FACULTY OF COMPUTER AND MATHEMATICAL SCIENCES

UNIVERSITI TEKNOLOGI MARA

MERBOK, KEDAH

DIPLOMA IN COMPUTER SCIENCE

(CS110)

INTRODUCTION TO WEB AND MOBILE APPLICATION

(CSC264)

TITLE:

‘V-BUDDY MENTORSHIP SYSTEM’

PREPARED BY:

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GROUP:

KCS1104B

LECTURER:

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DATE OF SUBMISSION:

11 MAY 2023

Assessment's Rubric

No	Items	Vision [1-5]	Networking [1-5]	Passionate [1-5]	Entrepreneurial Opportunity [1-5]	Entrepreneurial Experience [1-5]	Risk Tolerance [1-5]	Internal Locus of Control [1-5]	Achievement and Perseverance [1-5]	Financial Management [1-5]	Mark
1	▪ EXECUTIVE SUMMARY **1.0 COMPANY PROFILE** 1.1 Business Background 1.2 Business Logo/Motto 1.3 Business Vision 1.4 Business Mission 1.5 Business Objective										/5
2	**2.0 ADMINISTRATIVE PLAN** 2.1 Owner Background 2.2 Organization Chart 2.3 Schedule of Tasks and Responsibilities										/5
3	**3.0 PROJECT OUTLINE** 3.1 Project statement and need										/20

	3.2 Propose solution(s) 3.3 Scope of work 3.4 Project functionalities 3.5 Project implementation 3.6 Project Methodology 3.5 Project Flow – Flow chart 3.6 Project expected outcomes 3.7 Project Plan 3.8 Project Budget										
4	**3.0 MARKETING PLAN** 3.1 Customers 3.2 Competition and Competitive Edges 3.3 Marketing Strategies										/15
										Total Mark	**/45**

Attribute	Sub- attribute	1 - Very weak	2 - Weak	3 - Fair	4 - Good	5 -Very Good
Entrepreneurial Mind	Vision	No vision to solve problem.	Minimal vision to solve problem.	Satisfactory vision to solve problem.	Good vision to solve problem.	Excellent vision to solve problem.
	Networking	No awareness that an entrepreneur requires entrepreneurial al networking.	Minimal awareness that an entrepreneur requires entrepreneurial networking	Satisfactory awareness that an entrepreneur requires entrepreneurial networking	Good awareness that an entrepreneur requires entrepreneurial networking.	Excellent awareness that an entrepreneur requires entrepreneurial networking.
	Passionate	Dislike to organize an entrepreneurial al activity.	Minimal liking to organize an entrepreneurial activity.	Satisfactory liking and enjoys to entrepreneurial activity.	Likes and enjoys entrepreneurial activity.	Passionate to organize an entrepreneurial activity.
Entrepreneurial Skills	Entrepreneurial Opportunity	No entrepreneurial idea for value adding/solving customer needs.	Has unclear entrepreneurial idea for value adding/solving customer needs and is not relevant to customer needs.	Business idea is clear but does not fulfill the realistic customer needs.	Business idea is clear and fulfills the realistic customer needs.	Able to mobilize the idea to become opportunity according to the business strategy and fulfill the customer needs.
	Entrepreneurial Experience	Not able to write a reflection report for an entrepreneurial activity that he/she attends.	Able to write a poor reflection report for an entrepreneurial l activity that he/she attends.	Able to write a satisfactory reflection report for an entrepreneurial activity that he/she attends.	Able to write a good reflection report for an entrepreneurial activity that he/she attends.	Able to write an excellent reflection report for an entrepreneurial activity that he/she attends.
	Risk Tolerant	Not able to identify risk.	Able to identify risk.	Able to get the information to reduce risks.	Able to measure and analyses risks	Able to suggest alternatives to reduce risks.
	Internal Locus of Control	Unable to take a stand and express entrepreneurial opinion/idea.	Dare to take a stand and express entrepreneurial l opinion/idea.	Able to convince others with the entrepreneurial opinion/ide a	Take own initiative to develop something from the entrepreneurial opinion/idea	Has the eagerness to influence others to develop a business network based on the entrepreneurial opinion/idea.
	Achievement and Perseverance	Does not have a goal and no effort.	Has unclear goal and effort.	Has clear goal, but the goal is unrealistic.	Has clear and realistic but easily achievable goal.	Has clear, realistic and high goal.
	Financial Management	Not able to identify financial components or sources	Able to identify basic financial components and sources	Able to analyses financial and sources	Able to retrieve financial information and costing	Able to develop a financial plan and costing

Project Proposal Assessment's Rubric

Project Title:	**V-Buddy Mentorship System**		
Group:	**KCS1104B**	**Submission Date:**	
#	**Group Members Name**		**Matric Number**
1	**MUHAMMAD IRFAN NAFIS BIN OMAR**		**2021819166**
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3	**DANEA BINTI ASHROF**		**2021891588**
4	**MUHAMMAD DANIEL BIN MOHD SAHID**		**2021487464**

Acknowledgement

This endeavour would not have been possible without the source of my light in the dark, Dr Taniza binti Tajuddin. Dr Taniza has been showing inestimable patience as well as providing endless guides and feedbacks in completing this task. Without the helping hands of hers, this task has no chance of getting completed.

I would also love to express my deepest gratitude towards my helpful, hardworking and diligent team members, Muhammad Irfan Nafis bin Omar, Muhamad Danial Azizi bin Mohd Salehuddin along with Danea Binti Ashrof, for cooperating greatly in accomplishing our goal. Everyone had contributed in many parts possible.

As the leader, I, Muhammad Daniel bin Mohd Sahid always making sure the project is completed on time, everyone understood the project and distributed parts equally. I am also so thankful for my team members who had spent a lot of time into this task making sure it is flawlessly done. Everyone are taking parts seriously in finishing their parts while also helping me throughout the whole process. They have been supporting me and willing to explain things to me.They were also super nice and undeniably a great team to work with. Each process had been made easy with the presence of them. Without them, the outcome of this task would not be as wonderful as it is.

To the very last, I, Daniel Sahid, would like to say a million thanks to those who were directly and indirectly involved in completing this group assignment. May all the services, guidance, views, and any form of assistance that has been provided by everyone be blessed and rewarded by Allah SWT.

Table of Contents

Executive Summary

This report details the development and implementation of a project for a new business. The project aims to solve a specific problem and create a competitive edge in the market. The report covers various aspects of the project, including the company profile, administrative plan, project outline, marketing plan, production plan, and conclusion.

