PARSHVANATH CHARITABLE TRUST'S

A. P. SHAH INSTITUTE OF TECHNOLOGY

Department of Information Technology

(NBA Accredited)

MINIPROJECT LOGBOOK

GROUP MEMBERS

1. Bharat Sharma
2. Vaidehi Vichare
3. Muskan Singh
4. Prasad Sawant

Project Guide

Prof. Sonal Balpande

Department of Information Technology

A.P. Shah Institute of Technology

Kasarvadavali, Thane - 400 607

University of Mumbai

(AY 2022-23)

INSTITUTE VISION & MISSION

VISION:

APSIT aspires to be a premier institute producing globally competent engineering professionals to contribute towards socio-economic growth of India.

MISSION:

To provide conducive and collaborative environment to meet contemporary & future Engineering challenges by project based and value-added education with the support of trained faculty

DEPARTMENT OF INFORMATION TECHNOLOGY

VISION:

To be a prime centre of excellence by transforming students into globally competent IT professionals.

MISSION:

1. To develop, support and maintain state-of-art infrastructure to serve as a potent resource hub for IT industries.
2. To inculcate the problem solving, analytical, logical skills to promote the culture of creativity and innovation among the students.
3. To adapt with the transformation of the technology emphasising on interdisciplinary studies, exposure to emerging technologies and imbibing high standards of professional ethics and social responsibilities in all endeavor

PROGRAM EDUCATIONAL OBJECTIVES (PEO's)

PEO1	PREPARATION: To prepare students for successful careers in industry, research and institutions of higher learning with social sense and responsibility.
PEO2	CORE COMPETENCE: The graduating professionals from Information technology will have a wide spread background of sciences, mathematics and fundamentals of Information Technology to solve dynamic universal industrial problems.
PEO3	BREADTH: To create graduates for competitive and innovative solutions to industry and society through projects by application of multidisciplinary knowledge inculcating team work and management skills.
PEO4	PROFESSIONALISM: To enrich students with leadership quality, professional ethics and entrepreneurial skills through various devised programs
PEO5	LIFE LONG LEARNING: To promote student awareness and commitment to life long learning for professional engagement to benefit society at large.

PROGRAM OUTCOMES (POs)

PO's	OUTCOMES
PO1	An ability to apply knowledge of mathematics, science and engineering fundamentals in the field of computing.
PO2	Critically identify, formulate and evaluate emerging topics and the recent development in the field and Provide solution to futuristic engineering problems.
PO3	The broad education necessary to understand the impact of engineering solutions in a global, economic, environmental and societal context.
PO4	Ability in requirement gathering, design and implementation of software with computer systems to analyze and interpret the data.
PO5	An ability to use the techniques, logical and analytical skills and modern engineering tools necessary for engineering practice.
PO6	An ability to design a system component or process to meet desired needs within realistic constraints such as economic, environmental, social, cultural and safety issues.
PO7	An ability to understand an impact of engineering knowledge towards society and environment with need to sustainable solutions.
PO8	To inculcate professional ethics.
PO9	An ability to function effectively, individually and in teams to accomplish a common goal.
PO10	An ability to communicate solutions of complex computing problems effectively using reports and presentations to wide range of audiences.
PO11	To instill leadership and managerial skills in multidisciplinary environment.
PO12	Recognition of the need for and an ability to engage in life-long learning.

PROGRAM SPECIFIC OUTCOMES (PSOs)

PSO1 To use modern computer languages, environments and platforms in creating innovative carrier paths in the areas of database, data analysis and application development.

PSO2 To apply theoretical foundations of Information technology in developing solutions for engineering problems that meet automation needs of industry and society.

PSO3 To design and implement efficient real-time solutions using evolving knowledge of information technology by demonstrating the practices of professional ethics and the concern for societal and environment wellbeing

STUDENT INFORMATION

Project Title: Mario Game

Name of Guide: Prof.Sonal Balpande

	Student 1	Student 2	Student 3	Student 4
Moodle ID	21104023	21104040	21104119	21104072
Name	Bharat Sharma	Vaidehi Vichare	Muskan Singh	Prasad Sawant
Class	SE-IT/Div-B	SE-IT/Div-B	SE-IT/Div-B	SE-IT/Div-B
Contact No.	9555726438	9969263901	9022116536	9969465781

Date	Weeks	Contents
9/01/2023 to 16/01/2023	1	Group formation and Topic finalization. Identifying the scope and objectives of the Mini Project
16/01/2023 to 23/01/2023	2	Identifying the functionalities of the Mini Project
23/01/2023 to 30/02/2023	3	Discussing the project topic with the help of paper prototype.
30/02/2023 to 13/02/2023	4	Designing the Graphical User Interface (GUI)
20/2/2023	5	Review 1 Presentations
27/02/2023 to 13/03/2023	6	Database Design
13/03/2023 to 27/03/2023	7	Database Connectivity of all modules
27/03/2023 to 10/4/2023	8	Integration of all modules and Report Writing
20/4/2023	9	Review 2 Presentations

SCHEDULE FOR MINI PROJECT

Title of the Project: Mario Game	
Group No.	Name of Student 1: Bharat Sharma
	Name of Student 2: Vaidehi Vichare
	Name of Student 3: Muskan Singh
	Name of Student 4: Prasad Sawant
Name of the Guide: Prof.Sonal Balpande	

PROGRESS/ATTENDANCE REPORT

Sr. No	Date	Attendance			Progress/Suggestion	Mapping		
		1	2	3		CO	PO	PSO
1	9/01/2023 to 16/01/2023				Group formation and Topic finalization. Identifying the scope and objectives of the Mini Project	CO1,CO2, CO3, CO9	PO1,PO2,PO9	PSO1
2	16/01/2023 to 23/01/2023				Identifying the functionalities of the Mini Project	CO2,CO4, CO3, CO6,CO9	PO1,PO2,PO9	PSO1
3	23/01/2023 to 30/02/2023				Discussing the project topic with the help of paper prototype, Designing the Graphical User Interface (GUI)	CO4,CO3, CO6,CO9	PO1,PO2,PO9 ,PO12	PSO1

4	30/02/2023 to 13/02/2023				Database Design	CO4,CO3, CO6,CO8, CO9	PO1,PO3,PO5 ,PO9,PO11, PO12	PSO1, PSO2
5	20/2/2023				Review-I	CO3, CO6,CO7, CO9	PO8,PO10,PO 9	
6	27/02/2023 to 13/03/2023				Database Connectivity of all modules	CO5,CO3, CO6,CO8, CO9	PO1,PO3,PO7 ,PO9,PO11,PO12	PSO1, PSO2
7	13/03/2023 to 27/03/2023				Integration of all modules and Report Writing	CO5,CO3, CO6,CO7, CO8,CO9	PO1,PO3,PO5 ,PO7,PO9,PO11,PO12	PSO1, PSO2
8	27/03/2023 to 10/4/2023				Preparing Project Presentation and final report	CO5,CO3, CO6,CO7, CO8,CO9	PO1,PO3,PO5 ,PO7,PO9,PO10,PO11,PO1 2	PSO1, PSO2, PSO3
9	20/4/2023				Review- II	CO3, CO6,CO9	PO8,PO10,PO 9	