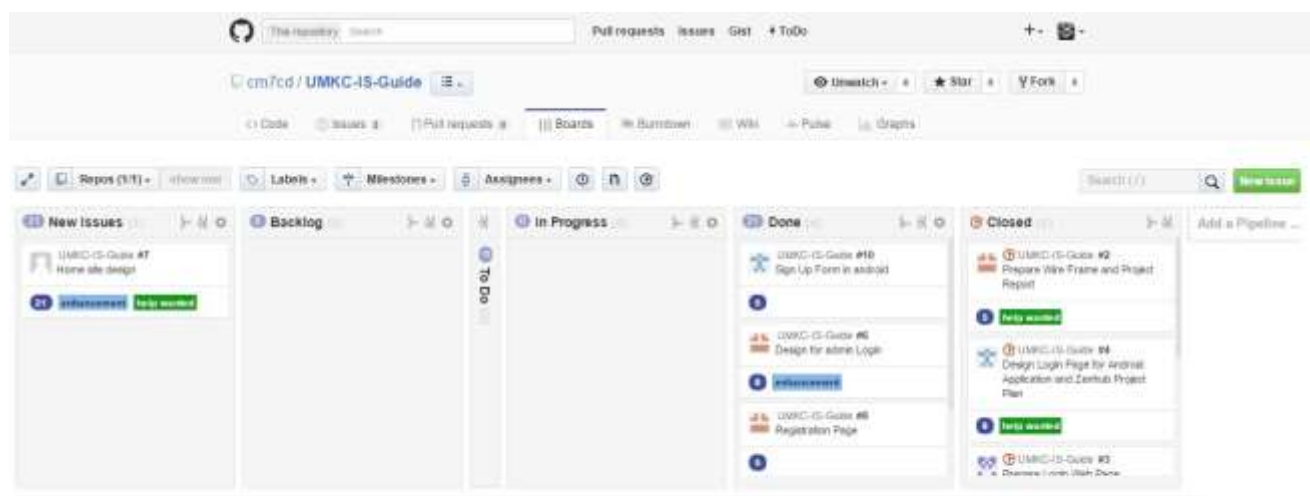
This Application provides a wide range of information to guide the upcoming students, there are a couple of sources which exist but are not official.

3. Project Plan

3.1 Zen Hub Screenshot



3.2 Project Timelines, Members, Task Responsibility



3.3 Burn down Chart

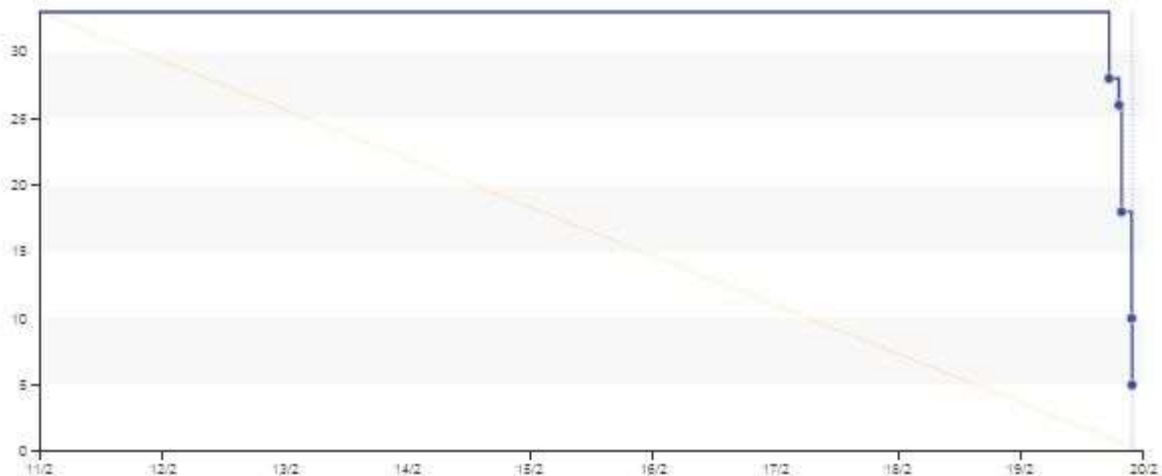
Increment 1

1. Prepare Revised Project Proposal
2. Prepare Class Diagram and Project Report
3. Design Wireframe and Login page
4. Prepare incremental plan for project