The company profile provides an overview of the business, including its background, logo/motto, vision, mission, and objectives. The administrative plan outlines the owner's background, organization chart, and schedule of tasks and responsibilities.

The project outline includes the problem statement, proposed solution, scope of work, functionality requirements, implementation, methodology, flowchart, expected outcomes, plan, and budget. The marketing plan covers the target customers, competition, competitive edges, strategies, and budget.

The production plan details the production process, planning, implemental schedule, and budget. The report concludes by summarizing the key findings and emphasizing the importance of proper planning, implementation, and marketing for the success of a new business project.

Overall, this report provides a comprehensive guide for businesses planning to undertake a similar project. It highlights the significance of various factors in ensuring the success of the project, such as adequate planning, marketing, and production processes.

1.0 Company Profile

1.1 Business Background

QuadraTech company was founded in 2023 by a team of experienced developers and IT professionals with a shared vision of providing businesses with reliable, secure, and scalable IT systems that meet their specific needs. Since our founding, we have remained committed to this mission, and have built a reputation for delivering high-quality, customized solutions that help businesses achieve their strategic objectives.

We believe that every business is one-of-a-kind and has its own unique set of challenges, goals, and priorities. We recognize that one size does not fit all when it comes to developing IT systems. That's why we adopt a collaborative approach to system development by working closely with our clients to understand their specific requirements and develop tailored solutions that meet their needs. Our team has a wealth of experience and expertise in developing effective IT systems and we leverage that knowledge to deliver secure, reliable, and easy solutions.

Furthermore, to make sure our company can grow better, we understand each of industry has its own unique challenges, problem and requirements when it comes to IT system development. That's why we have a team of experts with extensive experience working in various industries, including healthcare, finance, and many more. We have collaborated with clients of all sizes, to develop customized solutions that meet their specific needs. Our solutions have helped our clients streamline their operations, reduce costs, increase efficiency, and drive growth. We take pride in our ability to apply our expertise to different industries and help our clients achieve their business goals.

Not only that, one of the key strengths of our company is our focus on security. We understand the importance of protecting sensitive data and ensuring the confidentiality, integrity, and availability of our client’s IT systems. That's why we take a correct approach to security, incorporating industry best practices and the latest technologies to help prevent data breaches and other security incidents.

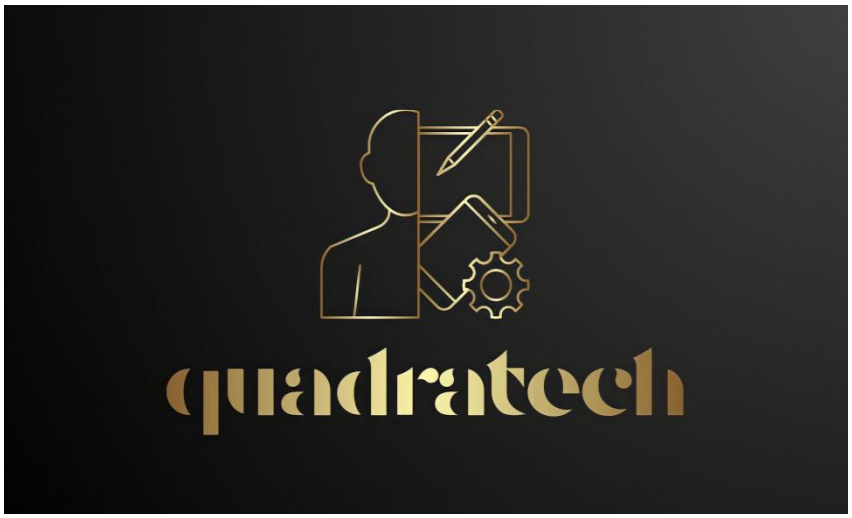
As the IT industry continues to evolve, we remain committed to staying at the forefront of new technologies and best practices. We invest heavily in research and development to ensure that we are always delivering the most innovative and effective solutions to our clients. We also prioritize ongoing training and professional development for our team members,

ensuring that they have the skills and expertise required to deliver exceptional results for our clients.

In Conclusion, our mission is to help businesses achieve their goals through the development of high-quality, reliable, and secure IT systems. We are proud of the work we do and the positive impact it has on our client's businesses, and we look forward to continuing to provide exceptional service and value to our clients in the years to come.

1.2 Business Logo/Motto

i. Logo



ii. Motto

"Empowering innovation through technology"

This motto emphasizes the company's commitment to using technology to drive innovation and change. It also highlights the company's belief in the power of technology to improve lives and create a better future. This motto is short, memorable, and powerful, making it an excellent choice for an IT company that wants to stand out in a crowded market.

1.3 Business Vision

To be a premier provider of IT solutions that changes organisations and promotes innovation via technology, and to be recognised for our excellence in customer service and delivery.

1.4 Business Mission

Our mission is to provide customized IT solutions that help our customers achieve their business goals. We aim to deliver exceptional value to our customers by developing reliable, secure, and user-friendly systems that enable them to improve their operations, increase efficiency, and reduce costs.

1.5 Business Objective

The objective of our business are:

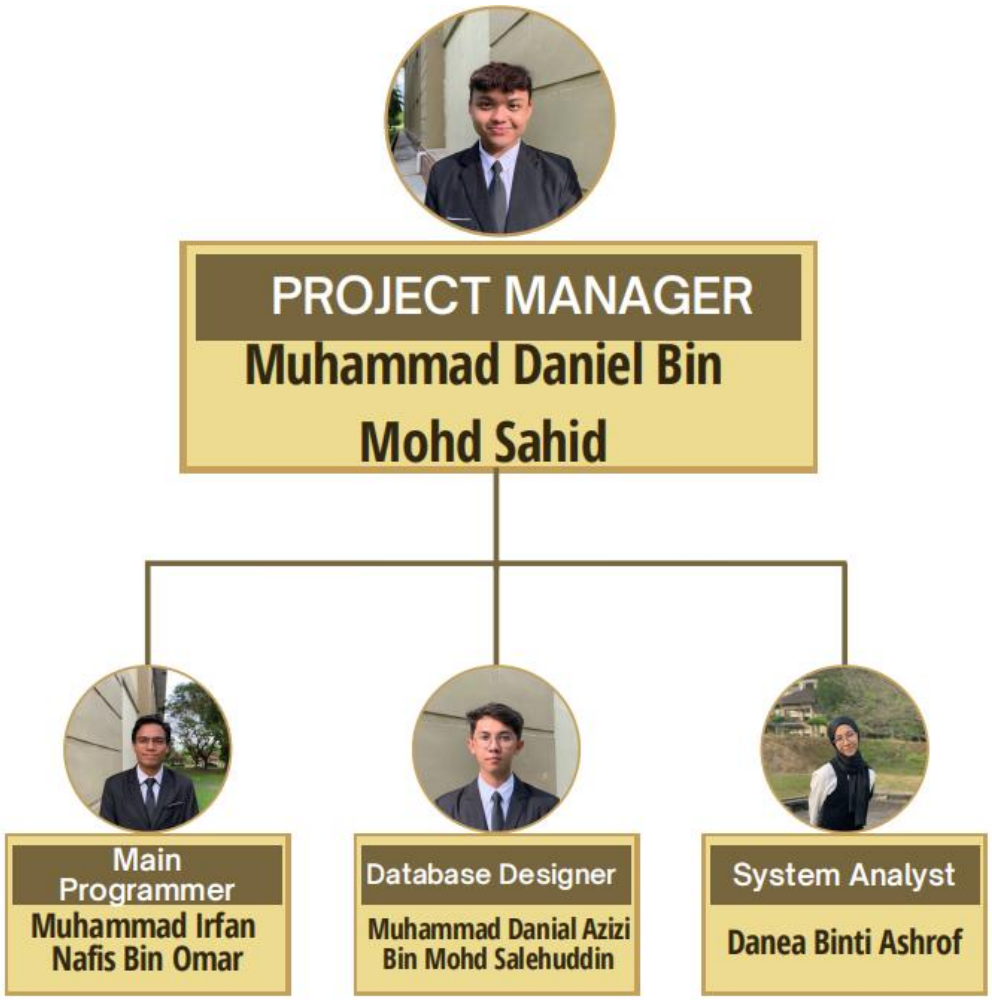
i. To provide high-quality, reliable, and secure IT systems that meet the needs of our customers.
ii. To deliver systems that are user-friendly and easy to use, with minimal downtime and interruptions.
iii. To continually improve our development processes and technologies to ensure that we remain at the forefront of the industry.

2.0 Administrative Plan

2.1 Owner Background

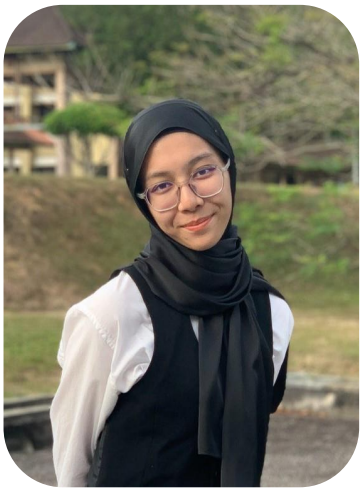
The owner of QudraTech company is Muhammad Daniel Bin Mohd Sahid, also known as Daniel Sahid. He has a Diploma in Computer Science and has strong professional ethics in management, marketing, and IT. As the owner, he is responsible for the overall strategy and direction of the company.

2.2 Organization Chart



2.3 Schedule of Tasks and Responsibilities

Job Designation	Members	Biggest Responsibilities
Project Manager	 Muhammad Daniel Bin Mohd Sahid	● Oversee the entire project. ● Managing project scope, ensuring that changes are managed effectively and do not negatively impact the project timeline or budget. ● Developing and managing the system design and development process, including selecting appropriate template and techniques in system designing. ● Design system interfaces. ● Design the project implemental schedule, as well as project flow chart.
Database designer	 Muhamad Danial Azizi Bin Mohd Salehuddin	● Developing data models and creating data dictionaries to document the structure, relationships, and attributes of the data stored in the system. ● Designing and developing the database architecture that will support the V-Buddy Mentorship System. ● Optimize the database for performance. ● Would be the main intermediary between the members, supervisor, as well as other stakeholders. ● Assisting with identifying and managing project risks and issues

		related to the database design and implementation.
System Analyst	 Danea Binti Ashrof	• Analyze the requirements of the project in terms of objectives and scope. • Creating system models, or diagrams to help communicate system design and functionality better to the stakeholders and members. • Work mostly with the database designer to ensure the database meets the technical specifications as the system's requirements. • Conducting testing to ensure that the system meets the requirements. • Developing user manuals.
Main Programmer	 Muhammad Irfan Nafis Bin Omar	• Design the Gantt chart and project flow for the use of all project plan. • Developing and managing the system development process, including coding, testing, and debugging. • Identifying and resolving technical issues and bugs that arise during the development process. • Focusing in developing and maintaining project documentation, including code documentation.

3.0 Project Outline

3.1 Project statement and need

The need for a mentorship system in web development arises due to the continuous growth and changes in the field of education. A mentorship system in web development can be highly beneficial to students and professionals in this field. With the rapid growth and changes in technology and education, having a mentor to guide and support one's learning can provide valuable insights and help individuals to stay up-to-date with industry trends and best practices. Our main reference is the educational style that has been applied in the organization chosen, which is the Faculty of Computer and Mathematical Sciences (FSKM) in UiTM Kedah.

The FSKM at UiTM Kedah implements a mentor-mentee concept for the Diploma in Computer Sciences (CS110) students to achieve their academic goals. This concept has been applied for years and only exists or is used only when the lecturers for a certain subject require assistance from students to act as mentors. This process allows the lecturer the flexibility to choose any student as a mentor or mentee, which is beneficial as they can select students who they believe will be the most effective in these roles. The lecturer usually chooses students with a CGPA above 3.0 and a good understanding of the subject to be mentors. The mentor and mentee will be grouped together for the duration of the mentorship, which can last for a semester. Currently, each mentor can tutor one subject per semester and have up to five mentees. Mentees may have multiple subjects to receive mentorship for each semester, which means they may have more than one mentor for each subject.

The current mentor-mentee process faces several problems, including usability issues and ineffective management. Students lack an appropriate medium to pursue mentoring sessions, and it is difficult to monitor progress, report outcomes, and evaluate the program's effectiveness. Additionally, the manual selection of mentors and mentees by lecturers limits student access to mentoring, resulting in poor management in terms of registration. As a result, many students who need mentoring support are left without guidance, despite having good grades.

