

SKILLMATCH

A Project Report

Submitted by

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in partial fulfilment for the award of the degree

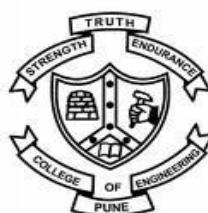
of

B.Tech Computer Engineering

Under the guidance of

Prof. Tanuja Pattanshetti

College of Engineering, Pune



**DEPARTMENT OF COMPUTER ENGINEERING AND
INFORMATION TECHNOLOGY,
COEP Technological University**

May, 2011

**DEPARTMENT OF COMPUTER ENGINEERING AND
INFORMATION TECHNOLOGY,
COEP Technological University**

CERTIFICATE

Certified that this project, titled “SKILLMATCH” has been successfully completed by

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NAME OF GUIDE

Project Guide

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article

Abstract

SkillMatch is a digital freelancing marketplace tailored for tech-related projects. In today's job market, there's often a gap between talented individuals lacking experience and clients seeking skilled professionals. Our platform aims to bridge this divide by providing a space where tech-savvy professionals/students can connect with clients for short-term projects. SkillMatch facilitates project creation, applicant matching, communication channels, and a review system to ensure a seamless experience for both clients and professionals/students. This document outlines the project's purpose, core features, intended audience, and design constraints.

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Chapter 1

Introduction

Local small entrepreneurs to big corporations, all require customised tech solutions as small jobs. Usually smaller businesses do not have connections in the tech industry to seek help. Many willing skilled students/professionals want to freelance to better their resume and gain work experience. A marketplace to put together the needs of clients and willing and capable individuals is what we aim to do. SkillMatch, a solution designed to tackle a common problem in today's job market: the mismatch between skilled individuals and clients needing their expertise, especially in the tech sector.

SkillMatch is a digital platform created to connect tech professionals/students with short-term projects. Our aim is to make it easier for both parties to find and collaborate on projects, ultimately benefiting everyone involved.

This report outlines how SkillMatch was conceptualized, developed, and implemented.

Chapter 2

Objectives

1. Develop a seamless user authentication and registration process to ensure secure access to the platform for both clients and professionals/students.
2. Create an intuitive and user-friendly dashboard for clients to efficiently create, manage, and monitor project details, including project descriptions and technical requirements.
3. Design a user-friendly dashboard for professionals/students to manage their profiles, including the ability to upload resumes, showcase past project details, and view client reviews.
4. Enable professionals/students to easily apply for projects that align with their skills and interests. System for clients to view users resume's and select the correct candidates for the project.
5. Establish effective communication channels between clients and professionals/students to facilitate collaboration.
6. Implement a review system to gather feedback on professionalism, work quality, and adherence to deadlines from both clients and professionals/students.

7. Develop a inbox to keep users informed about project invitations, application responses, and updates within the platform. Enable project invitations to include relevant project details and requirements for better decision-making.

article booktabs

Chapter 3

Technological Frameworks

These are the various Frameworks we used:

- Front end development using HTML, CSS
- Back end interfacing using PHP
- Database setup using MySQL
- Framework using Bootstrap
- A cross-platform web server solution like XAMPP

Table 3.1: Descriptions of Technologies

Technology	Description
MySQL	An open-source relational database management system
PHP	A general-purpose scripting language geared towards web development
HTML	Standard markup language for documents designed to be displayed in a web browser
CSS	Style sheet language used for specifying the presentation and styling of a document
Bootstrap	A free and open-source CSS framework directed at responsive, mobile-first front-end web development

Chapter 4

Planning

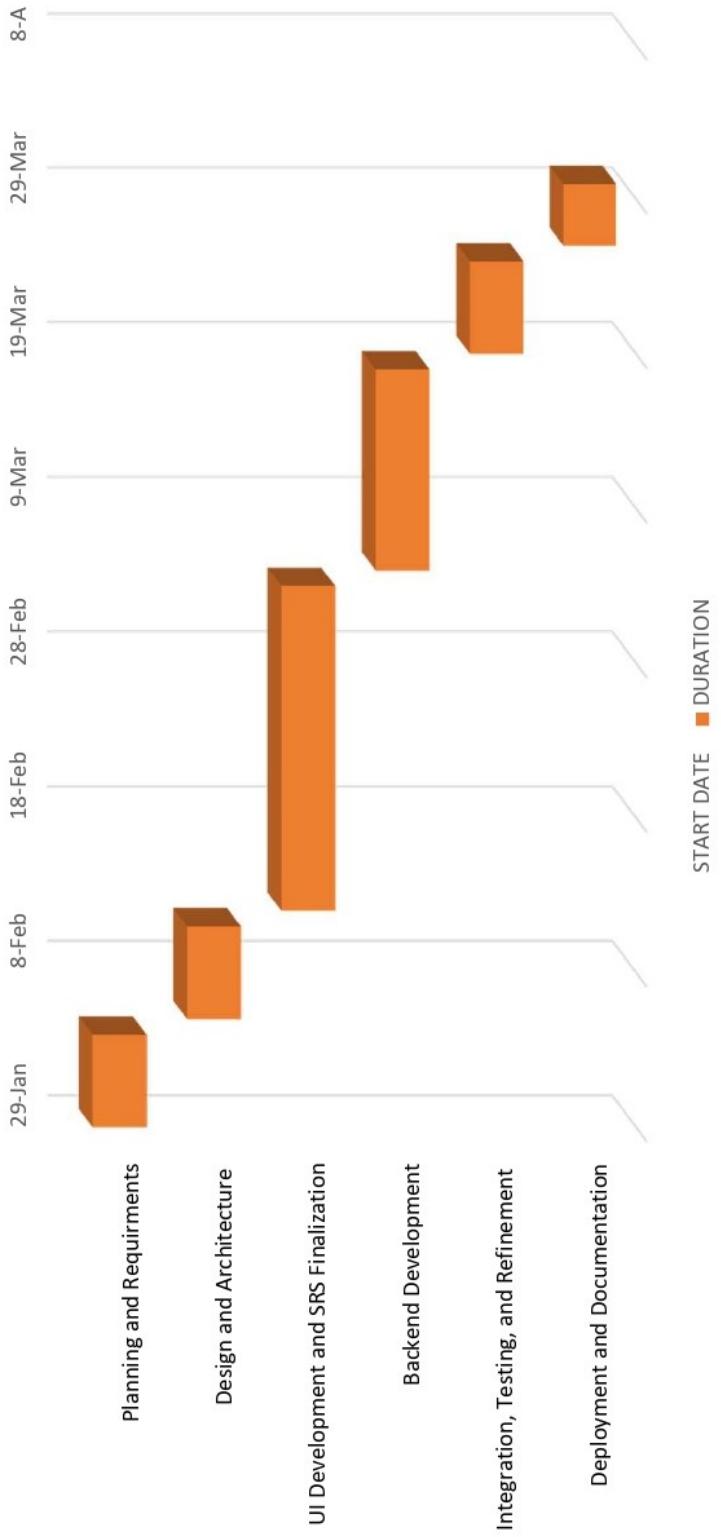
At the beginning of the project, scheduling of tasks and activities for our project using a project schedule was done. This allowed us to plan and manage the project efficiently, ensuring tasks are completed on time and resources are allocated effectively.

Additionally, we utilized Gantt charts, a visual representation of the project schedule, to provide a clear overview of tasks, dependencies, and progress.

