

ASS1-BIT304- E1700882_E1700873_ProjectPla n-Group

by Rivaldo Soepardhy

Submission date: 10-Jul-2020 10:35PM (UTC+0800)

Submission ID: 1355786864

File name: ASS1-BIT304-E1700882_E1700873_ProjectPlan-Final.docx (270.53K)

Word count: 1766

Character count: 9811

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BACHELOR OF INFORMATION TECHNOLOGY

(HONS)

BIT304

Final Year Project I

PROJECT PLAN

**Ayo Magang: Web Application for Internship in
Denpasar**

Student Name: Rivaldo Bagus Soepardhy

Student Name: Luh Wulandari Maharani

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Student ID: E1700882

Student ID: E1700873

1. PROJECT TITLE

Ayo Magang: Web Application for Internship in Denpasar

2. PROJECT MEMBERS

No	Student ID	Name
1	E1700882	Rivaldo Bagus Soepardhy
2	E1700873	Luh Wulandari Maharani

3. PROJECT KEY WORDS

- ✓ Internship
- ✓ Jobs
- ✓ Internship Service
- ✓ Website
- ✓ Academic

4. PROJECT BACKGROUND

Internships are job-training activities carried out by vocational high school or college students in a company or institutions in both government and non-government. With internship, vocational high school and college students can add insight, knowledge, skills and ethics (academic purpose), especially in the real work environment. Not only vocational high school and college students will get the benefits from this internship, but companies and related institutions will also get benefits such as increasing branding and finding prospective employees easily.

In the current era of digitalization, the public, especially vocational high school and college students, want ease in accessing various information, one of them is accessing information on internships. Where vocational high school or college students who have just a little or even no relations, still can find the right internship easily.

Ayo Magang is a web-based apprenticeship application created specifically to facilitate vocational high school and college students to find internships around Denpasar city, which are desired according to their field of expertise. Companies and related institutions will find the desired employees easily and can save on expenses.

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5. AIMS OF THE PROJECT

The aim of this project is to develop an application for vocational high school and college students to find internship in companies for academic purpose. This also ease companies to get interns to work in their company for the sake of educational purpose or even company's branding. This application helps student to find the desired company for internship in order to fulfil the demand of their school's or campus's academic. This application can also determined which company to get along with according to the course of your education stated in your profile (Hospitality, Technology, Medical etc.).

It is expected from this application that this could help student in trouble or confusing situation to consider which workplace will be a good place for their internship, while also helping companies to get better branding and to find potential employee through the internship.

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6. OBJECTIVES OF THE PROJECT

There are several objectives that we set to develop Ayo Magang application, which are:

- Providing information for vocational high school and college student about relatable workplace for their academic internship.
- Providing a media for company to have company branding (advertisement).
- Providing a media for company indirectly to recruit and train potential prospective employees from the internship.
- Providing an indirect potential relationship between both educational institutes and companies.
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• Providing real evidence to support increased of investment in human resource, marketing, and technology.

7. DIRECT CUSTOMERS/BENEFICIARIES OF THE PROJECT

This application is intended for vocational high school & college student to find their preferred place of workplace for academic internship. Although the focus of the application is for academic reason, but there is still an opportunity for business; Branding and Relationship. Through the application, companies will indirectly branding their selves because of the vacancies that they offer for student for academic internship. In addition, there will be potential relationship between companies and school as they can exchange trainee (or recruit perspective employee), or developing a project.

8. OUTPUTS EXPECTED FROM THE PROJECT

Details of works and tasks done by each team member:

a. Rivaldo Bagus Soepardhy

- Develop project objectives
- Project aims & objectives
- Literature review
- Risk management
- Prototype
- Use case development
- Class diagram and Sequence diagram development
- Software methodology development
- Functional & non-functional requirements development.

b. Luh Wulandari Maharani

- Project background development
- Resource plan list
- Literature review
- Project Schedule development

- Develop database design
- Developing Work Item List
- 1 • Requirement gathering
- Prototype
- Use case development
- Class diagram and Sequence diagram development
- Functional & non-functional requirements development.

1 9. ORGANISATIONS/INDUSTRIES INVOLVED IN THE PROJECT

- a. ITB STIKOM Bali
- b. HELP University

10. SYSTEM DEVELOPMENT METHODOLOGY

1 The choice for our methodology for our system development is Agile Methodology. The Agile Methodology is well known for its popular framework called Scrum that simplifies the work process and focusing on teamwork. The benefits that we highlight the most from this framework is for its adaptation with any technology, more room for trial and error, and the constant feedback in-between development. (Adell, 2013).

