# ASSIGNMENT NO 1

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**Roll No :- 71**
**class :- TE - C**

**Title :-** Create Project Plan

**Problem Statement :-** Create Project Plan
- ➤ Specify project name and start (or finish) date.
- ➤ Identify and define project tasks.
- ➤ Define duration for each project task.
- ➤ Define milestones in the plan.
- ➤ Define dependency between tasks.
- ➤ Define project calendar.
- ➤ Define project resources and specify resource type.

**Requirements :-** Project Management tools (any one tool from the list given below)
- ➤ Primavera Project Management Software
- ➤ Microsoft Project Management Software
- ➤ Edraw Max Project Management Software
- ➤ Jira Project Management Software

**Theory :-**
A Software Project is the complete procedure of software development from requirement gathering to testing and maintenance, carried out according to the execution methodologies, in a specified period of time to achieve the intended software product.

A Project can be characterized as :-
- ➤ Every project may have a unique and distinct goal.
- ➤ Project is not a routine activity or day-to-day operations.
- ➤ Project comes with a start time and end time.
- ➤ Project ends when its goal is achieved hence it is a temporary phase in the lifetime of an organization.

➢ Project needs adequate resources in terms of time, manpower, finance, material and knowledge-bank.

Project Management is the presentation of knowledge, skills, tools and techniques to project activities to encounter the project requirements. Project management is proficient through the suitable application and combination of the project management process identified for the project. Project management permits organizations to execute projects effectively and proficiently.

Edraw Max is 2D business technical diagramming software which helps create flowcharts, organizational charts, network diagrams, floor plans, workflow diagrams, business charts, and engineering diagrams.

## PROJECT PLAN

**Project name :- QR BASED ENTRY SYSTEM FOR MUSEUM**

**Start (or finish) date :- 2023-08-01 to 2023-10-30**

**Define project resources and specify resource type :-**
**Hardware Specifications :-**
Processor -7th gen i5
RAM - 4GB(min)
 Hard Disc - 512GB(min)

**Software Specifications :-**
Platform - Windows 7 or above
Frontend- HTML, CSS, JS, Bootstrap
Programming Language- PHP 8
Database- MySQL
Server - Apache

## INTRODUCTION

A QR Based Entry System is a paperless electronic document used for ticketing. It can help in better crowd management of museum / heritage sites. To devise a QR based ticketing system with necessary hardware for the seamless visitor experience in Museums / heritage sites. The traditional way of booking a ticket for a museum is the visitor needs to go to the specific

museum and need to stand in queues and buy the ticket. This will become more difficult for a person. In order to overcome this problem, the project gives real-life understanding of the Ticketless Entry System. Here we Provide automation for the ticket-booking system through the internet. This project captures activities performed by different roles in real life ticketing which provide enhanced techniques for maintaining the required information up-to-date, which result in efficiency.

The main purpose that museums have been serving since their inception is to provide the tickets for the visitors to explore the museums. While providing tickets they also earn a certain amount of money based on the holiday's, on special festivals. Traditionally the museums will be on rush which wastes the time of the common man and hence by this system we can save the time and the energy of the visitor.

**How to Create a Project Management Plan :-**



**Step 1: Identify all stakeholders :-**
Your project has several stakeholders, and not all of them will be involved in every detail of the project. Project stakeholders include
  ➢ your customer,
  ➢ the end-users of the product,

➢ the company and its leaders,
➢ and the team working directly on the project.

Depending on the nature of the project, stakeholders may also include outside organizations or individual community members that will be affected by the project.

## Step 2: Define roles and responsibilities :-

Once you've identified your stakeholders, you need to determine the core project management skills and competencies required for the project. When you have that list, you can define roles and assign responsibilities to individual stakeholders.

Remember that a role is not the same as a person.

➢ In some cases, one person can fill multiple roles, such as having a designated emergency contact, a role that adds few additional work hours to a person's schedule.
➢ In other cases, multiple people may hold identical roles, as when your project requires multiple software engineers.

Typical roles include

➢ project sponsor,
➢ project manager,
➢ and project team members.