TASK	START DATE	END DATE	DURATION
Planning and Requirements	29-Jan	4-Feb	6
Design and Architecture	5-Feb	11-Feb	6
UI Development and SRS Finalization	12-Feb	4-Mar	21
Backend Development	5-Mar	18-Mar	13
Integration, Testing, and Refinement	19-Mar	25-Mar	6
Deployment and Documentation	26-Mar	30-Mar	4

Figure 4.1: Schedule

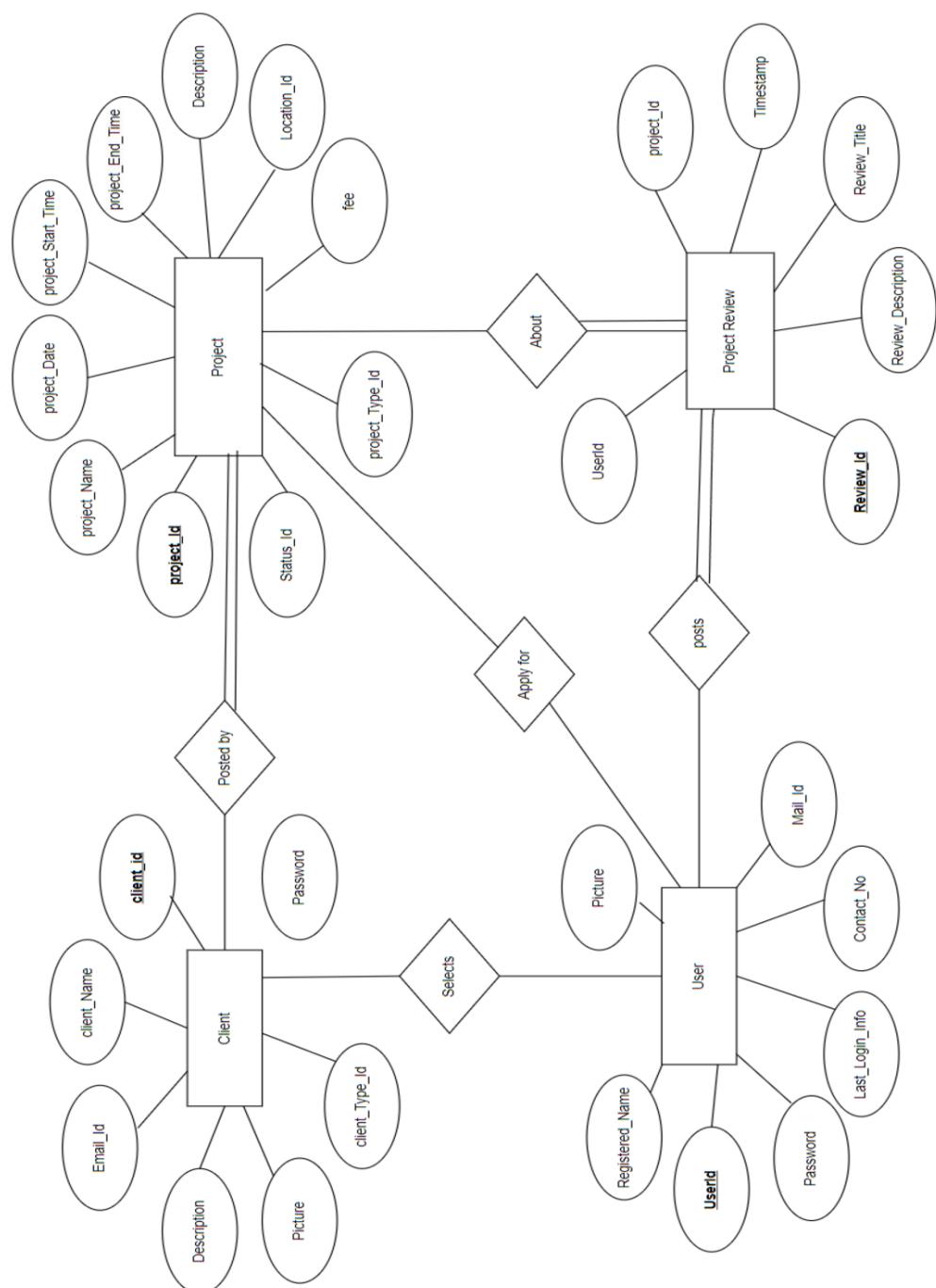
SkillMatch



Chapter 5

Entity Relationship Diagram

An ER (Entity-Relationship) diagram is a powerful tool used in database design to illustrate the relationships between different entities in a database system. It visually represents the structure of the database, showing how entities are connected to each other and the attributes associated with each entity. ER diagrams help database designers and stakeholders understand the data model more easily, aiding in the process of database design, implementation, and communication.



