



## SE 505 : Software Project Lab - 2

### Earth and Beyond Earth

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**Introduction:**

Mapping The World is a website with many features to learn all about the countries of the world. Using modern technology, this application will help to quench the thirst of knowledge lovers and will also be beneficial for students. It includes a real time chatting system, quiz, question answer forum for creating an interactive platform for anyone around the world.

## **Motivation:**

The goal of this project is to develop an engaging and entertaining learning method for anyone who wants to learn about global geography, history and other topics. It is a stereotype of our country to go for the science domain at school level, and studying in the domain of humanities is sometimes regarded as inferior. Students therefore do not pursue courses in the humanities. By using our website, students will discover the fascinating aspects of the humanities domain at a very young age, developing a passion and possibly shattering the stereotype. Existing students who study geography, history, and international culture will also find it useful for their study purpose. In order to assist kids in rapidly and easily memorizing the facts, our project will provide the information in an interactive way. We believe this project will have a beneficial effect on society.

## **Project Description:**

After opening the application the user will be able to see the following tabs:

- 1. Countries:** By clicking this tab, the user will find various options such as -
  - a. General facts: capital, land area, population.
  - b. History
  - c. Climate
  - d. Culture

By clicking any of the options, the user will see a world map and by clicking any country the user will be able to see facts, history or any other information depending upon the option chosen.

2. **Ocean and Seas:** By choosing this option, the user will be able to click on any of the ocean or sea of the world thus viewing all the necessary information about that particular choice.
3. **Sports:** By clicking on the sports tab, the user will be able to choose between popular sports such as football and cricket. Upon clicking an option, the user will be able to see the football and cricket playing nations marked on the map.
4. **Forms of Government:** By clicking on the tab, users will be able to see the countries that follow communism or have an existing monarchy.
5. **Travel:** By clicking this tab, the countries with most iconic tourist destinations will be marked.
6. **Unions:** By clicking on this tab, the user will get some options like - SAARC, ASEAN, GCC etc and see those countries marked in the map.
7. **Quiz:** For using this feature, the user will have to sign up and login. The user can play two types of quizzes.
  - a. Multiple choice question
  - b. Gaming quiz: Two options will be of the country, oceans and seas. The user will see an unmarked map and a country or ocean name will be shown on the screen. The user has to click on the location of the country or ocean based on the name shown on the screen.

The quiz will be played in rounds and by completing each round there will be a level up and XP gained. A leaderboard of the top scorer of the month will be shown on a dashboard.
8. **Chat:** For using this feature, the user will have to sign up and login and then will see the map and number of users active from a country will be shown in the map and by sending chat requests, different people from the world will be able to communicate with each other.

**Stakeholders:**

Those who will greatly benefit from the website are -

- Students who want to have enhanced learning experiences
- Job seekers who prepare for interviews that require general knowledge evaluation
- Any knowledge thrusters or quizzer who want improved resources and practice platform for quiz as well
- Any eduTech organization who wants to give their students better learning perspectives on geography and general knowledge
- People with disabilities