 Edit Milestone  Change Milestone -

Start: Feb 11, 2016 [Edit](#) | Due: Feb 20, 2016 [Edit](#)

generated by ZenHub



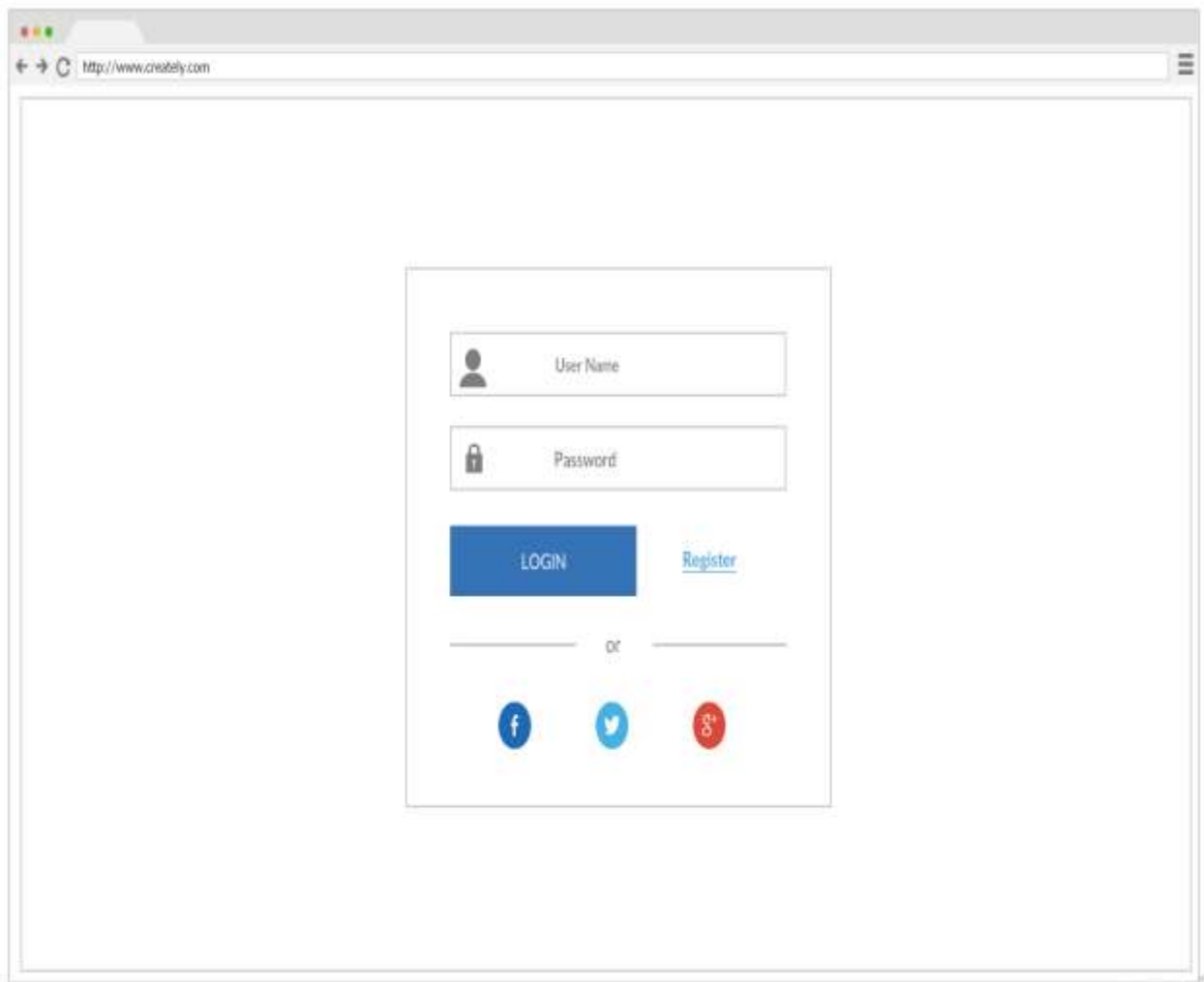
33 Total Story Points	28 Completed Story Points	6 Total Issues	0 Unestimated Issues
Issues			
			Story Points
🔗 #10 Sign Up Form in android			5
🔗 #4 Design Login Page for Android Application and Zenhub Project Plan			8
🔗 #3 Prepare Login Web Page			8
🔗 #2 Prepare Wire Frame and Project Report			6
🔗 #1 Prepare Project Proposal and Class Diagram			6
🔗 #5 Design Logo For Application			2

