PROJECT PLAN

for

UNRAVEL

Version 1.1

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CS-02

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Contents

Revision History

Version	Date	Reason For Changes
1.1	12-10-2017	Formatting errors

1 Introduction

1.1 Project Objective

This application will provide a platform for students who are intended to learn new things but face difficulty in searching desired material. We are making an web-app and an android application which contain video lectures,projects and e-books so that there will be less distraction for students whle searching for a topic.We mainly focus computer science topics.

1.2 Project Deliverables

The following documents will be delivered at the end of the project :
a. Project Proposal
b. Feasibility report
c. System Requirement Specification
d. Use case Diagram
e. User manual
f. Test report
g. Final tested System

2 Project Organization

2.1 Life Cycle Model

The process model to be used is decided on the basis of the project duration and the size of the project. So the SDLC model that is chosen for the project is classical waterfall model. As the set of requirements is completely defined, the phases will be followed in a sequential order and hence there will be no possibility of back tracing. We are very precise and accurate in each stage of development. Hence this model will be suitable considering the set of defined requirements.

2.2 Project Organizational Structure

The Project team consists of 6 members and it is again divided into sub-teams in accordance with phases we follow for the project, as the work can be finished efficiently on time and hence complete the project.

2.3 Project Organizational Boundaries and interfaces

The team leader will be responsible for the communication between each team member for a particular phase and meetings will also be conducted by the leader for proper interaction. The documentation will be done by an individual who has been assigned with their respective task.

2.4 Skill Set

1.Ujwal Tewari:
Android Development, Java fundamentals, Python Programming and networking, Oration skills

2.Prakash Rai:
Java fundamentals, Python Programming and networking, Server development and deploy- ment, Back-end development JS AND CSS.

3.Prakhar Kulshrestha:
Android Development, Java fundamentals, Python Programming and networking.

4.Aalok Kumar:
Java fundamentals, Bootstrap ,networking.

5.Aman Choudhary:
HTML, CSS ,JS Java fundamentals,networking, Bootstrap.

6.Bhavna Kurra:
Android Fundamentals, Java Fundamentals.

2.5 Project Schedule

- Pre-development phase:
  In this phase software developing team do the feasibility study of the project .Feasible study consist of four parts: technical, economic, legal, environment. In this phase we explore the topic and idea of the project and also we discuss the skills of each team member ,consider the views and ideas of each and every member of the group .If in the end team feels that they would not be able to complete the project due to less technical skills ,economic issue etc team will drop that idea.
  between 18/08/17 to 28/08/17.

- Development phase:
  It is the largest phase in the development of project.

  1.Required analysis phase:
  This phase is consist of three parts:Required Gathering ,Required Analysis,Required Specification. A Requirement Specification document is created from the data collected during required analysis phase which serves the purpose of guideline for the next phase of the model.
  Time duration 29/08/17 to 19/09/17.

  2.Design:
  As the name of this phase gives the idea that in this phase team will work on the rough design of the project so that they can figure out that on what things they have to work upon. In this phase team draws a required architecture of the project which includes the interfaces, some sketches, diagram, flowcharts, trees.
  Time duration 24/09/17 to 11/10/17.

  3. Coding:
  This is the complex phase of the project in this phase we have to convert our design into code. While writing a software code, the developer needs proper documentation for reference purposes. With the help of documentation, software developers can reduce the complexity by referencing the code documentation.

Time duration 13/10/17 to 26/10/17.

4. Testing:
After the coding part is done by the team. They start working on testing part in which they test the code so that they can see it is reliable product or not.
Time duration 28/10/17 to 13/11/17.

5.Deployment:
After the testing of the product is done by solving all the problem which comes while testing the code and if the product is able to pass all the test cases the deployment of the code is done by the team so that users/customers can use the product in their real life and fulfill their requirements.
Time duration 14/11/17 to 16/11/17.

- Post development phase:
  When users or customers start using the given product then that product requires time to time changes and maintenance according to the demand of the client. Teams always try that they can remove errors from the product.

3 Managerial Process

3.1 Management objectives and priorities

Management which comprises of the team leadePlannings are responsible for getting activities completed efficiently and effectively with and through their team members. The main objective of the management is to organize the meetings for discussions, check the status of the project, and submit the project on time.

- Planning
- Organizing
- Directing
- Coordinatimg
- Reporting

Possible Project constraints consist of the following elements:

- Possibility of team members not being able to attend the scheduled meetings because of the other academic activities.
- Possibility of lack of required technical skill set to complete the project in the required time.

3.2 Assumptions,Dependencies and Constraints

Few assumptions made for this project are:

- Any difficulty with the task assigned will be reported to the lead immediately.
- The customer is not going to make frequent changes in the requirements.
- Customer will clarify the doubts.

3.3 Risk Management

Risk management is the identification, assessment, and prioritization of risks followed by coordinated and economical application of resources to minimize, monitor, and control the probability and/or impact of unfortunate events. Any changes made in the organization which contradicts the assumptions made can be accommodated with minimal changes in the code.
Possible risks and mitigation or avoidance strategies:-
1. Disk failure – all project deliverables and documents will be stored in each of team member's system.
2. Any team member leaves – his work will be reassigned among others.
3. Lack of skill – To avoid this, evaluate each team member skill before each phase and/or re-assign the team role .
4. Poor Quality – Time to time we will ensure that the project is doing the specified task properly and efficiently.
5. Project not completed in time – We have developed a plan to complete the project in time which will be followed strictly.

3.4 monitoring and controlling mechanism

Weekly meetings will be set up to review key components at current stage. Team leader is responsible to establish a record to trace the modifications made during the meeting. Further discussions will be made between meetings through online group. Documentation will also be updated after each meeting. Team leader can adjust the weekly goals by checking the progress of each subphase to ensure the subphase will meet the requirements and be deliverable on time.

4 Technical Process

4.1 Software Documentation Plan

The following software documents will be developed:

- Feasibility Report
- Project Description
- Project Plan
- Software Development Life Cycle
- System Requirement Specification
- System Test plan
- Traceability Matrix
- System Design Docs
- Cost estimation
- Configuration Management
- Risk monitoring, management and mitigation plan
- Test report
- Test cases
- Software Quality Assurance Plan
- Deployment Plan
- Termination Analysis
- Coding Conventions
- Training manual
- User manual

5 Work Elements,Schedule and Budget

This project is scheduled to be completed by November 16, 2017 for the final demo. As the Project is economically feasible as we can get free server to host and deploy any time. Since, we might use most of the open source library. The development cost would be minimal.