

North South University

CSE 327: SOFTWARE ENGINEERING

Section: 05

PROJECT SUMMARY REPORT

GROUP: 04

PROJECT TITLE

CholoGhuri: Event Organizer and Travel Mate Matching System

Submitted By:

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Submitted To:

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➤ *1 Project Statement Define*

We think about some real-life problems that can be solved. According to this idea, we explore some ideas which will be beneficial for people. Thus, we generate this idea. We aim to create a system that will help people manage events and find their best available travel mates easily. The system contains workshops, organizes events, Finds a Travel Partner, and Provides partial support for self-events/trips.

- **Contribution:** All

➤ *2 User Story Template*

This outlines four key user stories. These stories include user registration, requesting event/workshop planning, finding travel mates, and providing reviews and ratings. In each functionality, we try to guess what a user can do to use that functionality and the data required to access those functionalities. The user stories define the needs of different user types, such as regular and premium users, and specify the acceptance criteria for each feature. These user stories serve as a guide for the development team to prioritize tasks, and the system meets user requirements.

- **Contribution:** Wali Ullah, Zamil

➤ *3 Use Case Diagram*

This is a formal diagram to capture the functional behavior and high-level understanding of our system. The design is according to the user's perspective. It illustrates the various use cases or functionalities of the system and how the actors are involved in those use cases. It showcases the actions that users can perform, such as registration, event requests, finding travel mates, and giving reviews, while also highlighting the administrative tasks of handling events and approving reviews. This diagram is a valuable tool for stakeholders and development teams to understand the system's scope.

- **Contribution:** Showrov

➤ *4 UI/UX Design*

It contains the interface design of our system and focuses on creating visually appealing and interactive interfaces that users can interact with. It involves designing the layout, color schemes, typography, icons, and other visual elements. The goal is to create an interface that is visually appealing, consistent, and aligned with our service. We focus on understanding user behavior needs and plan to develop interfaces that are user-friendly, efficient, and enjoyable to use. The pages are Homepage, TravelMate, Event, Custom Event, Packages, service, Gallery, Review/rating.

Technology used: HTML, CSS, Bootstrap, javascript

- **Contribution:** Saiyem

➤ *5 Activity Diagram*

It shows the control flow from activity to activity and defines the dynamic behavior of features. We mapped the specific actions/tasks performed within the system and their flow of controls from one activity to another. An initial node is the start point of the activity diagram, and the final node represents the endpoint of the completion of activities. We add decision nodes to represent the transfer of flows through conditions. Depending on the outcome of the decision, the flow branches to different activities. Depending on transitions, there exists a parallel or concurrent flow of activities.

- **Contribution:** Zamil, Wali Ullah

➤ **6 CRC card**

This design tool is used in object-oriented software development to outline the classes, their responsibilities, and their collaborations in our system. This information serves as a foundation for the design and implementation of the CholoGhuri system. By analyzing the CRC cards, it is evident that our system focuses on user registration, event management, travel mate matching, reviews, and administrative control. The cards help identify potential interactions and dependencies between classes, aiding the system design.

- **Contribution:** Saiyem, Showrov

➤ **7 Git and Jira Maintain**

Git is a version control system, and JIRA is an issue tracker. Git provides version control, allowing teams to track changes, collaborate, and merge code seamlessly. It promotes parallel development, code reusability, and efficient collaboration. We updated codes and other necessary files on GitHub regularly. In JIRA, we completed every task within the time assigned by our SCRUM master. It enables us to plan, track, and manage our work effectively. Using Git and Jira, teams can enhance code management, streamline project planning, facilitate collaboration, and improve productivity throughout our software development lifecycle.

- **Contribution:** Git: Saiyem | JIRA: Wali Ullah, Zamil

➤ **8 CRC Class Compartments**

The CRC class compartments for our CholoGhuri project outline the classes, attributes, and methods within our system. It also provides insights into the interactions and collaborations between classes, aiding the overall system architecture. These include User, TravelMate, CustomizedEvent, AdminUser, Review, and Event. Each class has specific responsibilities for managing user information, travel dates, customized events, administrative privileges, user reviews, and event details. The class compartments provide a foundation for our system design and implementation, facilitating the development process and ensuring a well-structured and cohesive system.

- **Contribution:** Showrov, Saiyem

➤ **9 Class Diagrams**

The class diagram depicts the structure and relationships of classes in a system. The diagram includes three main classes: Admin, User, and Server. The Admin class is associated with managing enrolled events and managing users, while the User class is linked to requesting events, searching for travel mates, and viewing and posting reviews. The Server class is responsible for checking the premium user status, displaying events, posting reviews, and handling registrations. The diagram also showcases the relationships between the classes, such as the one-to-many relationship between Admin and Enroll Event, the one-to-many relationship between User and Request Event, and the many-to-many relationship between User and Travel Mate. Overall, the class diagram provides an overview of the system's class structure and associations.