Another challenge faced by students is that mentoring sessions are primarily held face-to-face. Face-to-face meetings can be challenging to schedule and may not always be feasible, and most of the time requiring students to stay at college for extended periods. This lack of flexibility in

scheduling can be an inconvenience for students, as they may not always have the chance to go home. While online mentoring sessions can be a solution, the current system does not provide an online learning platform, further limiting its effectiveness. These issues highlight the need for a new, more accessible and user-friendly mentorship system such as V-Buddy.

The main aim of the V-Buddy Mentorship System is to provide guidance and support to students, helping them improve their skills, knowledge, and understanding of subjects. The project statement is to develop a mentorship system that offers an easy-to-use platform with a user-friendly interface to facilitate interaction between mentors and mentees. The computerized information system will enhance the mentoring process by providing effective features and resources, such as progress tracking, goal setting, and personalized learning plans. The V-Buddy Mentorship System will streamline the mentorship process, making it more accessible and efficient for both mentors and mentees.

3.2 Propose solution

The V-Buddy Mentorship System will be a web-based platform that will solve the problem that occurs because of the traditional ways of mentor and mentee concept. The system will connect mentors and mentees which are the students. The system will allow the students to register and choose the role they want, whether a mentor or a mentee, and the subject that they are interested to enroll in. The verifying process will be done only by the administrator of the system. Once a student registers to be a mentor, their information will be reviewed by the administrator to verify their eligibility for the role. This verification process is important to ensure that only qualified and capable mentors are assigned to guide their mentees.

After the verifying process, the admin will assign the accepted mentor to a group of mentees. Mentors can only have 3 mentees, and mentees may have more than one mentor for one semester. The limitation exists when the mentees can’t choose the mentor that they want. All of this is to avoid situations where there are too many mentees for one mentor or to avoid an imbalance number of mentees for each registered mentor.

The system will also enable them to communicate by having a discussion that can be created by mentors. The system also facilitates the easy exchange of information between mentors and mentees. For each of the discussion topics created. The mentor and mentee may upload any

attachment related to the subject or topic discussed made to provide tailored guidance and support. Mentees also able to write a feedback about their mentors.

3.3 Scope of work

The scope of work includes the development of the V-Buddy Mentorship System web application, including its front-end and back-end components. It also includes the design of the user interface for both the admin and users (mentors and mentees) side, database architecture, security measures, and integration of communication features such as chat and discussion areas.

3.4 Project functionality requirements

The V-Buddy Mentorship System should include the following functionality requirements:

i. User registration and verification.
ii. Login functionality for users.
iii. Ability to choose and specify the role (mentor or mentee) and subject of interest.
i. Communication and discussion between mentors and mentees.
ii. Upload and download of attachments related to discussion topics.
iii. Feedback and performance evaluation.
iv. Admin panel for monitoring and managing the system.
iv. User-friendly and intuitive UI design for admin and user interfaces.

3.5 Project implementation

To ensure that the system meets their requirements and expectations, the system will be implemented using web development technologies such as HTML, CSS, JavaScript, and PHP. The system will also use a MySQL database to store and manage data. The system will be hosted on a web server accessible via the internet.

3.6 Project Methodology

The project will follow the Agile methodology, which involves iterative development and continuous feedback from stakeholders. In this case, the stakeholders will be the CS110 students and lecturers of FSKM in UiTM Kedah. We believe that the Agile methodology is the best approach for this project, as it allows us to deliver a high-quality system that meets the needs

of our stakeholders, while also remaining flexible and adaptable to changing requirements and feedback.

3.7 Project Flow – Flow chart

Refer to the appendix (figure 1).

3.8 Project expected outcomes

The expected outcomes of the project are:

i. A functional V-Buddy Mentorship System.
ii. Able to improve mentor-mentee relationship management, as well as their personal growth.
iii. Able to improve the learning experience for both mentor and mentee.
iv. Able to improve performance evaluation and feedback for mentees.
v. Provide a platform for networking and professional development for university students.

3.9 Project Plan

Refer to the appendix (figure 5) for the Gantt chart. In general, the project plan will include the following phases and estimated timelines:

i. Planning (5 weeks)
ii. Analysis (9 weeks)
iii. Design (6 weeks)
iv. Implementation (5 weeks)
v. Maintenance and support (1 week)
vi. Presentation

3.10 Project Budget

The development of this project does not require any direct monetary expenses. This is made possible by the availability of free and open-source software, which allows our team to create a robust and feature-rich system without incurring any licensing or subscription fees. However, while no monetary budget is required for this project, it does require a significant investment of time and energy from our team members.

4.0 Marketing Plan

4.1 Customers

The primary customers for the V-Buddy Mentorship System are universities that utilize a mentor-mentee concept in their learning style. The system aims to provide universities with a platform to effectively manage mentor-mentee relationships and improve the learning experience for both parties. The system also offers an opportunity for universities to enhance the skills of their mentors and ensure that their mentees receive the necessary support and guidance to excel in their studies.

4.2 Competition and Competitive Edges

The V-Buddy Mentorship System faces tough competition from other mentorship programs and systems offered by universities, such as the PKAS STEM Mentoring System used by Universiti Kebangsaan Malaysia (UKM). The PKAS STEM Mentoring System has been successfully used since 2018 to manage mentor information, match mentees with mentors, and assign appointments. As an established system, it has already gained the trust and recognition of the students and faculty members of the university, as well as the nation.

The V-Buddy Mentorship System also faces competition from traditional methods of mentorship such as face-to-face meetings and email communication. Some students and mentors may prefer to interact in-person or through email as it allows for a more personal and direct connection. Additionally, some universities may not have a centralized mentorship system, leaving it up to individual departments or faculties to manage mentorship programs on their own.

However, V-Buddy Mentorship System will offer several advantages over these existing systems and traditional methods. Firstly, the system provides a streamlined registration process that makes it easy for students to sign up and be assigned a suitable mentor or mentee. Secondly, the system allows for easy communication between mentors and mentees through the web-based platform, every document shared will be safe and can be kept in the system until the students decide to delete it. The system will also allows for the monitoring of progress and the provision of feedback to ensure that students are receiving the support they need. Lastly, the system also will provide an easy access and user-friendly to attract and retain users.

4.3 Marketing Strategies

The marketing strategies that will be used to promote the V-Buddy Mentorship System is via Social media marketing. Our team members will leverage social media platforms such as Facebook, and LinkedIn, as well as streaming platfrom such as YouTube to promote the system to the community, especially students and faculty members of universities. We will create posts, images, videos and share updates, and use relevant hashtags to increase the visibility of the system.