Chapter 6

Data Flow Diagram

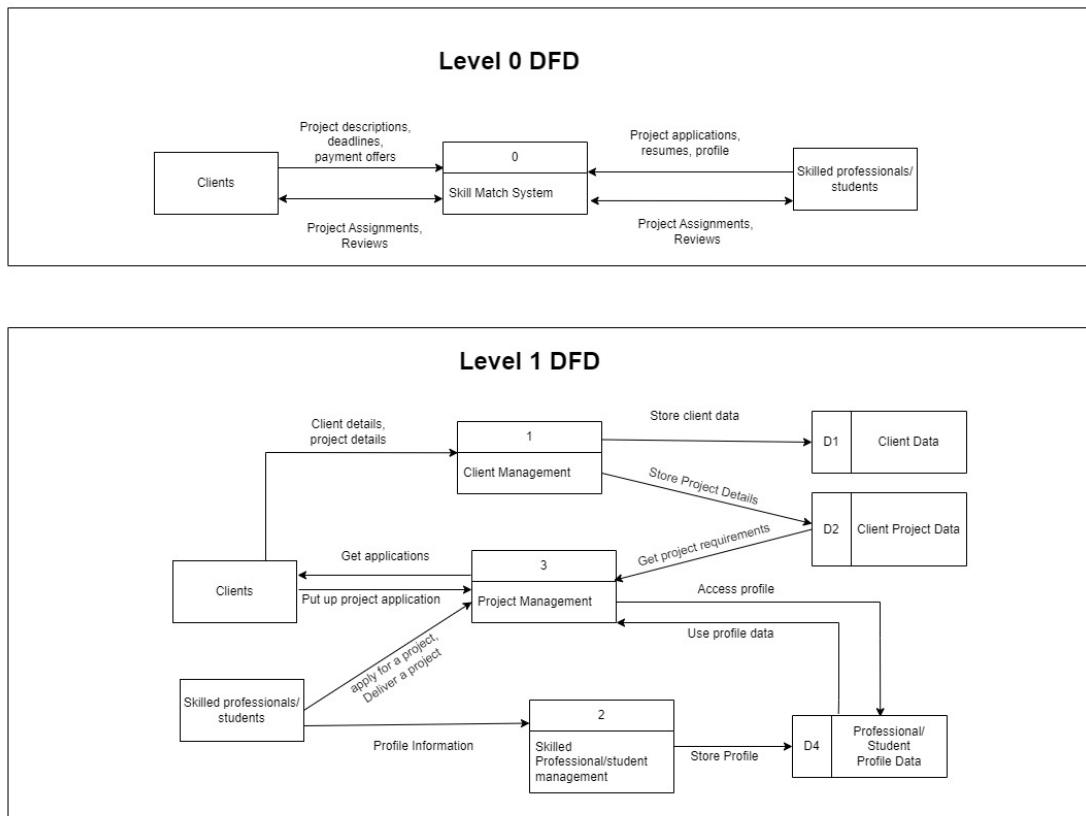


Figure 6.1: Data flow diagram

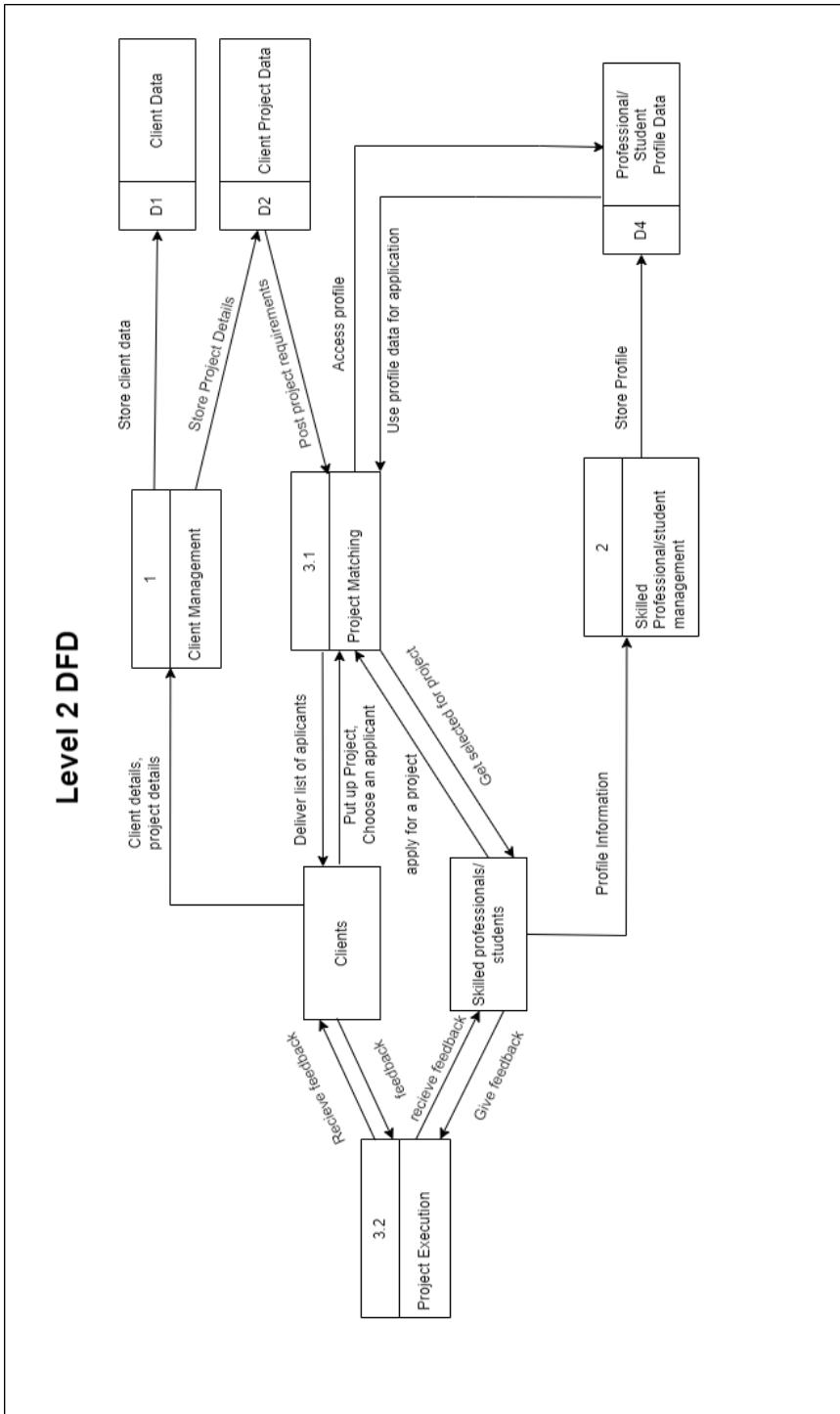


Figure 6.2: Data flow diagram

Chapter 7

Requirement Traceability Matrix

REQUIREMENT TRACEABILITY MATRIX

Business requirements Document (BRD)		Functional Requirements Document		Priority	Test Case
Business req ID#	Business Requirement/ Business Use Case	Functional Req ID	Functional Requirement /Use Case		Test case ID#
BR1	Project Management	FR1	Create new projects with all details	High	TC#001
		FR2	Manage applications for projects	High	TC#002
		FR5	Provide page progress tracking	High	TC#005
BR2	Registration and Profile Creation	FR8	Register and Sign in	High	TC#008
		FR10	Create and Update profile	High	TC#009
BR3	Project Matching and Application Process	FR2	Manage applications for projects	High	TC#002
		FR6	Select and view applications	High	TC#007
BR4	Communication Channel	FR3	Facilitate communication for queries	Mid	TC#003
BR5	Review System	FR4	Review performance	Low	TC#004

Figure 7.1: fig 7.1

Functional Req ID#	Functional Requirement /Use Case	Business Req ID#	Priority
FR1	Create new projects with descriptions and compensation	BR1	High
FR2	Manage applications for projects	BR1, BR3	High
FR3	Facilitate communication for project discussions	BR4	Mid
FR4	Review each other's performance	BR5	Low
FR5	Provide project dashboard for progress tracking	BR1	High
FR10	Update profiles with resumes and project details	BR2	Mid
FR11	Create new profile	BR2	High

Business Req ID#	Business Requirement/Business Use Case	Priority	
BR1	Project Management	High	
BR2	User Registration and Profile Creation	High	
BR3	Project Matching and Application Process	High	
BR4	Communication Channel	Mid	
BR5	Review System	Low	

Test Case ID#	Test Case Description	Priority	
TC#001	Test project creation process	High	
TC#002	Test application management functionality	High	
TC#003	Test communication channel functionality	Mid	
TC#004	Test review system	Low	
TC#005	Test project dashboard functionality	High	
TC#007	Test application review and shortlisting process	High	
TC#008	Test profile updating functionality	Mid	
TC#009	Test new profile creation process	High	