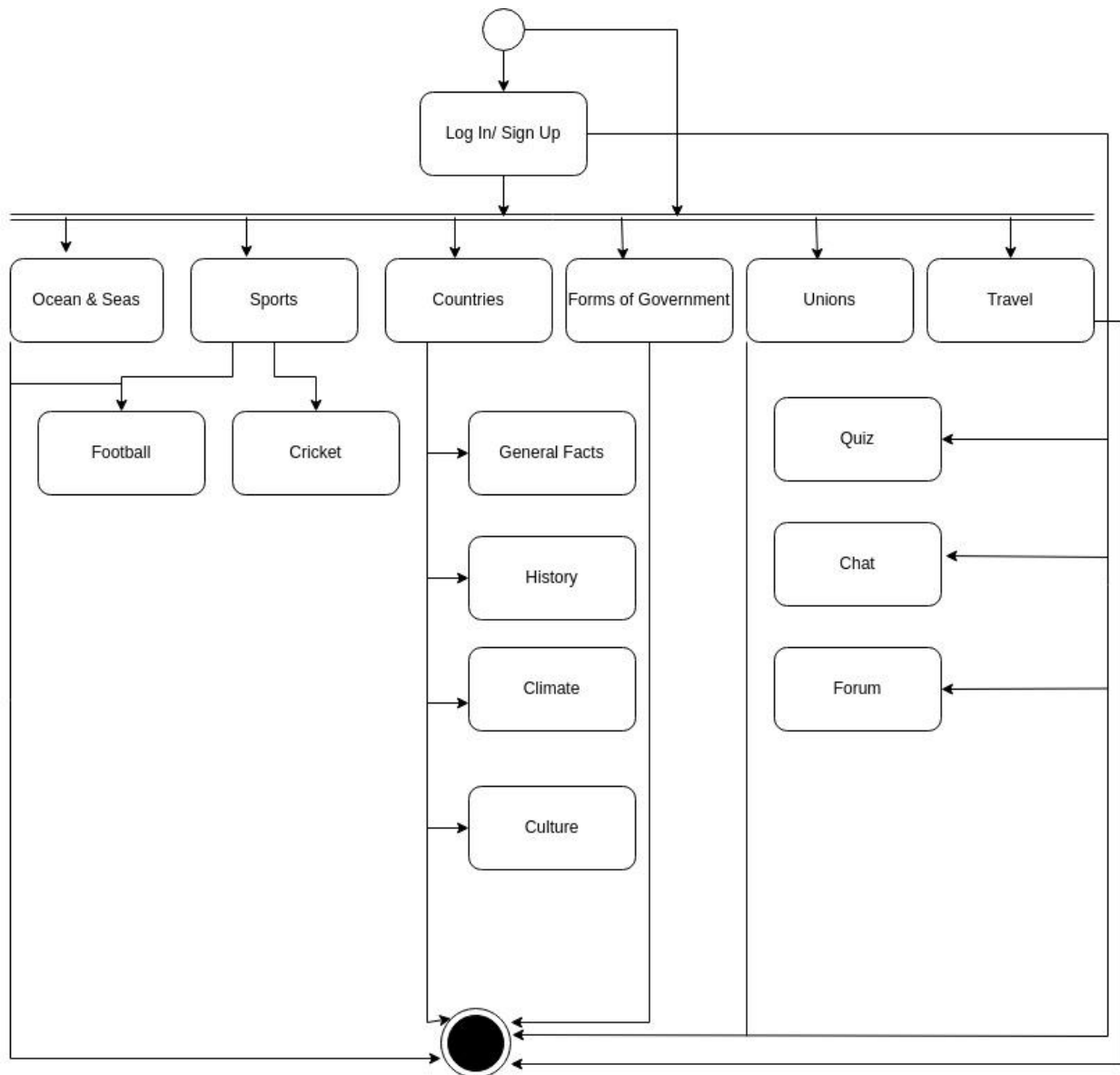


Fig1: Mapping The World

### Scope & Assumption:

We define the scope of this project as -

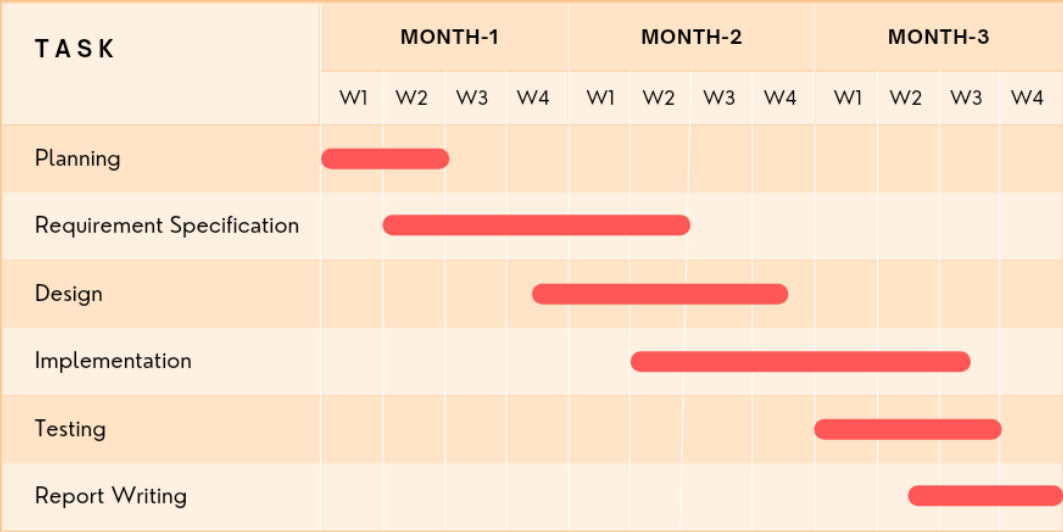
1. For information about countries and oceans there is much information available on the internet but we will use only the Britannica Encyclopedia and WorldOMeter website.
2. There are many kinds of sports but for this project we will only show the information related to cricket and football.
3. Forms of government can be defined as - a direct democracy, a representative democracy, socialism, communism, a monarchy, an oligarchy, and an autocracy. In this application, we will focus only on monarchy and communism.
4. For the quiz system, we will work on only two types of questions such as multiple choice and guessing with pictures.
5. The chat feature will only be text based and will not handle the cases of audio, image or video.

**Assumption:** Every piece of information found online is accurate.

## **Workplan:**

- **Requirement Specification-** To start off the project, we will perform requirement analysis by surveying different potential stakeholders. Implementation of major functionalities found in this phase will be key to our development.
- **Design-** We will design a Software Requirement Specification document for the entire system to implement it accordingly.
- **Implementation-** We will implement the project by using the necessary technologies for front end, backend and database.
- **Testing-** We'll do application testing to ensure the quality of the product.
- **Report Writing-** We'll prepare the final report of our project for submission.

# MappingTheWorld



Gantt Chart

Fig2: Gantt Chart of Work Plan