4. First Increment Report

4.1 Detailed Design of Features

Wireframes

❖ Login through Website

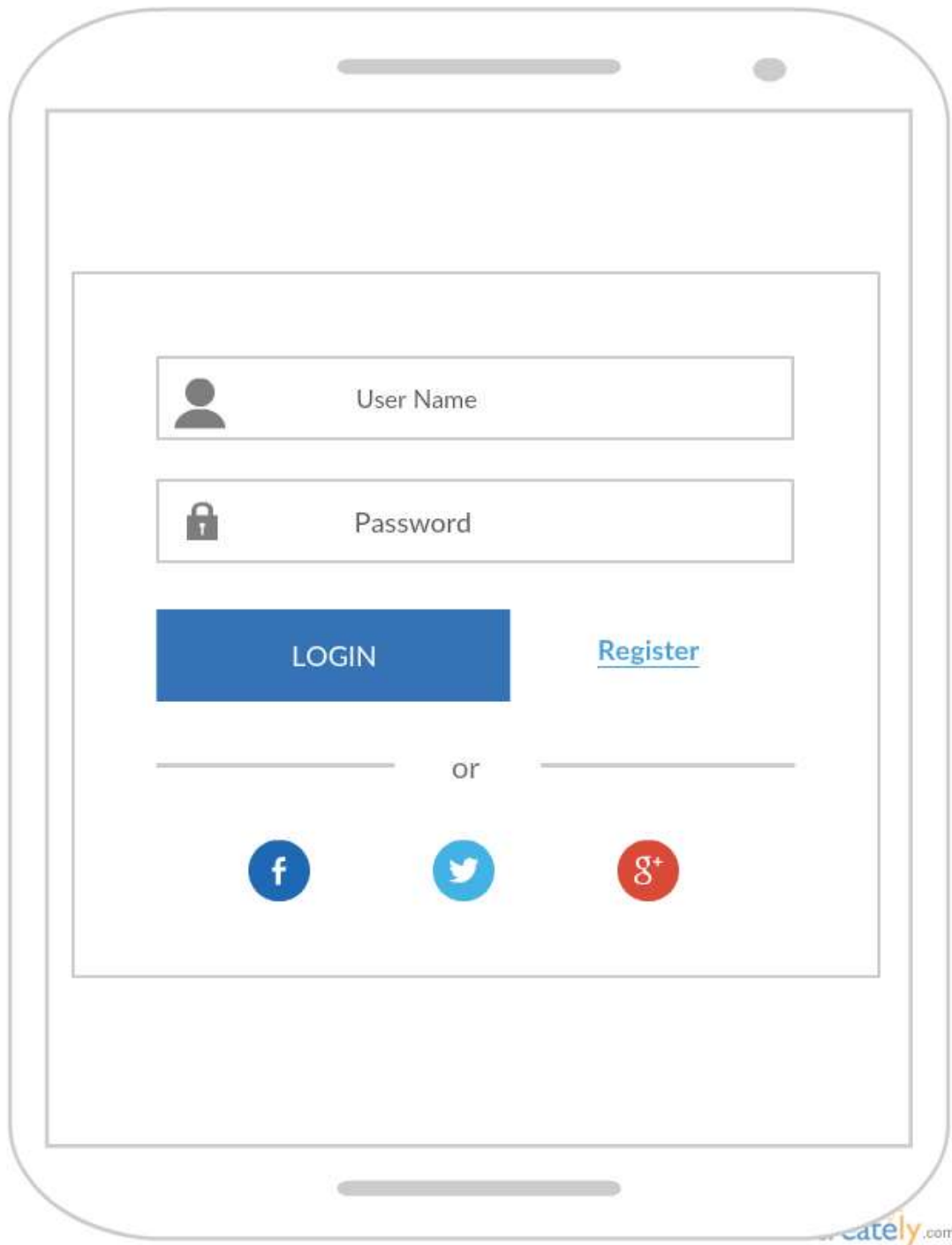


❖ Registration through Website

The screenshot shows a web browser window with the address bar displaying `http://www.create.ly.com`. The main content area features a registration form with the following elements:

- Input fields for **First Name**, **Last Name**, **User Name**, **Email Address**, **Password**, and **Confirm Password**. Each field has a small icon to its left: a checkmark for names, a person icon for user name, an envelope icon for email, and a lock icon for passwords.
- A blue **Sign Up** button.
- A horizontal line with the word **or** in the center, indicating alternative login methods.
- Three circular social media icons: Facebook (blue with 'f'), Twitter (light blue with bird), and Google+ (red with 'g+').