Figure 7.2: fig 7.2

Chapter 8

UML

8.1 Use Case Diagram

8.2 Class Diagram

8.3 Collaboration Diagram

8.4 Component Diagram

8.5 Deployment Diagram

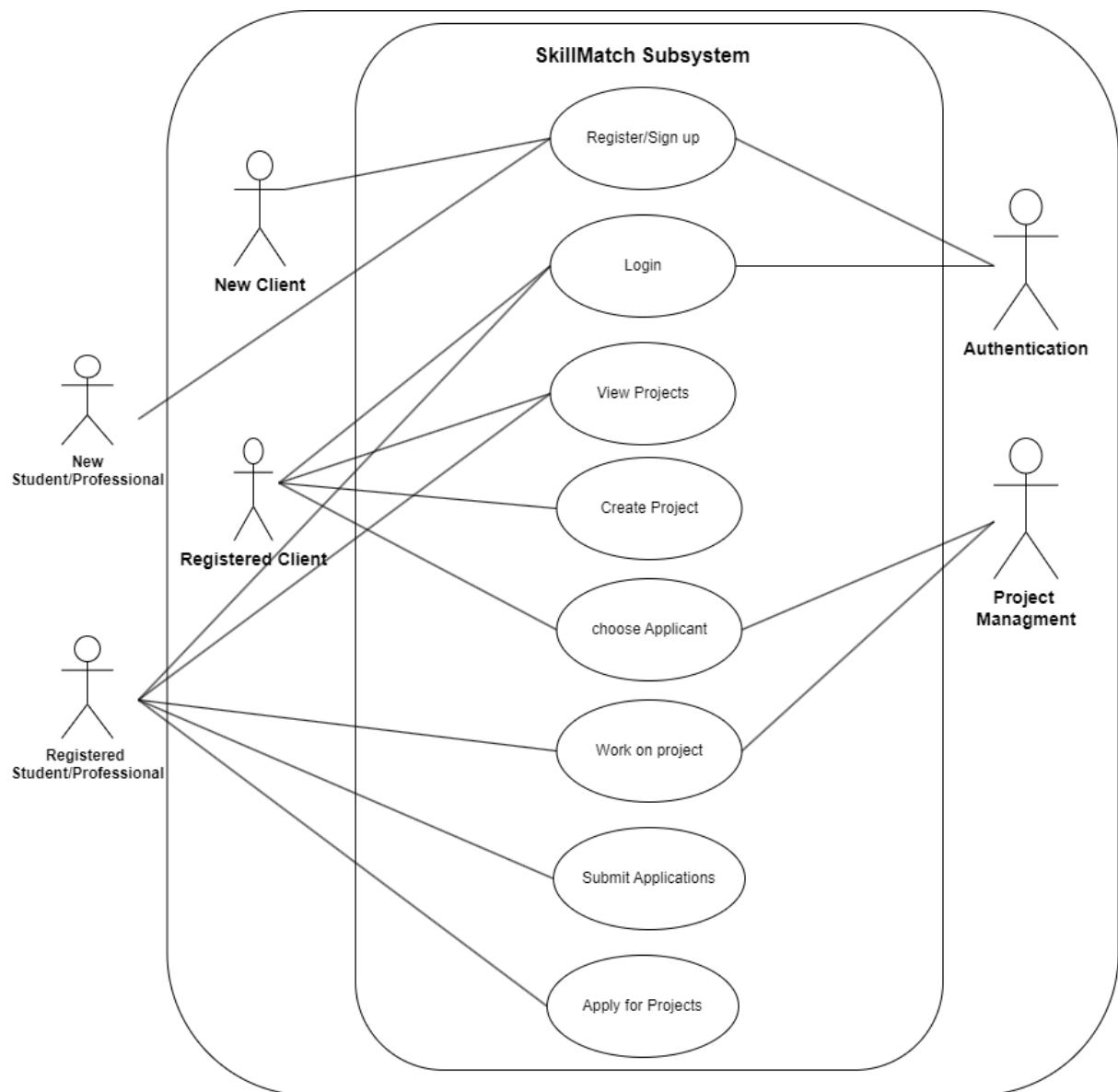


Figure 8.1: UseCaseDiagram

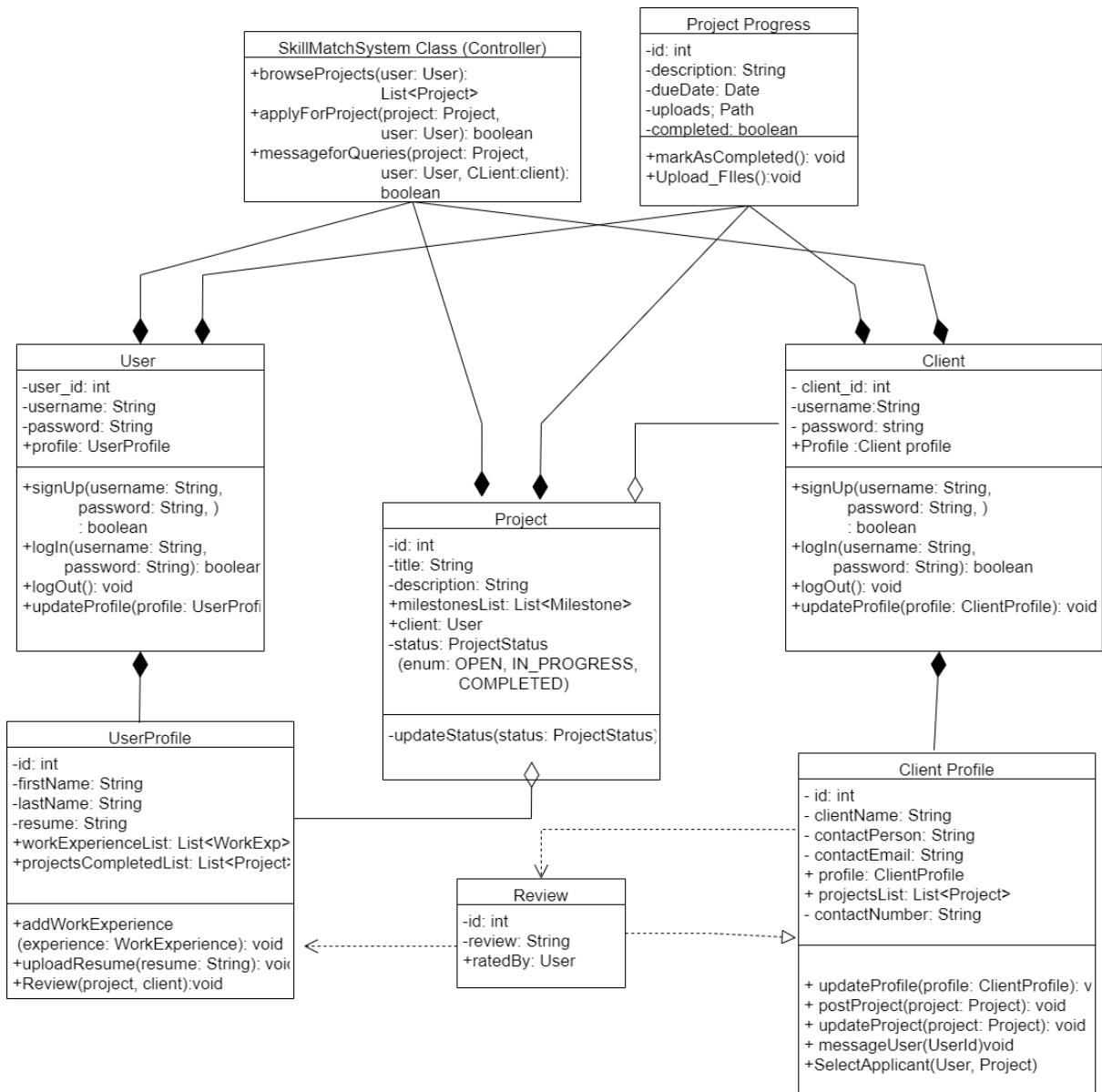


Figure 8.2: ClassDiagram

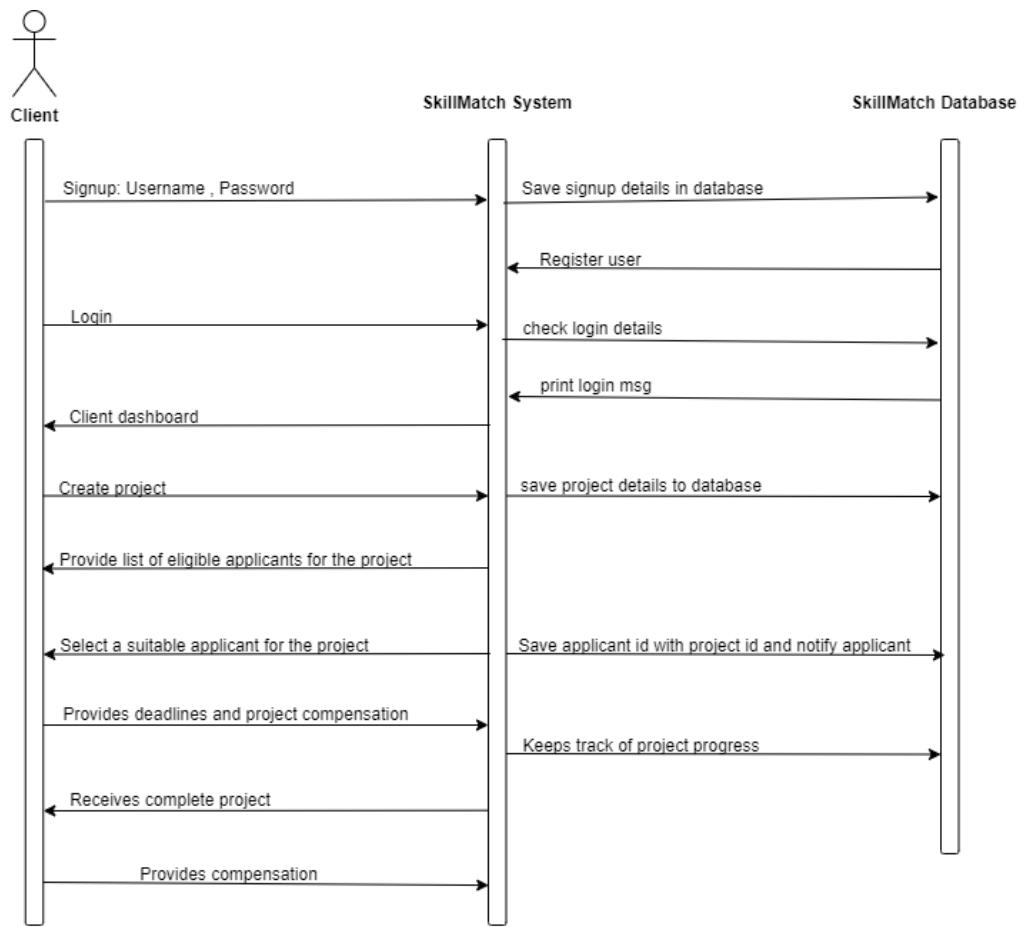


Figure 8.3: Collaboration Diagram

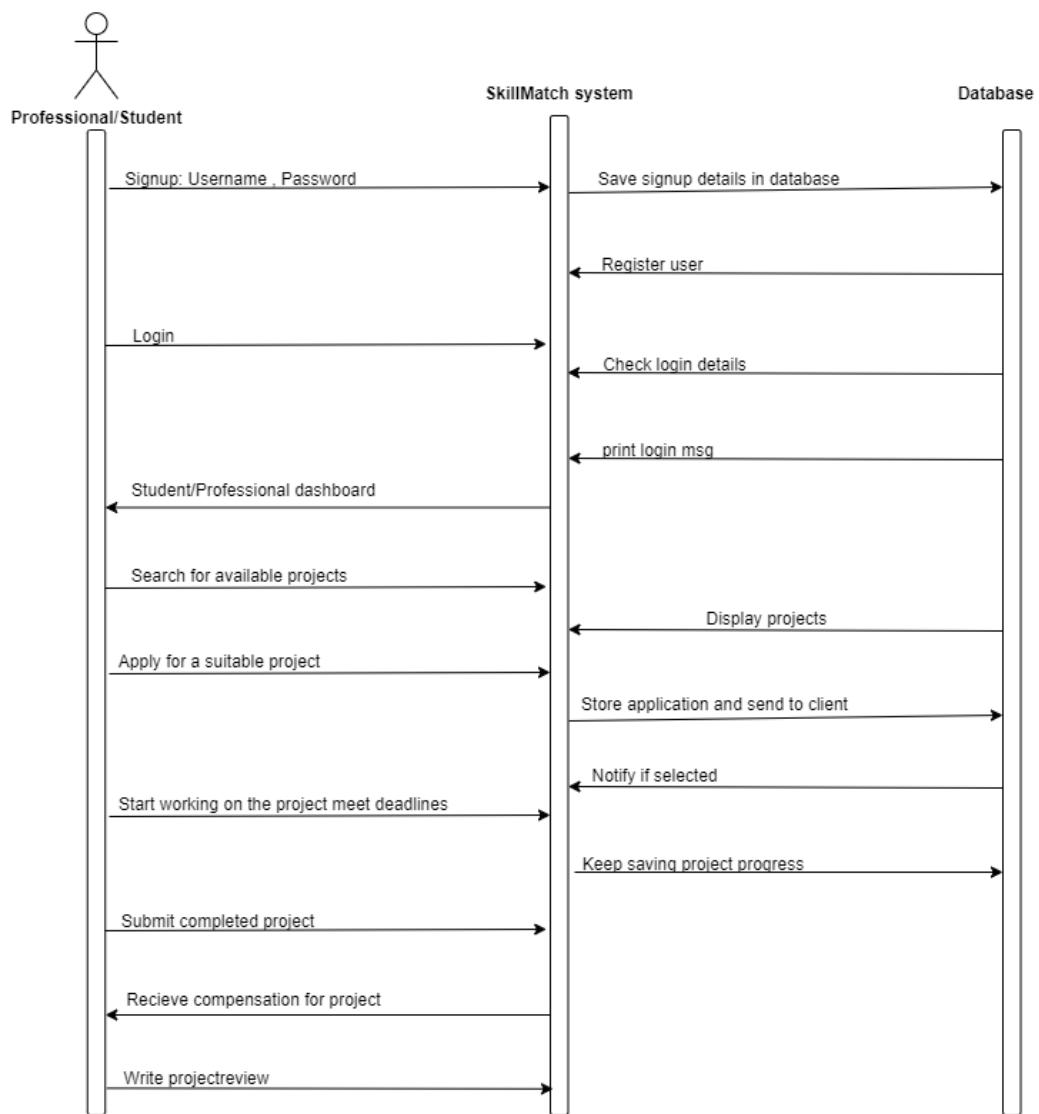


Figure 8.4: Collaboration Diagram

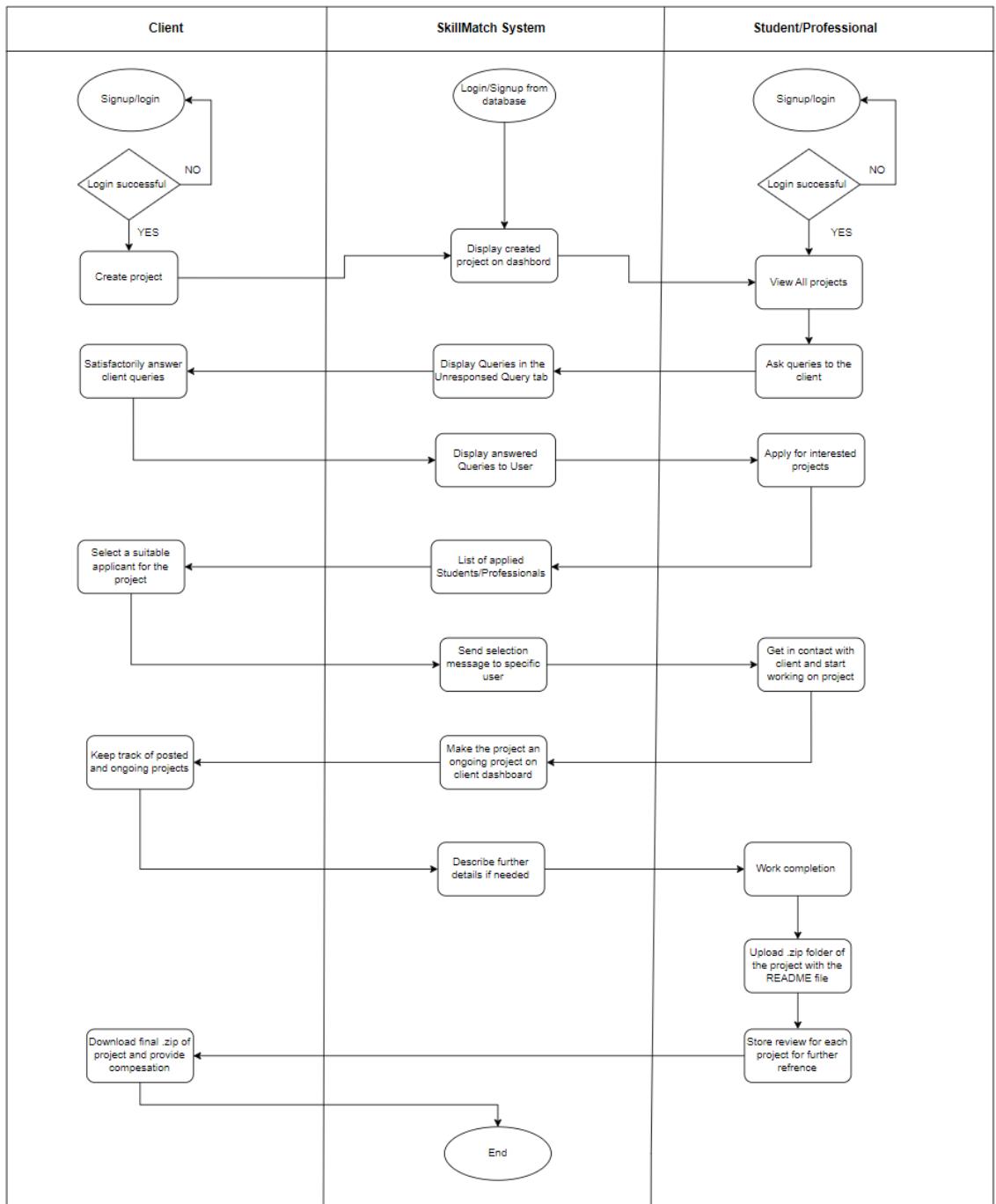


Figure 8.5: Swimlane

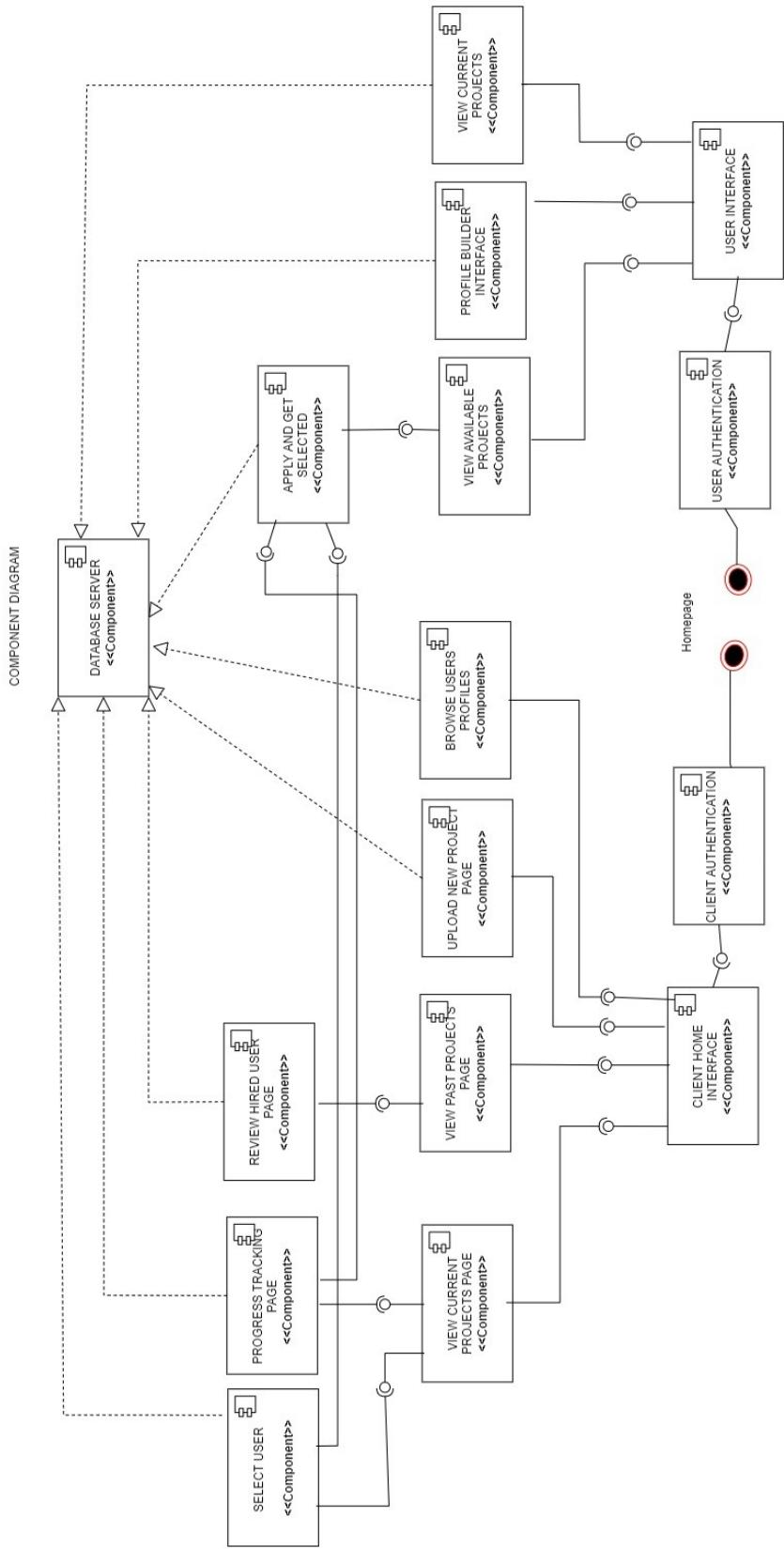


Figure 8.6: Component Diagram

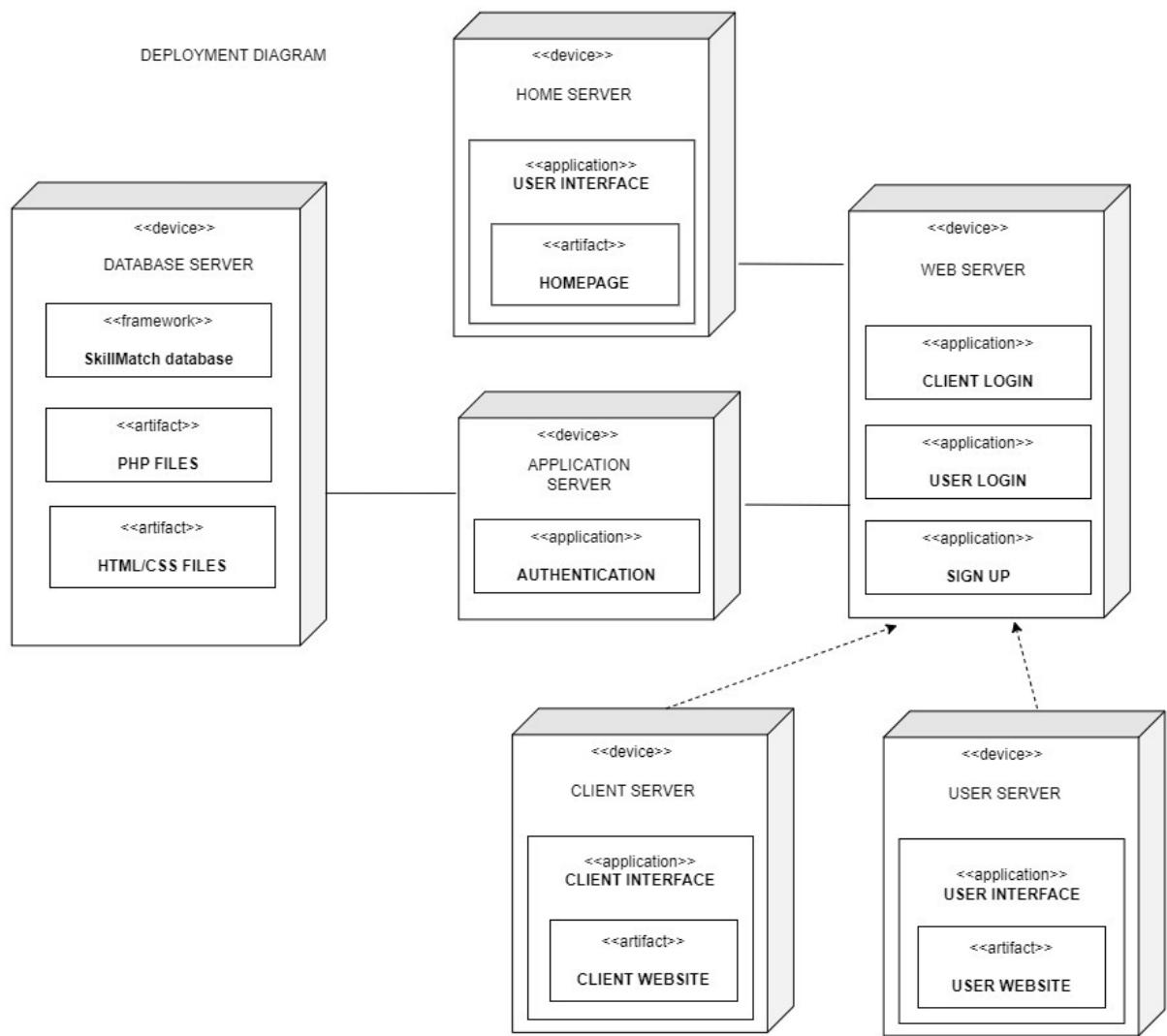


Figure 8.7: Deployment Diagram

Chapter 9

Graphical User Interface

9.1 Sign Up

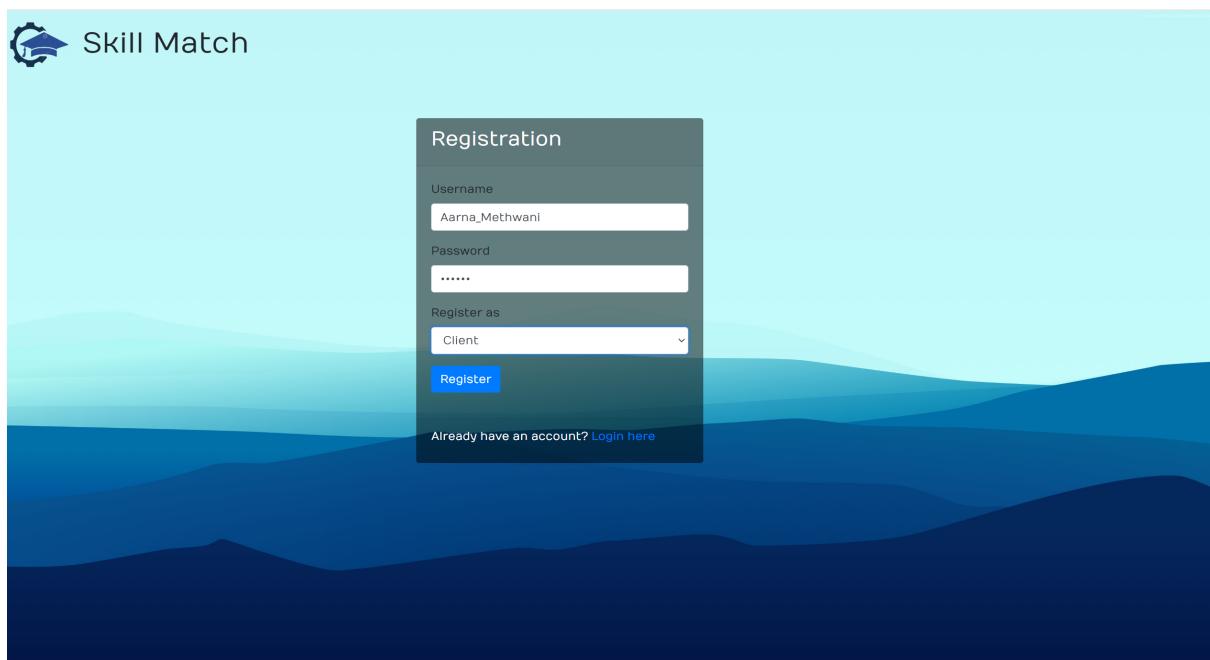


Figure 9.1: Signup

9.2 User Login

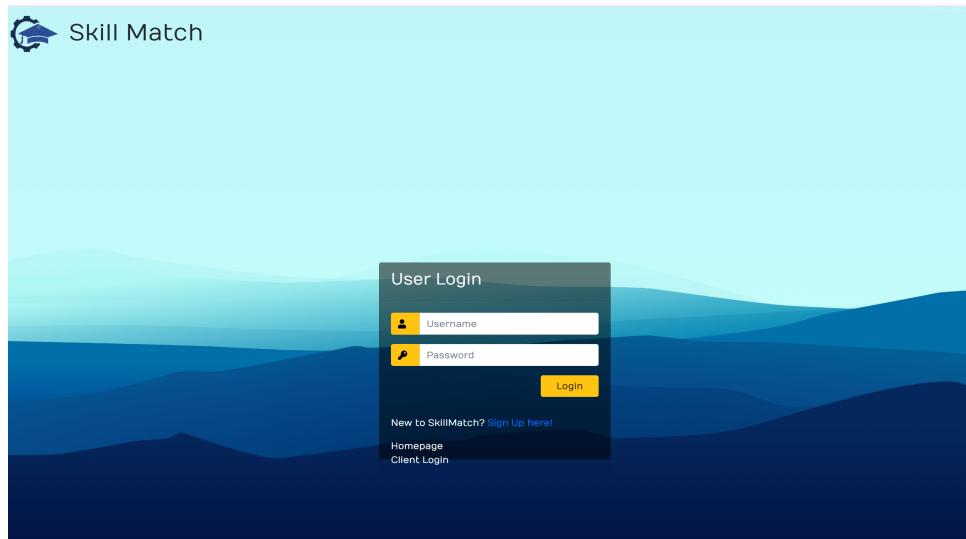


Figure 9.2: User Login

9.3 Client Login

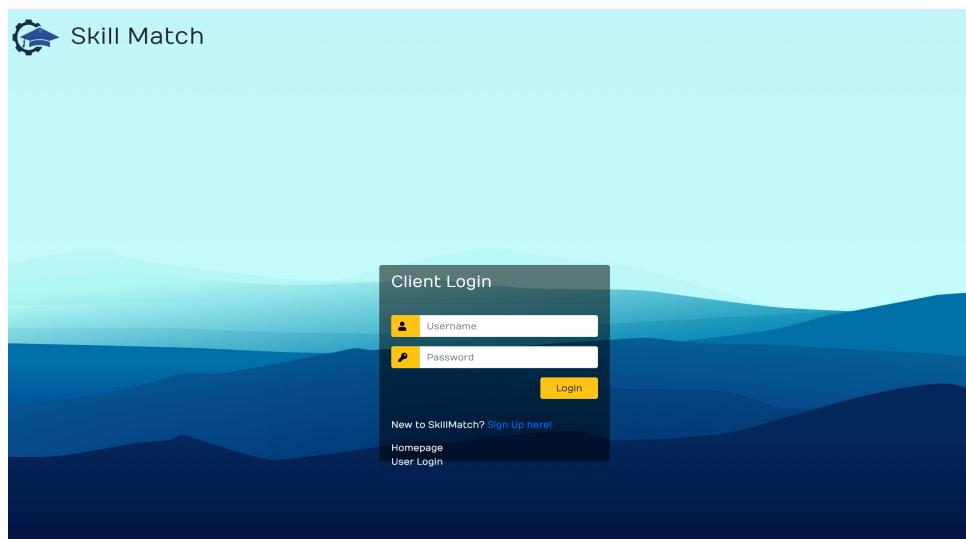


Figure 9.3: Client Login

9.4 User Interface

SkillMatch

Projects User Profile Dashboard Schedule Filter Event By Date View Unresponded Queries View Notifications About The Team Welcome, Rohit Shetty! Logout

List of Projects:



Sales prediction
Date: 2024-04-21
Fee: 1750

[View Project](#)
[Ask Query to the Client](#)



Bakery website
Date: 2024-04-22
Fee: 3000

[View Project](#)
[Ask Query to the Client](#)



XO game
Date: 2024-04-30
Fee: 2500

[View Project](#)
[Ask Query to the Client](#)