Email marketing is a cost-effective way to reach out to a large number of potential customers. Our team plans to use this strategy to promote the V-Buddy Mentorship System to various universities' faculty members. We will first identify the universities that offer mentorship programs and then send out emails to the universities' email address. The emails will include detailed information about the V-Buddy Mentorship System, including its features and benefits, and how it can help them in managing mentorship programs more effectively. We will also explain how the system can help the faculty members in providing personalized guidance to their students, improving their academic performance and overall learning experience.

4.4 Marketing Budget

Since the development of the V-Buddy Mentorship System only requires cost of time and energy of the team members and the software used is free and open source, the marketing budget will be kept to a minimum. The majority of the marketing efforts will focus on social media advertising and email campaigns, which can be done at little or no cost.

5.0 Production Plan

5.1 Production Process

The production process of the V-Buddy Mentorship System will be divided into several phases:

i. Planning: We will identifies the project requirements, goals, overall scope of the system and objectives of this project. To achieve this, we conduct a SWOT analysis to identify the strengths, weaknesses, opportunities, and threats of the existing mentor-mentee concept in UiTM Kedah. Additionally, we use Ishikawa or fishbone diagrams to visually represent the causes and effects of the problems that necessitated the development of this project. These findings are documented in the Software Development Plan (SDP) report.

ii. Analysis: We will conduct a thorough analysis of the requirements gathered in the Planning phase. This involves identifying the product perspective, specifying product function, analyzing user characteristics, evaluating the operating environment, identifying general constraints, and conducting a Software Requirements Specification (SRS) report.

iii. Design: We will creates a detailed design of the system, including the database schema, user interface, and system architecture based on the requirements gathered during the analysis phase. The initial modelled erd will be implemented, and data dictionary will also be documented to define the attributes, data types, and constraints of the database. All these details will be included in the System Design Description (SDD) report.

iv. Implementation: This phase involves translating the design by turning the design specifications into an actual system or product. We will writes the code, develops the database, and integrates all the necessary components to create the V-Buddy Mentorship System. This will involve coding, testing, and debugging the software. All the details of the implementation process in the Software Test Description (STD) report.

v. Security and Support: In this phase, we will ensure the system's integrity and provide ongoing maintenance.

vi. Presentation: We presents the V-Buddy Mentorship System to stakeholders and end-users.

5.2 Production Planning

Production planning for the V-Buddy Mentorship System involves coordinating the activities of the project team to ensure that the system is developed efficiently and effectively. The first step in production planning is to establish a project timeline that outlines the key milestones and deadlines for the project. The Gantt chart and project implemental schedule has been created and used to visually represent the timeline and ensure that each phase is completed on time. This timeline will help our team members to stay on track and ensure that each phase of the project is completed in a timely manner.

To begin, the our team will identify the specific skills and expertise required for each role. This may involve analyzing the project's requirements and determining which team members have the necessary knowledge to fulfill those requirements. Once the team has identified the necessary roles and skillsets, each team member will choose a role and responsiblities that aligns with their strengths and expertise.

Over time, our team members will identify any potential risks or challenges that may arise during the project and develop contingency plans to mitigate these risks. This will ensure that the project stays on track even if unexpected issues arise.

5.3 Project Implemental Schedule

Refer to the appendix (figure 6).

5.4 Production Budget

The V-Buddy Mentorship System will not require a production budget as our team will be using free and open-source software. Additionally, we will be using our own devices such as laptops to develop, design and test the system. This means that there will be no significant expenses related to the production of the system. The focus of the project will be on the development of the system and the implementation of effective strategies to produce a good mentoship system to potential users while keeping costs low.

6.0 Conclusion

We anticipate that consumers will continue to rely on mobile devices and even depend on them more and in new ways as evidenced by our observation. As technology has grow better and world-widely, it is obviously portrayed that almost every single human being around us has a smart phone in the palm of their hand. Internet and gadgets have been such an important element in our daily lives now.

With that little but vital information, we took into consideration in developing the best system for V-Buddy Mentorship System. Developing a user-friendly system definitely attracts consumers to interact with our system. Although software mostly requires modal, there are still options of free software that we can choose from to develop our system. Hence, production cost is easily reduced in this aspect. Despite of us choosing and using a free software, our system is top notch. We ensure the efficiency and effectiveness of our system to such an extent that it is almost incomparable to paid software.

Eye-catching UI as well as cool animation undoubtedly become the main attraction of our system along with it being user-friendly. We must all agree that visual representation of a software is the first impression between our system and users. The more attractive we made it seem, the more users are likely to engage with our system. Then, it can absolutely vanish the bore in one.

Thus, V-Buddy Mentorship System is the software that has it all, from great back-end to alluring front-end. We will making sure that we will successfully accomplished our goal in developing this system.

7.0 References

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Sani, R. (2019, August 8). The crucial role of mentors in STEM education. New Straits Times; New Straits Times. https://www.nst.com.my/mentors-stem-education

