



American International University-Bangladesh

Project Report - Midterm

Project Title: Learn and Teach

Course Name: Software Development Project Management

Section: C

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Submitted by:

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1.0 PROJECT TITLE: Learn and Teach.

2.0 INTRODUCTION:

Learn and Teach is a platform that connects students and teachers. This is entirely student-centered. Challenges in understanding within the classroom, as a result they have to depend on the web and in some cases deceitful websites, which may negatively impact their scholarly execution. On the other hand, some students can utilize the lesson to the fullest extent while also being able to clarify concepts for others, easy to understand for others. Learn and Teach is particularly interested in these facts, created a platform to connect students who want to understand the struggle; a student who can explain things to others in an easy-to-understand manner. In this Students can register as either a student or a lecturer. Students can use this system to get online tutoring and homework help seven days a week, 24 hours a day. On the other hand, other users who are experts in the field (instructors) can assist students with their knowledge. At Learn and Teach, our goal is to enable every student to succeed both academically and personally.

3.0 JUSTIFICATION:

The student community will gain from this arrangement. The student who is weak in a certain subject may join our site as a student, and the student who has competence specifically in one area can join our site as a teacher.

In this case, the student will profit from the information he learns from the teacher and the instructor will be compensated based on his time and labor. Students will have access to a learning environment at all times thanks to this technology, allowing them to learn whenever they wish.

4.0 STAKEHOLDERS ANALYSIS:

Stakeholders are those who have a stake or interest in a project. Stakeholders can be individuals, group or organization who are involved in project, can influence it and whose interests maybe affected by the success or the failure of the project. Stakeholders for our project are given below:

Primary Stakeholders:

- i. Students
- ii. Instructors

Secondary Stakeholders:

- i. Owners
- ii. Board of Director
- iii. Investor

Positive Stakeholders:

- i. Developers
- ii. Sponsor
- iii. Media

Negative Stakeholders:

- i. Some people from board of directors
- ii. Some people from Investors

Internal Stakeholders:

- i. Project Manager
- ii. Development team

External Stakeholders:

- i. Media
- ii. Information management group

5.0 SCOPES AND COMPONENTS:

The main purpose of this system is to provide an environment for learning online. This system has many objectives which are:

- Students who need a teacher immediately can get an instructor.
- This system enables instant learning opportunity.
- Provides earning opportunities for instructors or students.
- Boost up the education system.
- This system is more cost-effective than in-person tutoring.

- Schedule flexibility will be provided to students.
- This system will be more convenient and comfortable for students as it provides education online.

A personalized learning experience will be provided to students. Instructors will make the lesson fit and suitable for student's requirement or specific needs

UI Components:

- Registration Page
- Login Page
- Home Page
- Profile page
- Rating Page
- Payment Page
- Video Calling Room Page

Business Logic Components:

- Data Authentication
- Payment Gateway
- API Integration

Data Access Component:

- Database system