Tutorial 1: Initial Client Meeting

Tutorial 1

What degree are you studying?
Currently, I am enrolled in Bsc (Hons) Computer System Engineering Program at ISMT Tinkune.
How do you feel that this scenario matches your current skillset?
As per the scenario requirements, I feel it matches my interest and skill for a full stack development as in this task we will be dealing with the complete product development method along with the database design, prototype design and the most important core backend development which thrills me so much.
Are there any areas of your skillset that you aim to improve through the completion of this project?
There are many areas where I expect that I will be improving my knowledge , mostly I am so curious about its database design. Moreover, through this project I want to develop my knowledge of how the product are developed professionally using different SDLC model from beginning to deployment in cooperate office with proper documentation and scheduling.
What technologies/frameworks/programming languages do you intend to use to complete this project and how experienced are you with them?
I will be using HTML, CSS , JS and boostrap for my interactive UI, and for the backend I will be using the core php. Additionally, I wil be using MySql as a database and lastly for the proper documentation I will be using Zylab. I am so much familier with these tools and technology and previsouly I have developed 10+ websites using same technology which was professional.
Are there any parts of this project or module that you think you will find particularly exciting/interesting/fun?
I am so much intrested in the backend and database design , so I am so excited for the project as it involves a complete databse design along with the backend logic.
Are there any parts of this project or module that you are particularly worried about or feel you are weak in?
Till the time , as I have review the project completely , I don't find myself worried about any modules in this project as I have prior experience of developing such websites professionally.

Tutorial Preparation 1 (Client)
In preparation for your first client meeting, you should consider the following questions and attempt to complete the table:

Do you have any questions for the Client?
Before you begin making solid plans, it would be a good idea to check that you have understood the requirements of the scenario and what you are producing for the client in full. Use the first meeting to ask for clarification on anything that you are unsure about.

Questions for the clients:
A. Do you have any extra requirements of any functional and non functional requirements.
B. Do you have any fixed mindset of which technology to be used while developing the website.
C. Do you want any real time messanging and notification services.

Preliminary Ideas/Designs/Solutions
This section is not mandatory. However, if you have come up with any preliminary ideas, designs or solutions – you can take this opportunity to show and discuss them with your client

Tutorial 1: Meeting Record.

Client Meeting Notes:
The client was so clear of their requirements, they do not want the user to be login they can just fill the form with required data and contact the service provider. Moreover, with my cross questioning I was clear that the client do not want any real-time messaging, notification and promotional activities. Additionally, I found that there was no any mindset for the technology to be used but the core requirement is to make the site user-friendly and adopt modern material design theme.

Additional Notes
Time: 10:30 AM Venue: ISMT College Biratnaagr Location: Tinkune, Kathmandu, Nepal Attendees: Petrol Pump, Tinkun **Areas of Discussion:** ● Project Scope and Objectives: Defined the project's goals and deliverables to ensure alignment with the client's vision. ● Target Audience and User Requirements: Identified primary user groups, including esports enthusiasts, casual gamers, content creators, and esports investors and sponsors. Discussed their specific needs to tailor the system accordingly. ● Functional Requirements: Outlined key functionalities required to meet user expectations and project objectives. ● Technology Stack and Platform: Decided to utilize Python with Django for the backend, and CSS and JavaScript for the frontend, ensuring a robust and dynamic website experience. ● Budget and Time Plan: Agreed upon a budget of £3 million and set the project deadline for April 5, 2024. **Conclusion:** ● Achieved a comprehensive understanding of the project scope, objectives, and deliverables through a successful requirement query session. ● Confirmed the targeted audiences as esports enthusiasts, casual gamers, content creators, and esports investors and sponsors. ● Finalized the technology stack, budget, and project timeline, setting a clear path forward for development.

Next Tentative Meeting: Scheduled for 24th March, 2025.

Tutor Signature:	
Date:	22th March, 2025