8.0 Appendices

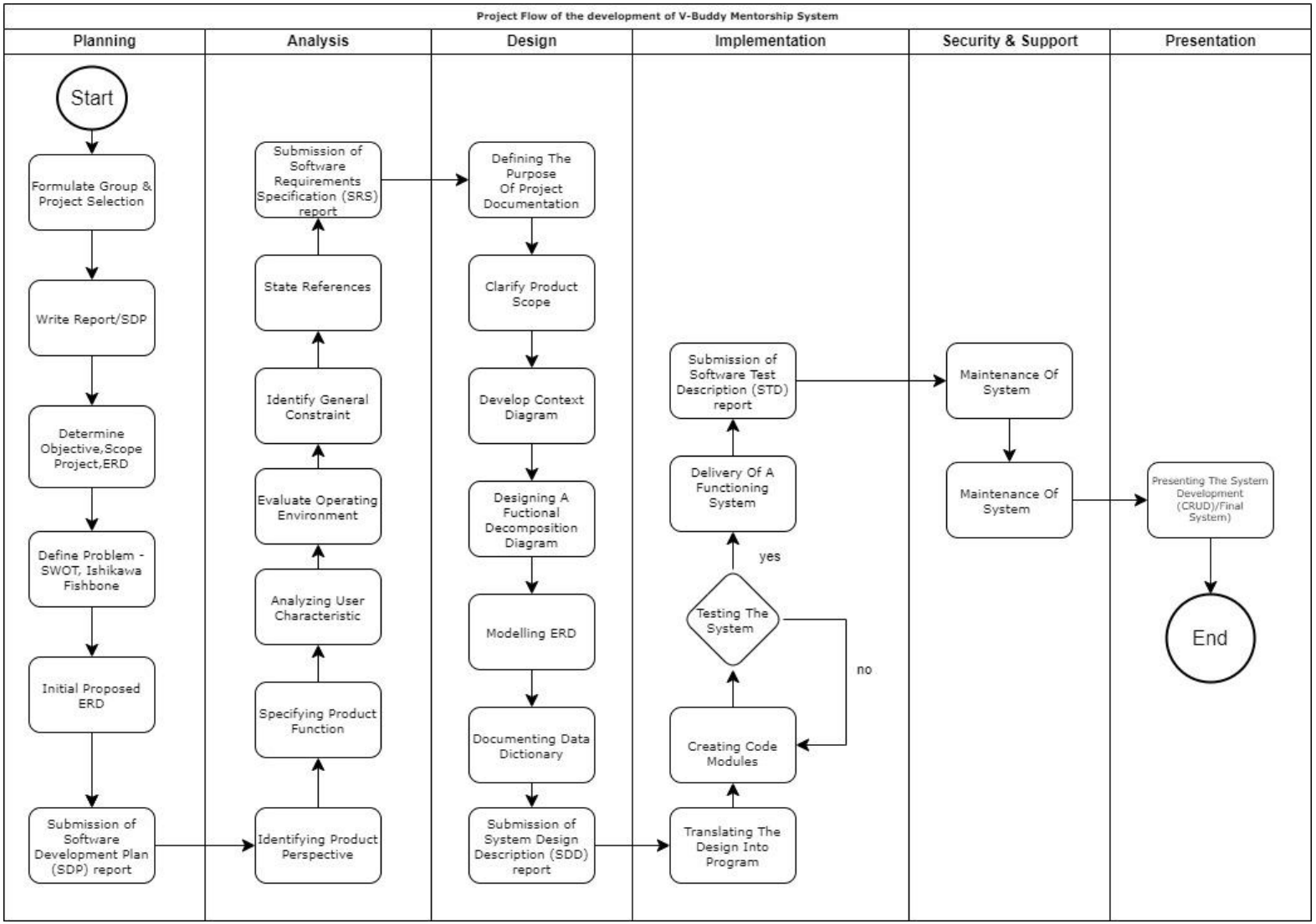

Figure 1 Project Flow

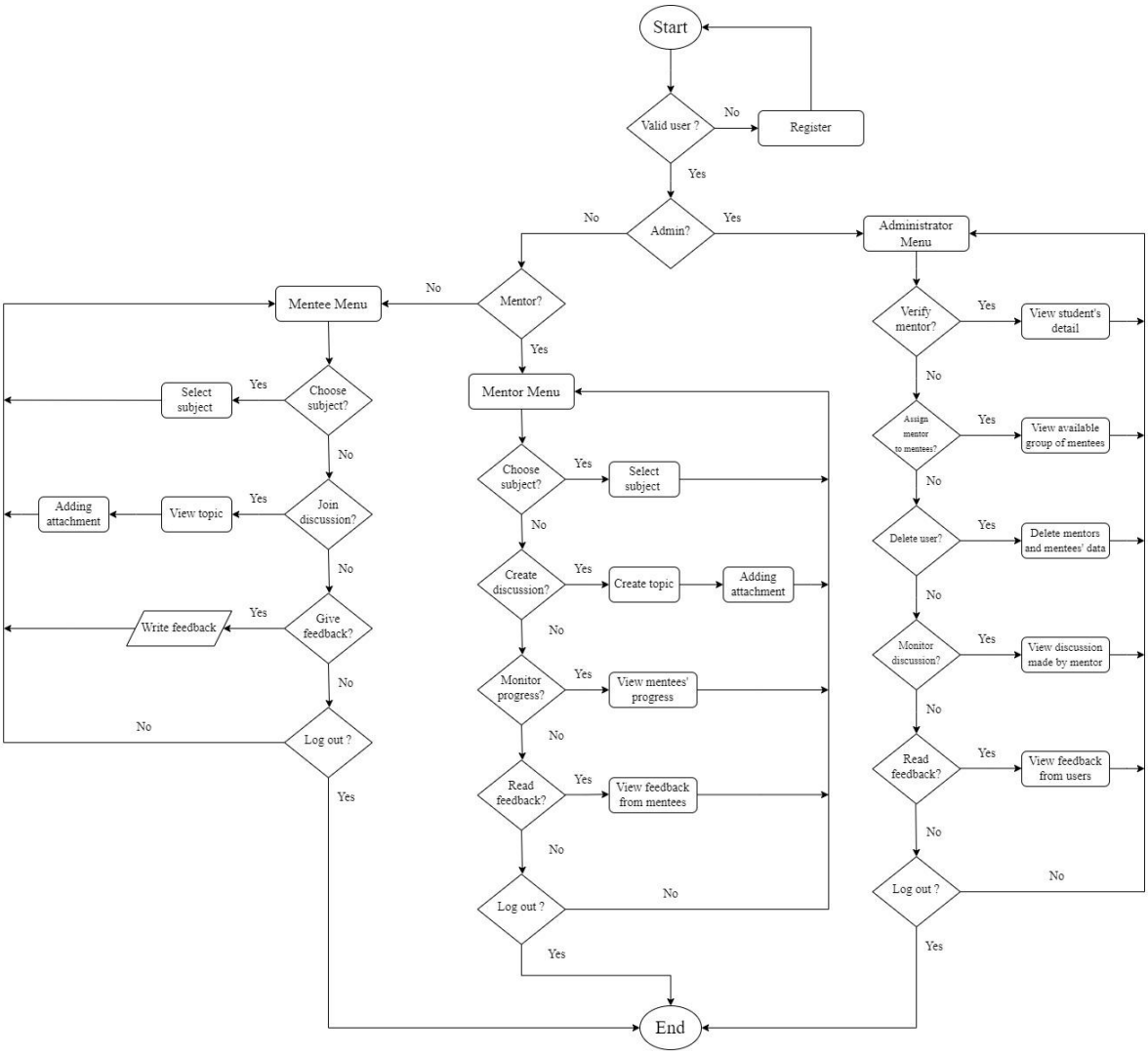

Figure 2 Flow Chart of Proposed System