With the advantages we mentioned, it will an obvious reason we choose this methodology. The simplified process, mistakes than can be easily rectified (Adell, 2013), the adaptation to technology makes it better for the best option. What the most unexpected problem from project is sometimes changes in basic design or even reconstructing the whole code, that not many methodology allows but Agile. Moreover, we believe with constant feedback that we can get from stakeholders whether from users or developers, Scrum will allow us to adapt with changes, a good point for cycle of improvement, provide times for improvement, refinement, or even a whole change to the development. The teamwork will also give enough effect to the project as the methodology demand communication & coordination between members for the sake of better developing

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11. RISK MANAGEMENT PLAN

No	Description	Probability %	Impact 1= low 5 = high	Mitigation Strategy
1	Lack of experience, skills, and knowledge in developing a website application using PHP Native.	45	5	Find online source regarding PHP, exploring plans and option in between deciding which method is the best.
2	The website might have bugs or unexpected errors occurred.	30	4	Performing testing (unit testing, system testing and integration testing) for early detection of bugs and errors that might happen.
3	The website might not be done on deadline.	50	5	Talk efficiently, catching up schedules and communicating with members and lecturers. Held only important meetings (necessary only).
4	UML Diagram produced might not show the proper workflow of the system, creating misunderstanding.	35	3	Reconsidering and checking out to basic design of the system. Get more consultation to lecturer. Re define each use case / action required in each design.
5	Errors undetected in the final release or future development	10	3	Error logging on the system, documentation documents.

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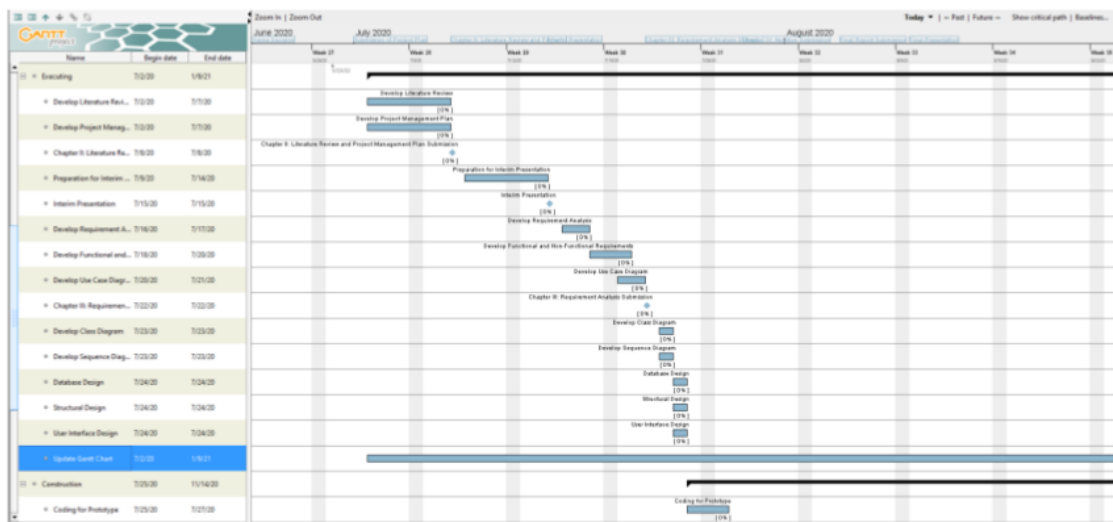
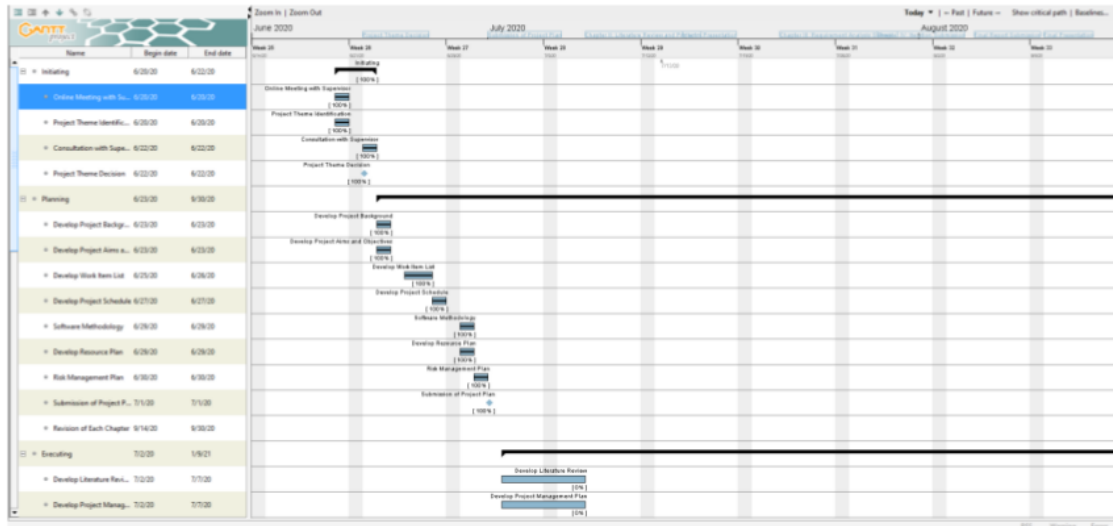
12. WORK ITEMS LIST