❖ Login through Android



❖ Registration through Android

✓ First Name

✓ Last Name

👤 User Name

✉ Email Address

🔒 Password

🔒 Confirm Password

Sign Up

or

f

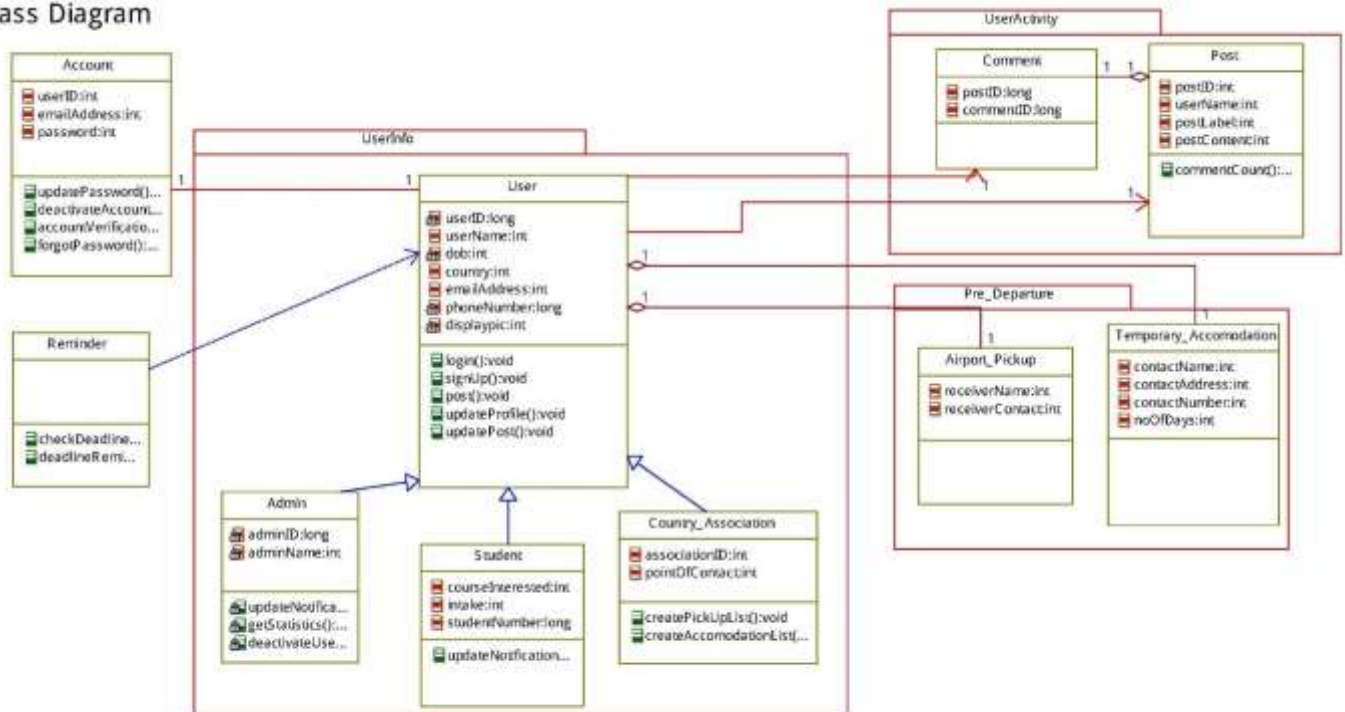
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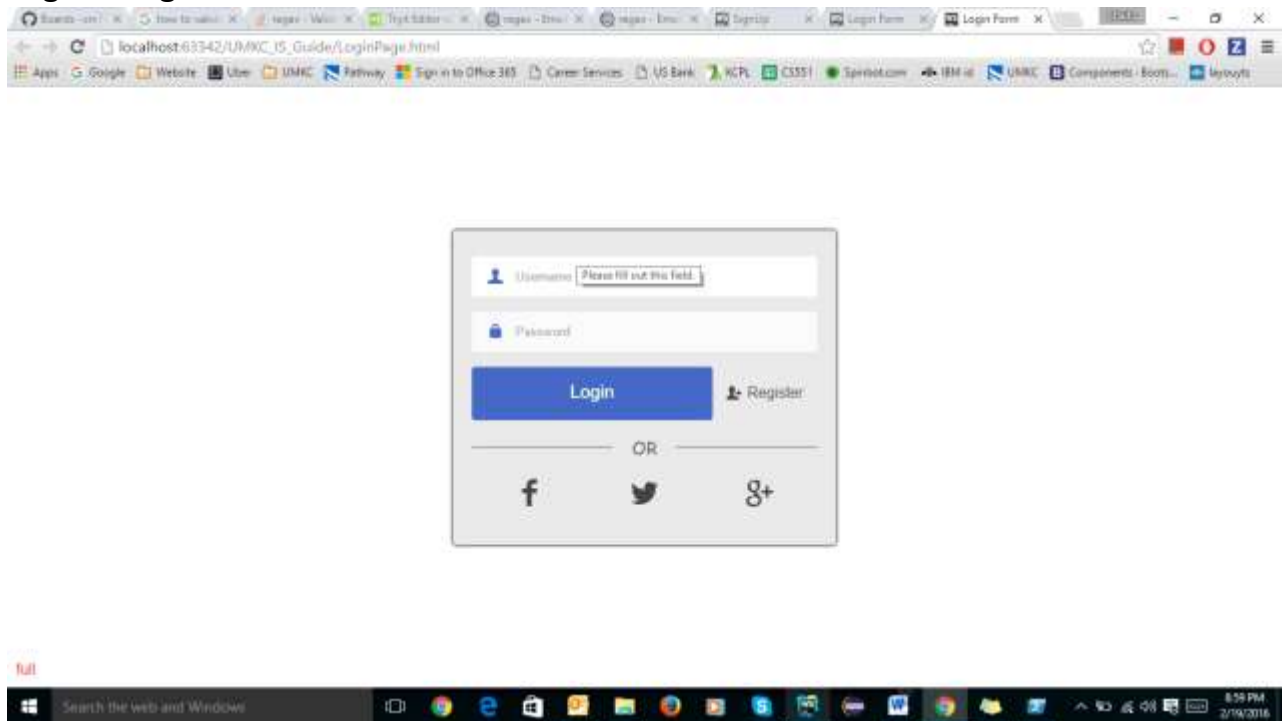
4.2 Class Diagram