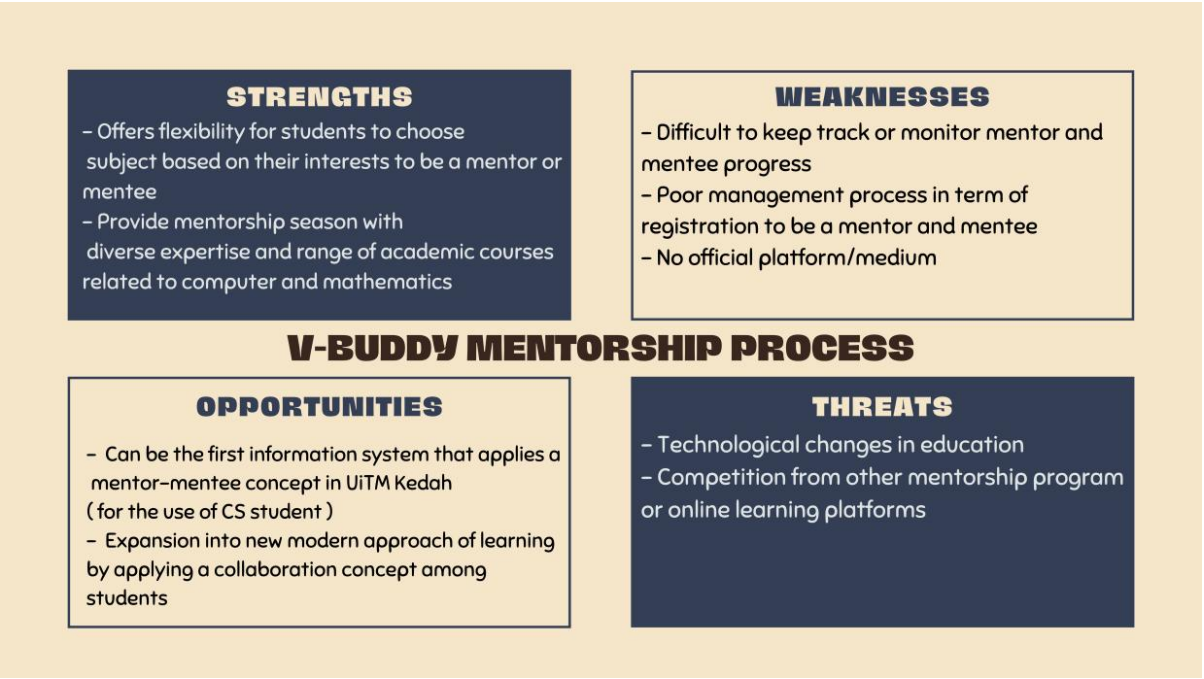

Figure 3 SWOT analysis of current V-Buddy Mentorship process

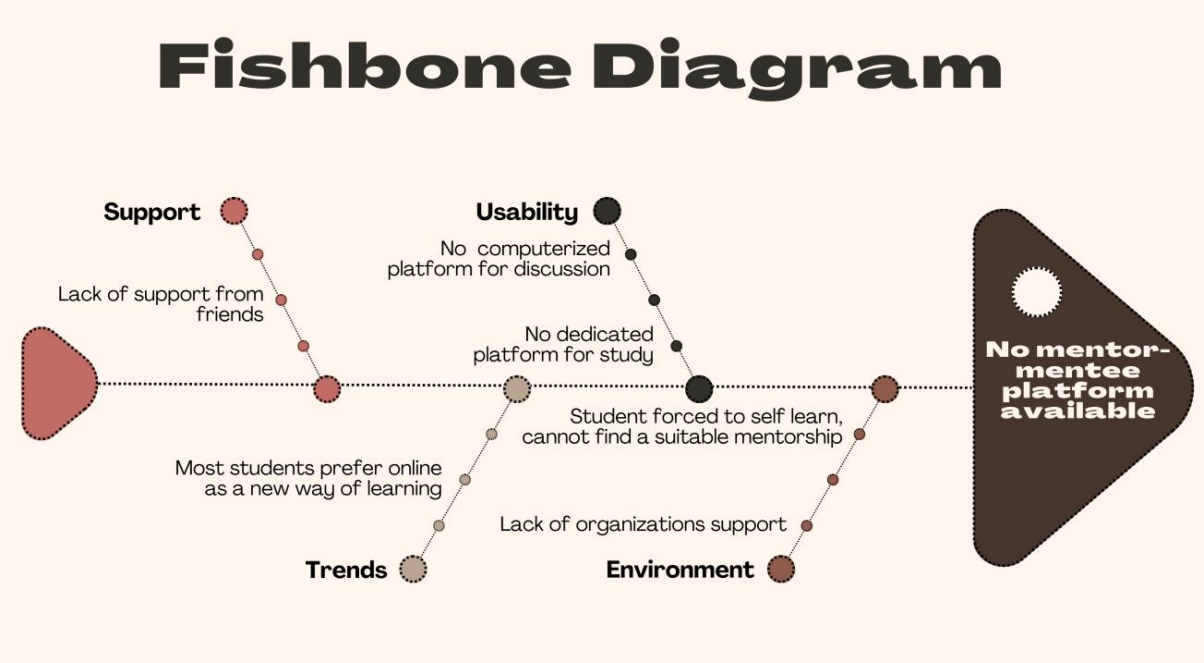

Figure 4 Ishikawa/Fishbone diagram

