

Project Planning & Scheduling :

1) Project Planning

1.1 Project Objective

Develop a Car Showroom Management System that enables:

- Car management (add/edit/delete)
- Customer management
- Car browsing and searching
- Reservation and purchase requests
- Sales reporting

with a user-friendly interface for both customers and administrators.

1.2 Project Team Roles

- Project Manager — manages timeline and deliverables
 - System Analyst — gathers and analyzes requirements
 - UI/UX Designer — designs system screens and workflows
 - Backend Developer — builds APIs and logic
 - Frontend Developer — develops UI components
 - Database Engineer — creates ERD & schema
 - QA Tester — tests system functions and bugs
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1.3 Project Deliverables

- Software Requirements Specification (SRS)
 - UML Diagrams (Use Case – Class – Sequence)
 - UI Prototype
 - Database ERD & Schema
 - Source Code (Frontend + Backend)
 - Testing Report
 - Final Presentation
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1.4 Tools & Technologies

- Frontend: React / HTML / CSS / JavaScript
 - Backend: Node.js / PHP / Flask
 - Database: MySQL
 - UML Tools: Draw.io / StarUML
 - Version Control: GitHub
 - Management Tools: Trello / Jira
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2) Project Scheduling (3 Weeks)

July
17

Week 1 – Requirements & Design

Duration: 7 days

Tasks:

- Requirements Gathering

- Requirements Analysis
 - SRS Documentation
 - Use Case Diagram
 - Class Diagram
 - Sequence Diagram
 - UI Wireframes / Mockups
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July
17

Week 2 – Development Phase

Duration: 7 days

Tasks:

- Database ERD Design
 - Database Schema Creation
 - Backend APIs
 - Car Management
 - Customer Management
 - Reservation & Sales
 - Frontend Setup
 - UI Implementation (Login, Car List, Car Details)
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July
17

Week 3 – Testing & Finalization

Duration: 7 days

Tasks:

- Functional Testing
 - Bug Fixing
 - Integration Testing
 - Final Report Preparation
 - Final Presentation Preparation
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3) Gantt Chart (3 Weeks – Text View)