- **Contribution:** Showrov

➤ **10 Effort and Budget Estimation**

The budget estimation report for our project provides a detailed breakdown of anticipated expenses and profit margins. An effort of 29 person-months and a development time of 9 months are determined, requiring a team of 4 members using the Organic approach. The expenses are divided into requirements analysis, development, transportation, training and equipment, rental, and maintenance. The estimated expenses include BDT 48,11,320 for the project, with an additional profit of BDT 9,62,264. The total project budget amount is BDT 57,73,584. This report is a valuable tool for financial planning, resource allocation, and cost management, ensuring the project's economic viability and sustainability.

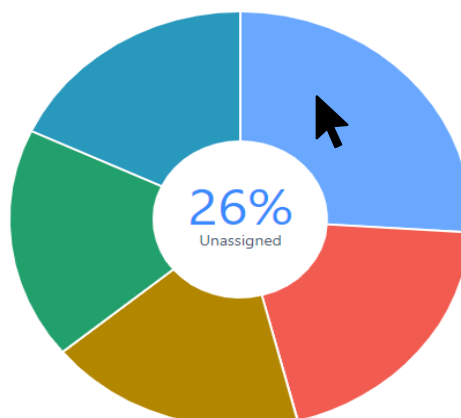
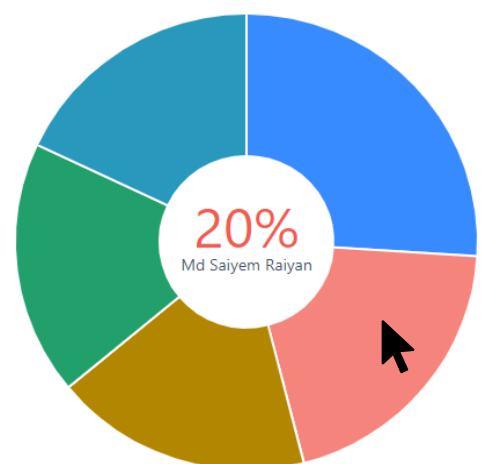
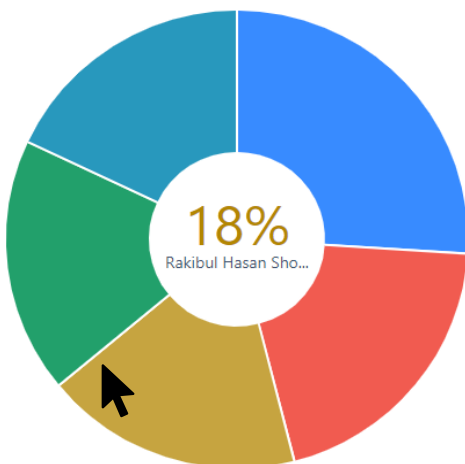
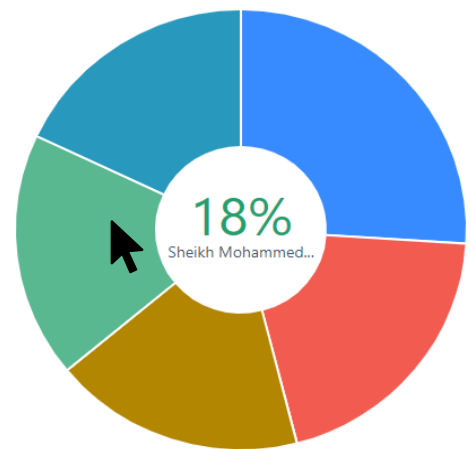
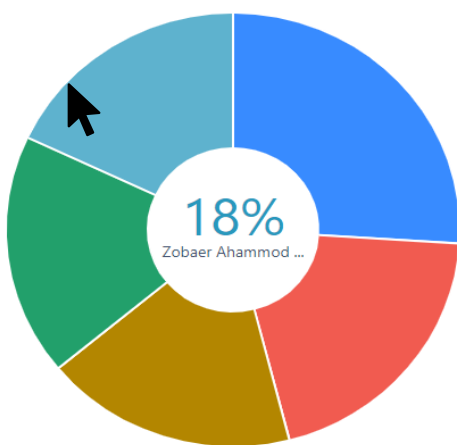
- **Contribution:** Zamil

➤ 11 Project Timeline Chart

The chart showcases the key milestones and activities involved in the project. The timeline chart provides an organized visual representation of our project's progress. It includes a horizontal axis representing the time duration (per week) of the project and a vertical axis displaying the different activities and milestones. The chart helps to understand the sequence and duration of each task. The chart is essential for project management and planning. It helps team members track the project's progress and ensures activities are completed within the allocated timeframes. By visually representing the project timeline, it enables effective scheduling, resource allocation, and coordination among team members. The names of the team members who worked on the project were Wali Ullah, Zamil, Showrov, and Saiyem.

- **Contribution:** Wali Ullah, Zamil

Individual Contribution In the System (JIRA Pie Chart):



Unassigned →