## Step 3: Hold a kickoff meeting :-

The kickoff meeting is a

➢ chance to bring all stakeholders together,
➢ cast a vision for the project that everyone can get behind,
➢ and an opportunity to make introductions and establish good working relationships.

At this stage, the specific details of the project haven't been determined, so you should include a discussion on the project scope, budget, timeline, and goals in your meeting agenda. This is also when roles are announced and a communication plan is explained. The kickoff meeting sets the tone for the working relationship among stakeholders for the duration of the project.

## Step 4: Define project scope, budget, and timeline :-

After the official kickoff, it's time to define three important concepts:

➢ **the project scope**
  ○ **Scope :-** In our system users can view home, information, gallary, contact, booking, price, special offers, login and signup page. As a guest, users can give feedback also. For the user who signs up as a visitor, after log in, they are able to view home, information, gallary, contact, booking, price, special offers, payment, profile update. Only visitors registered can book tickets and make payment online. For booking the details required. Users who are not a member and would like to book a ticket must register and become a visitor. It is easy to register and

requirements are name, phone number, email, address, id-proof for Indian person adhar card and for other country passports.

- ➢ **Budget**
  - ○ ＊ **Effort :-** Amount of labor that will be required to complete a task. It is measured in person-months units.
  - ○ ＊ **Schedule :-** Simply means the amount of time required for the completion of the job, which is, of course, proportional to the effort put in. It is measured in the units of time such as weeks, months. Different models of Cocomo have been proposed to predict the cost estimation at different levels as organic, semi detached, and embedded systems , based on the amount of accuracy and correctness required. So our project is Organic type. Organic – A software project is said to be an organic type if the team size required is adequately small, the problem is well understood and has been solved in the past and also the team members have a nominal experience regarding the problem. Constants : a=2.4, b=1.05, c=2.5, d=0.38 E(Effort)= 2.4(4)1.05=10.29 PM Development Time= 2.5(10.29)0.38= 6.07 Months Persons Required= 10.29/6.07= 1.67 Person
- ➢ **Timeline of your project.**

## Step 5: Set and prioritize goals :-

Once your team understands the objectives of the project and you've identified the phases to meeting those objectives,

- ➢ break down the big picture objectives of your project into individual goals and tasks,
  - ○ **Goals and Objectives :-**
  - ○ To design and develop a QR Based Entry Pass System for Museum.
  - ○ To provide a smart and efficient way of online ticket booking.
  - ○ The purpose of an online booking system is to allow potential Visitors to self book and pay through our website, securely store Visitor's data.
- ➢ prioritize tasks according to importance and dependencies,
- ➢ and put a system in place to ensure corrective actions when goals aren't met on time.
- ➢ You may need to adjust your timeline in light of your goals.

## Step 6: Define deliverables :-

A deliverable, as defined by the Project Management Institute, is "any unique and verifiable product, result, or capability to perform a service that is produced to complete a process, phase, or project". In other words, a deliverable could be,

- ➢ a product,
- ➢ result,
- ➢ or capability.

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## Step 7: Create a project schedule :-

A project schedule is a document that details
- ➢ the project timeline,
- ➢ the organizational resources required to complete each task,
- ➢ and any other information critical to the team management.

Needless to say, it must be comprehensive and easy to understand.

**Step 8: Do a risk assessment :-**

It's important to identify risks in project management and mitigate them at the project planning phase rather than be caught off guard later. Hold a meeting or ask for insight from all team members about the risks you should consider.
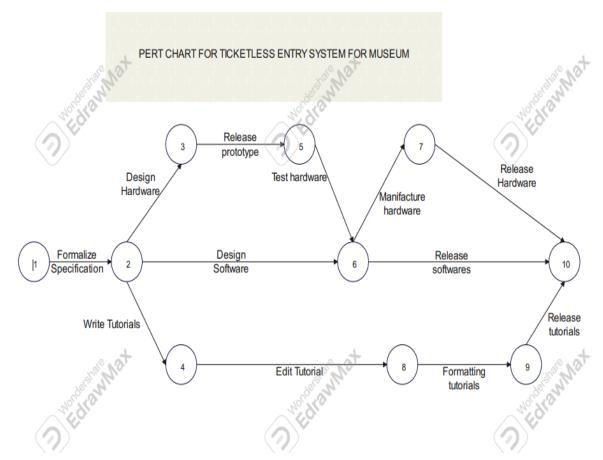
Areas of risk include:
- ➢ Project Scope
- ➢ Resources (personnel, financial, and physical)
- ➢ Project delays
- ➢ and Failures of Technology or Communication