Figure 9.4

SkillMatch

Projects User Profile Dashboard Schedule Filter Projects By Date View Unresponded Queries View Notifications About The Team Logout Welcome, Rohit Shetty!



XC game
2024-04-30 2024-04-30 2500 0/6

Description:
changed description here !



Post your Review:

Review Title

Review Content

[Post](#)

Figure 9.5

Upload your Resume (Max 2048 KB)

data (11).csv

Figure 9.6: resume upload

9.5 Client Interface

SkillMatch

Projects User Profile Dashboard Schedule Filter Projects By Date View Unresponded Queries View Notifications About The Team

Ask Your Query:

What is the Query :

Enter your Query Here

Submit

Figure 9.7: ask query

SkillMatch

Projects User Profile Dashboard Schedule Filter Projects By Date View Unresponded Queries View Notifications About The Team Welcome, Rohit Shetty! Logout



Rohit Shetty

[Edit Profile](#)

About

UserID

6

Registered Name

Rohit Shetty

Last Login Info

2024-04-08 00:59:32

Display Name

Not Added Yet

Email ID

Not Added Yet

Phone

Not Added Yet

[Change Password](#)

[Change Profile Photo](#)

Figure 9.8: user profile

SkillMatch

Project User Profile Dashboard Schedule Filter project By Date View Unresponded Queries View Notifications About The Team Welcome, Rohit Shetty! Logout

Active projects

project Name	project Date	Location	Name	Status	Organizing Clubs	Contacts
Sales prediction	2024-04-21	NA		Ongoing	aarohi	1750