Class Diagram

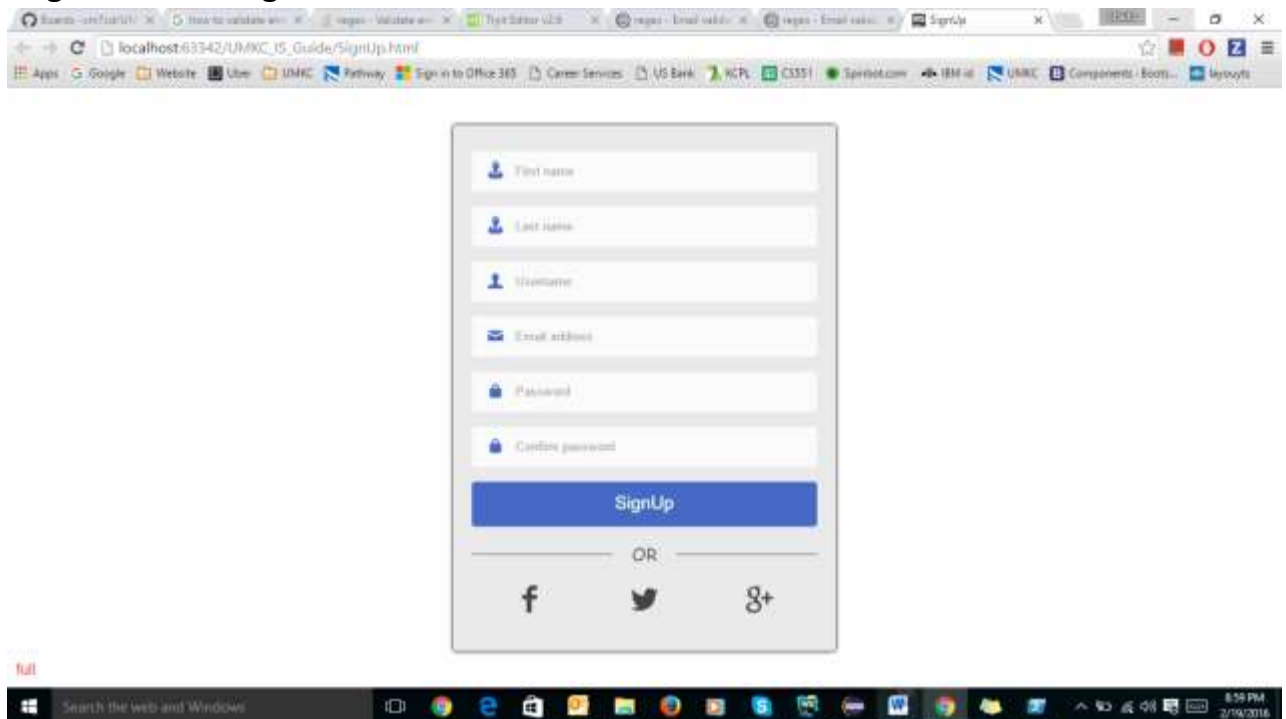


5. Implementation

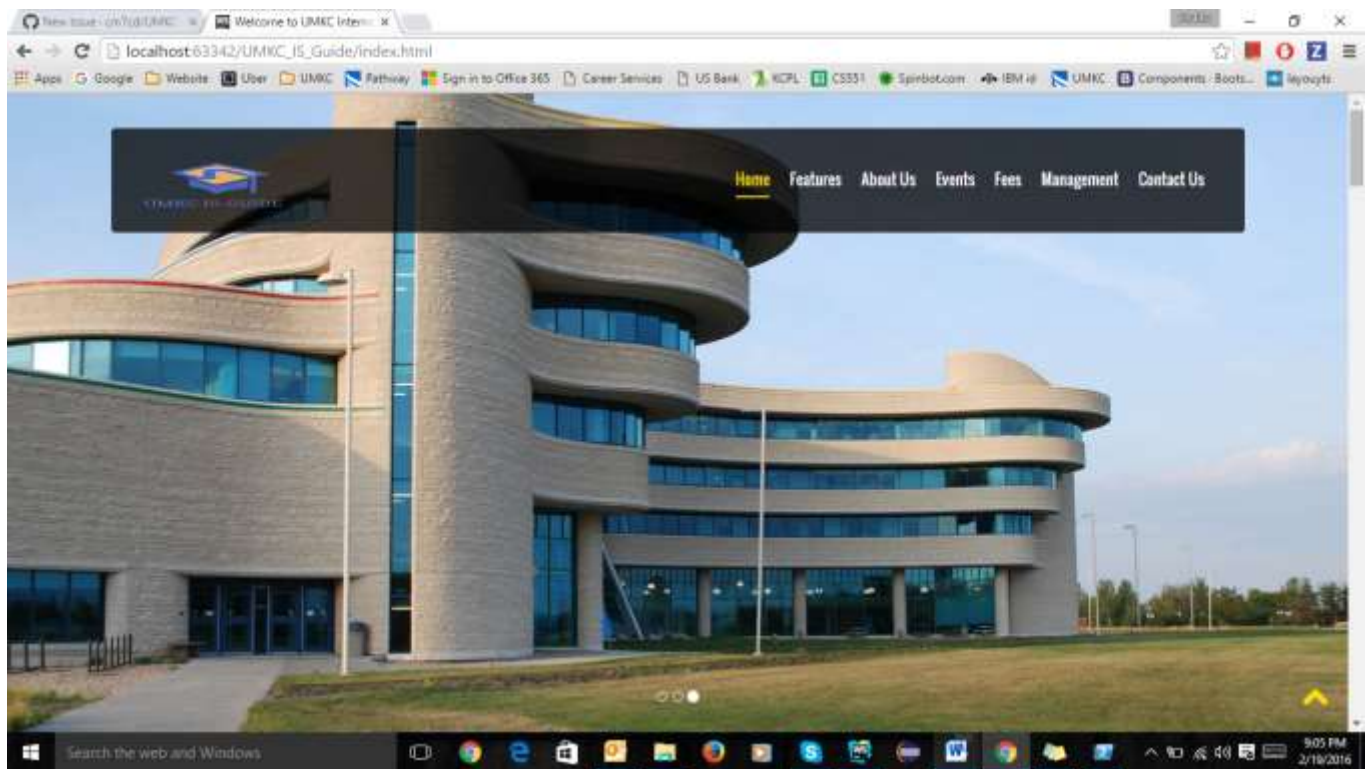
❖ Login using Website



❖ Registration using Website



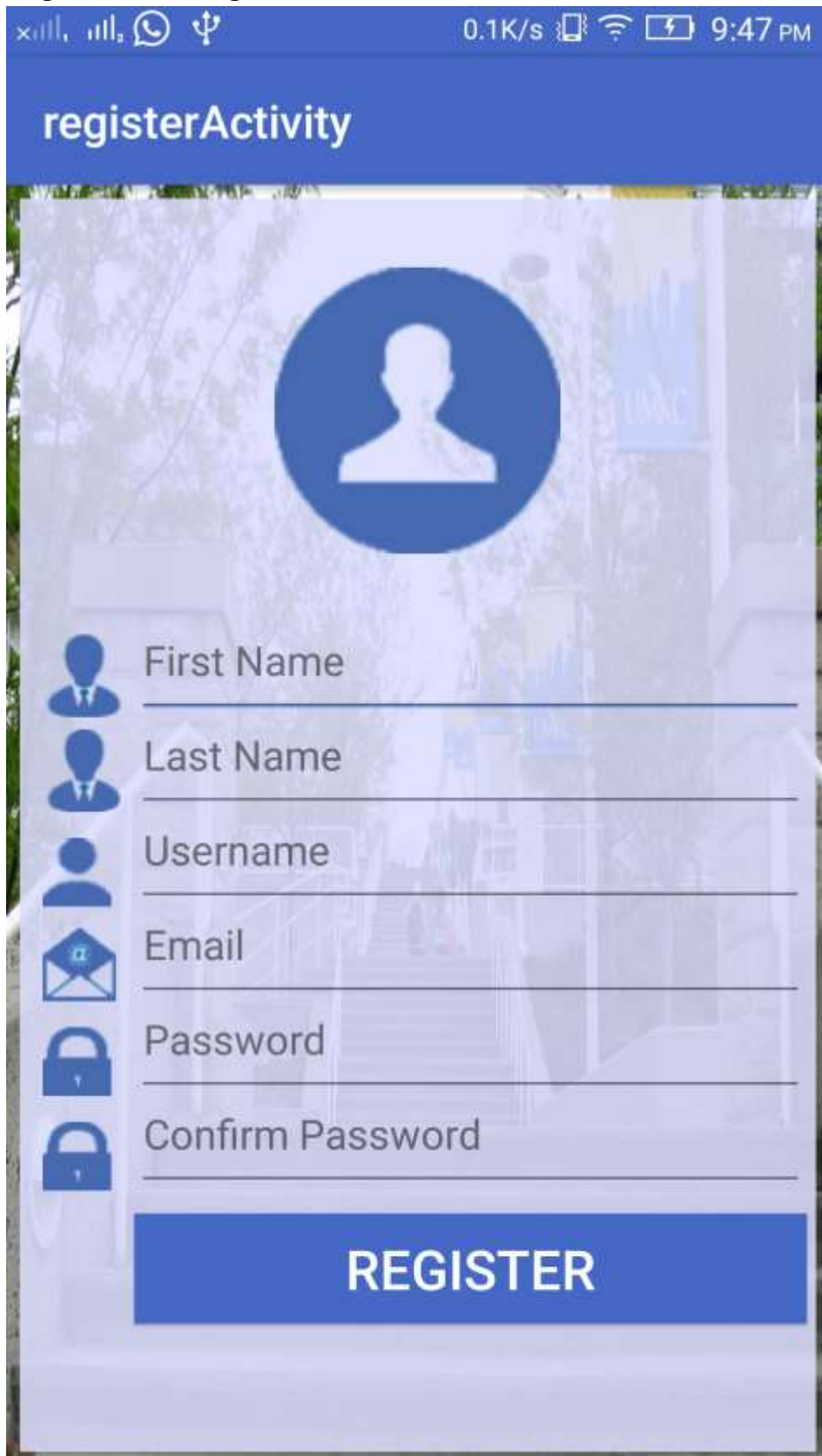
❖ Home Screen



❖ Login Page Using Android



❖ Registration using Android



The screenshot shows an Android application interface for a registration activity. At the top, a blue header bar contains the text "registerActivity". Below the header, there is a large circular profile picture placeholder with a white silhouette of a person on a blue background. Underneath the profile picture, there are six input fields, each preceded by a blue icon: a person icon for "First Name", a person icon for "Last Name", a person icon for "Username", an envelope icon for "Email", a padlock icon for "Password", and a padlock icon for "Confirm Password". At the bottom of the form, there is a large blue button with the text "REGISTER" in white capital letters. The background of the form is a faded image of a building.