There's no way to control for all potential risks, but thinking through them ahead of time can save you from project failure.

**Step 9: Communicate the project plan :-**

Once you've compiled your project plan, make sure to communicate it clearly to the team and all other stakeholders. You may have created a project communication plan when you put together your project schedule. If not, do it now!

## **PERT CHART :-**

PERT CHART FOR TICKETLESS ENTRY SYSTEM FOR MUSEUM



**GANTT CHART :-**

| ID | Task Name | Start | Finish | Duration | Complete |
|----|-----------|-------|--------|----------|----------|
| 1 | Define Requirements | 2023-08-01 | 2023-08-08 | 6.0 d. | 83.3% |
| 2 | Research and Planning | 2023-08-09 | 2023-08-11 | 3.0 d. | 100.0% |
| 3 | System Design | 2023-08-11 | 2023-08-15 | 3.0 d. | 83.3% |
| 4 | QR Code Generation | 2023-08-16 | 2023-08-18 | 3.0 d. | 83.3% |
| 5 | Visitor Registration | 2023-08-21 | 2023-08-25 | 5.0 d. | 50.0% |
| 6 | Entry Gates Setup | 2023-08-25 | 2023-08-28 | 2.0 d. | 100.0% |
| 7 | Website Development | 2023-08-29 | 2023-09-01 | 4.0 d. | 62.5% |
| 8 | Testing | 2023-09-01 | 2023-09-05 | 3.0 d. | 83.3% |
| 9 | Staff Training | 2023-09-06 | 2023-09-08 | 3.0 d. | 83.3% |
| 10 | Launch | 2023-09-08 | 2023-09-12 | 3.0 d. | 83.3% |
| 11 | Monitoring and Maintainance | 2023-09-13 | 2023-09-15 | 3.0 d. | 83.3% |
| 12 | Evaluation | 2023-09-15 | 2023-09-18 | 2.0 d. | 100.0% |
| 13 | Optimization | 2023-09-19 | 2023-09-22 | 4.0 d. | 62.5% |
| 14 | Project closure | 2023-09-22 | 2023-09-25 | 2.0 d. | 100.0% |
| 15 | Documentation | 2023-09-26 | 2023-09-29 | 4.0 d. | 62.5% |
| 16 | Reporting | 2023-09-29 | 2023-09-29 | 1.0 d. | 100.0% |
| 17 | Continuous Improvement | 2023-09-29 | 2023-10-04 | 4.0 d. | 62.5% |
| 18 | Project Review | 2023-10-05 | 2023-10-06 | 2.0 d. | 100.0% |

## CONCLUSION :-

A QR-based entry system can be a valuable addition to a museum, helping to improve the visitor experience, increase revenue, and make operations more efficient. The system works by generating unique QR codes for each ticket, which can be scanned at the museum entrance to verify the validity of the tickets and grant entry. The system also has the ability to collect data on the number of visitors, their demographics, and which exhibitions they visit, which can be used to make informed decisions about programming, marketing, and other aspects of museum operations. Additionally, the system can also be personalized and can also be made accessible to visitors.

However, it is important to keep in mind that there are also some challenges that will need to be addressed in order to implement such a system successfully. These include technical issues, data security and privacy, user adoption, accessibility, scalability, integration, and maintenance. To overcome these challenges, it is important to conduct thorough testing of the system, implement the necessary security measures, and provide training and support to ensure that visitors feel comfortable using the system. With the right approach, a QR-based ticket entry system can be a cost-effective and valuable addition to a museum.