Bakery website	2024-04-22	NA		Open	kunalj	3000
XO game	2024-04-30	NA		Open	Aarna Methwani	2500

Inactive projects

project Name	project Date	Location	Name	Status	Organizing Clubs	Contacts

Figure 9.9: user schedule

SkillMatch

Events User Profile Dashboard Schedule Filter Event By Date View Unresponded Queries View Notifications About The Team Welcome, Rohit Shetty! Logout

View Unresponded Queries

Timestamp	Project Name	Query Sent
2024-04-08 01:24:00	XO game	hey, is the project bot vs human or entirely human vs human

Figure 9.10: unresponded query

SkillMatch

Project User Profile Dashboard Schedule Filter project By Date View Unresponded Queries **View Notifications** About The Team

Welcome, Rohit Shetty! Logout

Timestamp	Project Name	Message	Mark as read
2024-04-08 01:11:30	Sales prediction	do apply	Delete
2024-04-08 00:39:12	XO game	If you are good with game development do apply!	Delete

Figure 9.11: user notification

SkillMatch

Dashboard Client Profile Add New Project Filter Project by Date About The Team

Welcome, Aarna Methwani! Logout

List of Projects:

All Active Projects

XO game

Date: 2024-04-30
Fee: Rs. 2500

Edit Project
Applied Users
Download Applicants list

Figure 9.12: client dashboard



Figure 9.13: client dashboard