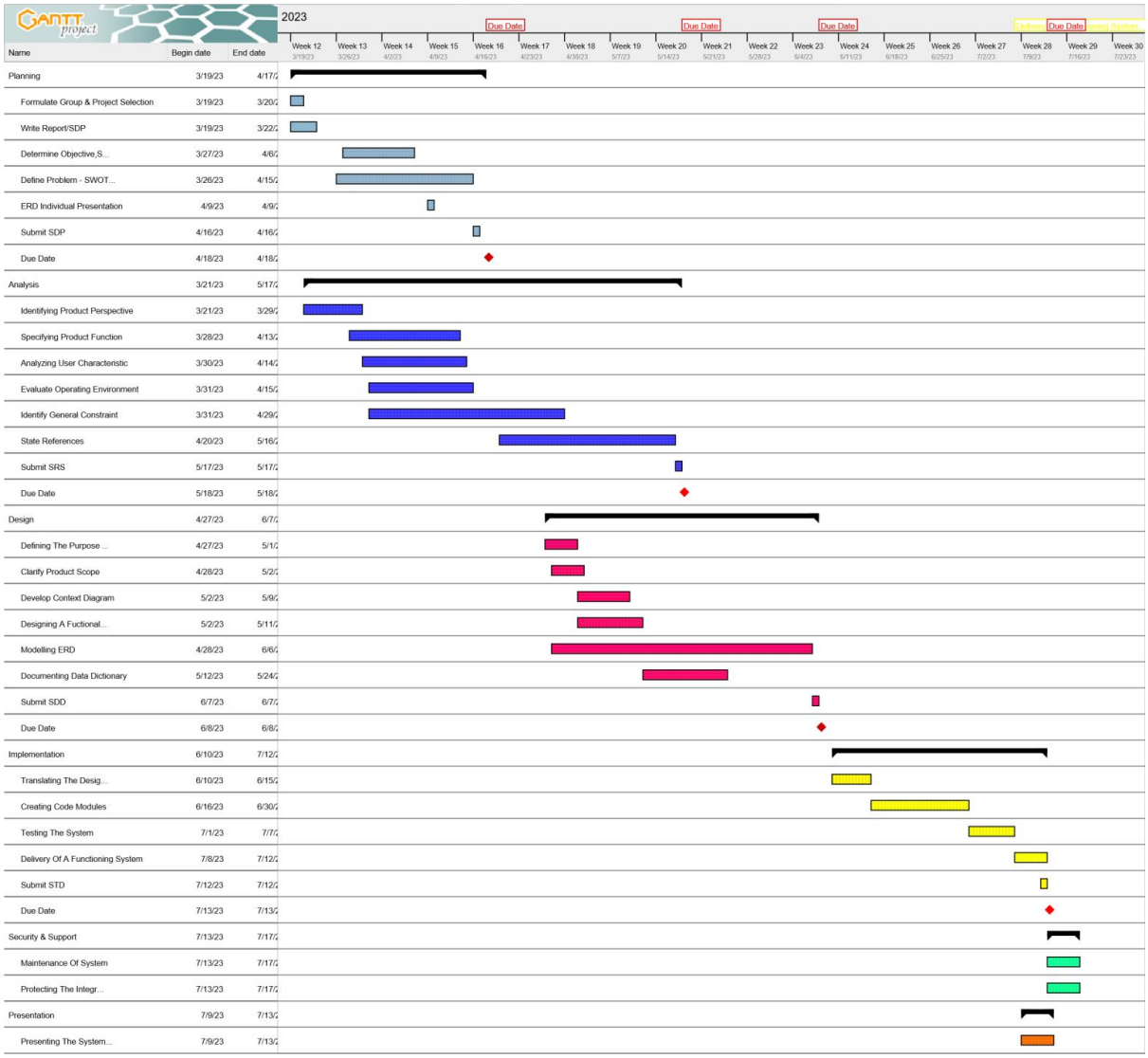

Figure 5 Gantt Chart for the whole Project Plan

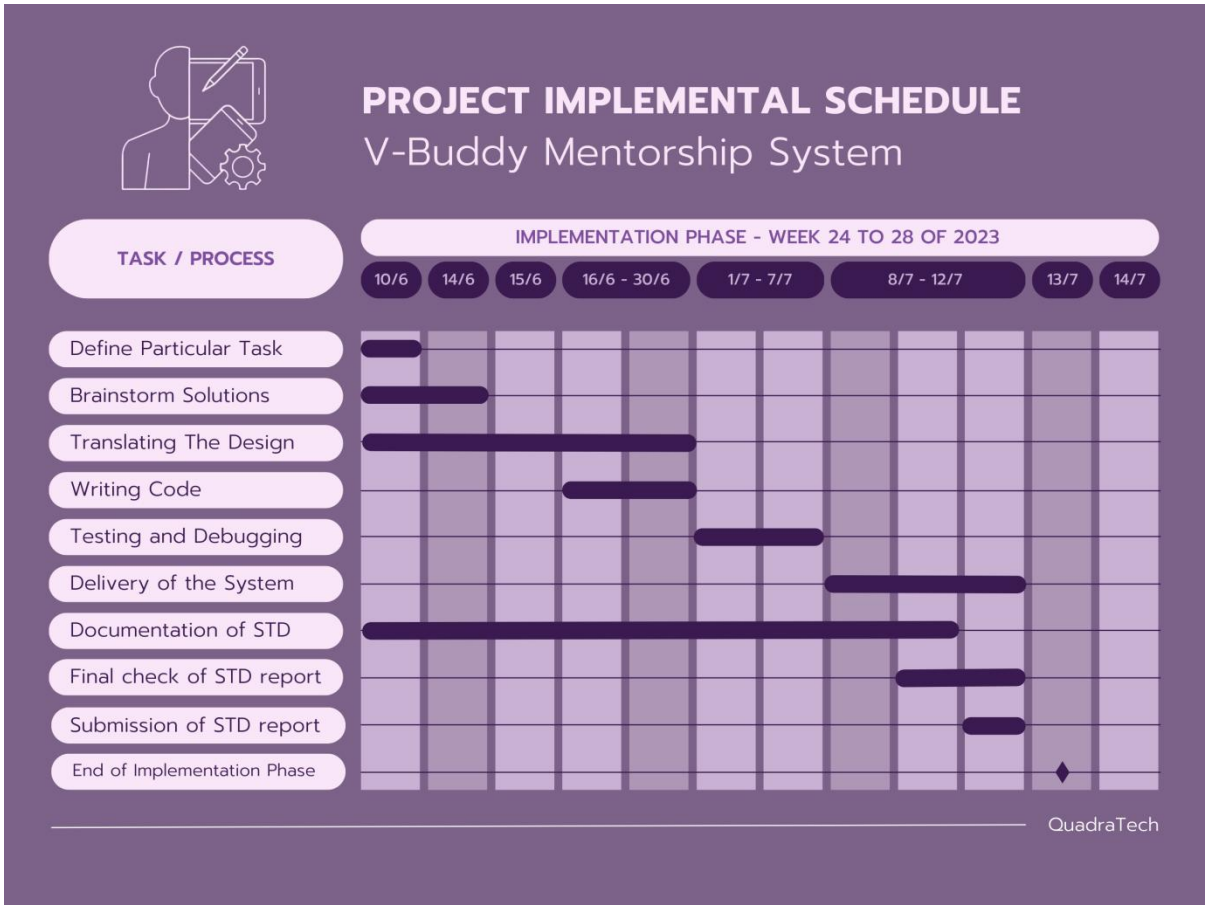

Figure 6 Project Implemental Schedule