Testing

❖ Unit Testing

UNIT TEST CASES

S.no	Test case Title	Description	Expected Outcome	Result
1	Successful User Verification	The user should login with his/her password and id.	Login should be successful	Pass
2	Unsuccessful User Verification due to wrong password	Login to the system with a wrong password.	Login should fail with an error 'Invalid Password'	Pass
3	Successful User login	The user login to the system with his/her password and id.	Login should successful and user should enter into the system.	Pass
4	New user should register	The admin accepts the registration of the new user.	User should successfully register and able to go to login.	Pass
5	Invalid email	Invalid emails are not accepted.	User should provide a valid email address.	Pass

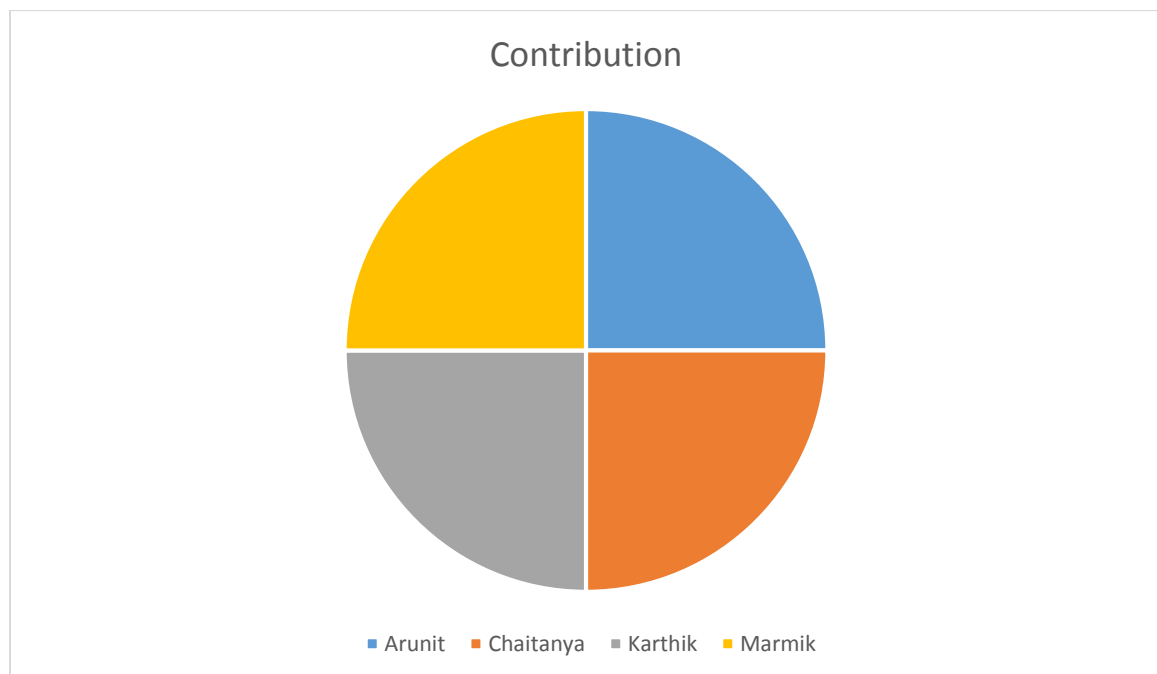
6. Project Management

Implementation status report

Technology Used: Android SDK, HTML, CSS, JS, Angular JS, Mongo DB, J2EE.

Work Completed

- Design and Architecture of the Application
- Login and Registration using Bootstrap
- Login and Registration using Android
- Contribution:
 - ❖ Gupta, Arunit – 25%
 - ❖ Manne, Chaitanya Sai – 25%
 - ❖ Patel, Marmikkumar Navinchandra – 25%
 - ❖ Ponnuru, Karthik – 25%



7. Bibliography

- <http://webthemez.com/b-school-free-educational-html5-website-template/>
- http://www.w3schools.com/charsets/ref_utf_dingbats.asp
- <http://codepen.io/anon/pen/obRQZY/>