The image shows an 'Add New Project' form titled 'SkillMatch'. The form includes fields for 'Project Name' (set to 'XO game'), 'Project Date' (set to '04/30/2024'), 'Project Start date' (set to '04/30/2024'), 'Project End date' (set to '04/30/2024'), 'Project Description' (containing the text 'changed description here !'), 'Project Limit' (set to '6'), 'Project Type' (set to 'Game Development'), and 'Project payment' (set to 'Yes, There is fee payment'). At the bottom, there are 'Submit' and 'Reset' buttons.

Figure 9.14: edit event

SkillMatch

Dashboard Client Profile Add New Project Filter Project by Date About The Team

Welcome, Aarna Methwani Logout

Reply to this Query

Query Received :

hey, is the project bot vs human or entirely human vs human

Reply Query :

Reply

Submit **Reset**

Figure 9.15: reply to query

SkillMatch

Dashboard Client Profile Add New Project Filter Project by Date About The Team

Welcome, Aarna Methwani Logout

Unresponded Queries Asked For the Project

Timestamp	User Id	Registered Name	Query	Reply
2024-04-08 01:24:00	6	Rohit Shetty	hey, is the project bot vs human or entirely human vs human	Reply

Figure 9.16: reply query

SkillMatch

Dashboard Client Profile Add New Project Filter Project by Date About The Team

Welcome, Aarna Methwani Logout



Aarna Methwani

Edit Profile

About

Client Name

Client Email

Client Description

Aarna Methwani

aarnam103@gmail.com

Hello, I am a client at the SkillMatch platform currently working in the tech industry. Have an experience of 7 yrs and would love to find a few talented project makers here.

Change Password

Change Profile Photo

Figure 9.17: client profile

SkillMatch

Dashboard Client Profile Add New Project Filter Project by Date About The Team

Welcome, Aarna Methwani Logout

Add a New Project

Project Name : XO game

Project Upload Date : 04/08/2024

Project Start Date : 04/16/2024

Project End Date : 04/30/2024

Help me make a tic-tac-toe game which is a bot vs human, human vs human. It should have an attractive frontend and easy user experience

Project Description :

Client Contact(Ph. no.) : 7041596870

Client Contact(Name) : Aarna T

Project Applicants Limit (200 is default Value for No Limit) : 5

Project Location : NA

Project Type : Game Development

Project Status : Open

Project Payment : 2500

Picture (less than 2048 KB) Choose File tictac toe.webp

Figure 9.18: add new project client

SkillMatch

Dashboard Client Profile Add New Project Filter Project by Date About The Team

Welcome, Aarna Methwani Logout

Start Date mm/dd/yyyy

End Date mm/dd/yyyy submit

Projects Scheduled Between 2024-04-08 and 2024-04-30

Project Name	Project Date	Status	Client Contacts	Contacts
XO game	2024-04-30	Open	Aarna Methwani	2500

Figure 9.19: filter by date

SkillMatch

Dashboard Client Profile Add New Project Filter Project by Date About The Team

Welcome, Aarna Methwani Logout

Message Successfully sent

Select a Specific Message to All Registrants:

Message to Notify all Registrants :

Message You Want To Send

Send a Specific Message to Specific Participant:

Select User ID:

Message to the Specific Participant :

Message You Want To Send

Figure 9.20

SkillMatch

Dashboard Client Profile Add New Project Filter Project by Date **About The Team**

Welcome, Aarna Methwani Logout

About **SkillMatch**

Made for techies as a part of SE project

SkillMatch is an open platform dedicated to showcasing a wide array of technical projects and coding challenges. From coding competitions to software development initiatives, SkillMatch serves as a centralized hub for tech enthusiasts and professionals to discover, collaborate, and participate in innovative tech projects.

SkillMatch aims to provide a comprehensive platform exclusively for tech projects, enabling individuals and organizations to connect, share, and collaborate on coding endeavors. With SkillMatch, users can explore a variety of technical initiatives, ranging from software development to data science projects, all in one place.

Key features of SkillMatch include:

- Access to a diverse range of tech projects and coding challenges.
- Opportunities for collaboration and networking within the tech community.
- Seamless event scheduling to ensure maximum participation and engagement.
- User-friendly interface for easy project discovery, registration, and participation.

Figure 9.21: client about the team

Chapter 10

Version Control

We used GitHub for version control and our current project is up to date with our repository.

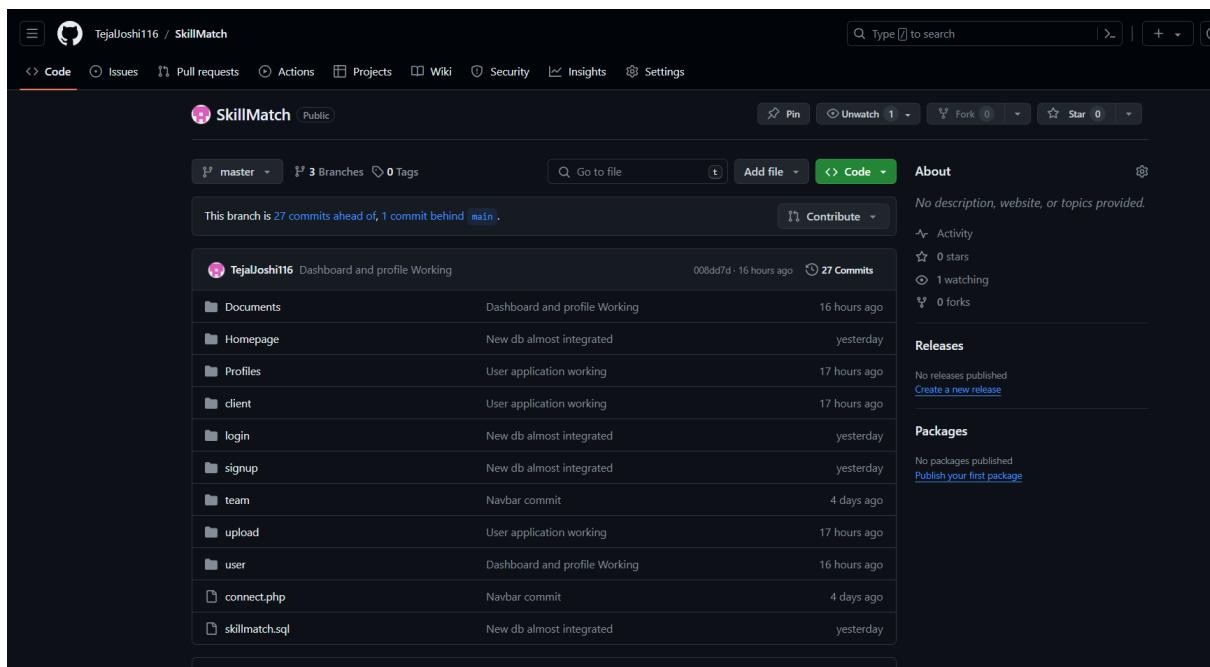


Figure 10.1: Github repository

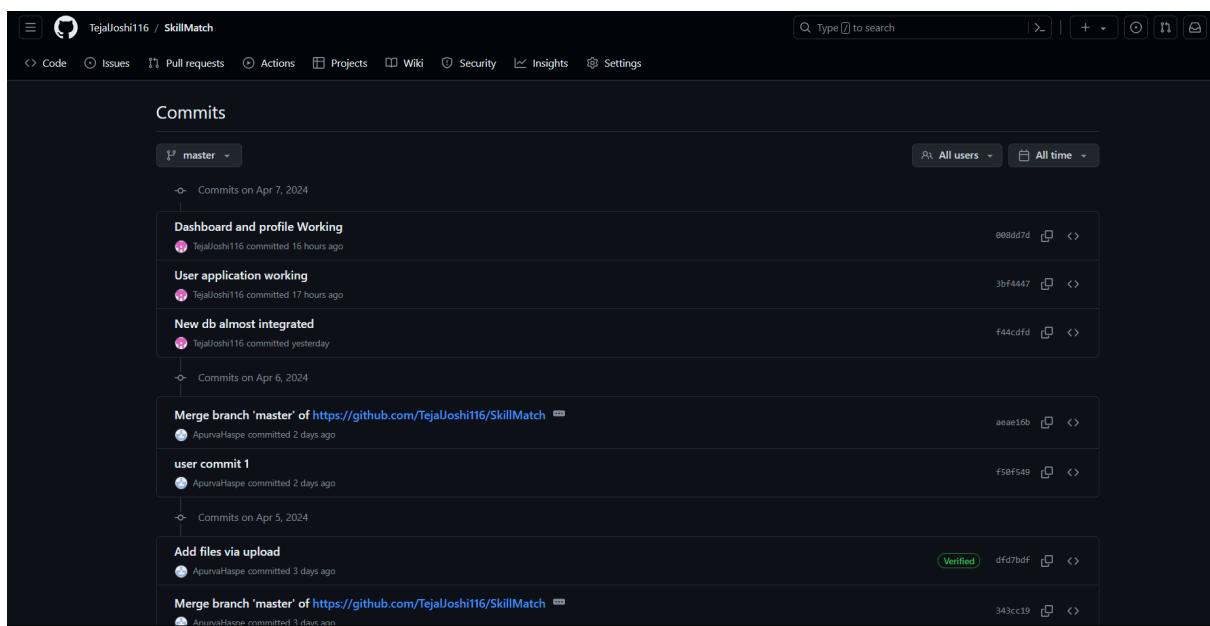


Figure 10.2: Github commit history