Phases and Activities	Priority	Assigned To	Effort Estimated (days)
1. Initiating			
1.1 Online Meeting with Supervisor	High	Aldo and Wulan	1
1.2 Project Theme Identification	High	Aldo and Wulan	1
1.3 Consultation with Supervisor	High	Aldo and Wulan	1
1.4 Project Theme Decision	High	Aldo and Wulan	0
2. Planning			
2.1 Develop Project Background	High	Wulan	1
2.2 Develop Project Aims and Objectives	High	Aldo and Wulan	1
2.3 Develop Work Item List	Medium	Wulan	2
2.4 Develop Project Schedule	Medium	Wulan	1
2.5 Software Methodology	Medium	Aldo	1
2.6 Develop Resource Plan	Medium	Wulan	1
2.7 Risk Management Plan	High	Aldo	1
2.8 Submission of Project Plan	High	Aldo and Wulan	1
3. Executing			
3.1 Develop Literature Review	High	Aldo and Wulan	5
3.2 Develop Project Management Plan	High	Aldo and Wulan	5
3.3 Chapter II: Literature Review and Project Management Plan Submission	High	Aldo and Wulan	1
3.4 Preparation for Interim Presentation	Medium	Aldo and Wulan	5
3.5 Interim Presentation	High	Aldo and Wulan	1
3.6 Develop Requirement Analysis	High	Aldo and Wulan	2

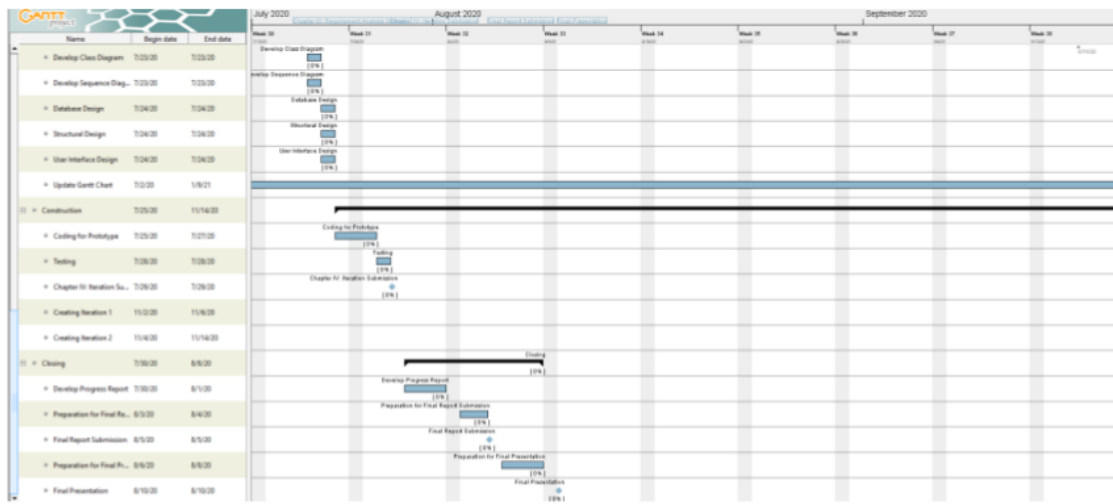
3.7	Develop Functional and Non-Functional Requirements	High	Aldo and Wulan	2
3.8	Develop Use Case Diagram	Medium	Aldo and Wulan	2
3.9	Chapter III: Requirement Analysis Submission	High	Aldo and Wulan	1
3.10	Develop Class Diagram	High	Aldo and Wulan	1
3.11	Develop Sequence Diagram	High	Aldo and Wulan	1
3.12	Database Design	Medium	Aldo and Wulan	1
3.13	Structural Design	Medium	Aldo and Wulan	1
3.14	User Interface Design	High	Aldo and Wulan	1
4. Construction				
4.1	Coding for Prototype	High	Aldo and Wulan	2
4.2	Testing	High	Aldo and Wulan	1
4.3	Chapter IV: Iteration Submission	High	Aldo and Wulan	1
5. Closing				
5.1	Develop Progress Report	High	Aldo and Wulan	3
5.2	Preparation for Final Report Submission	High	Aldo and Wulan	2
5.3	Final Report Submission	High	Aldo and Wulan	1
5.4	Preparation for Final Presentation	High	Aldo and Wulan	3
5.5	Final Presentation	High	Aldo and Wulan	1

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13. WORK PLAN



Ayo Magang: Web Application for Internship in Denpasar



14. DURATION

BIT304 – Final Project 1

Start Date: June 20th, 2020

End Date: August 9th, 2020

BIT305 – Final Project 2

Proposed Start Date: September 21st, 2020

Proposed End Date: January 2021

15. FUNDING SOURCE

There is no funding source at the moment.

16. PROJECT RESOURCE REQUIREMENTS AND ESTIMATED COSTS*

No	Item	Usability	Qty	Cost
Hardware				
1.	Asus VivoBook S14-410UN	Project Development & Project Testing	1	Available
2.	Asus ROG GL503GE	Project Development & Project Testing	1	Available
3.	Canon G2010	Document Printing	1	Available
Operating System				
1.	Windows 10	Project Development & Project Testing	-	Available
Software				
1.	Adobe XD CC 7.0.12.9	Create interface design	-	Available
2.	Microsoft Visio 2016	Drawing UML Diagram	-	Available
3.	Microsoft Word 2016	Create project document	-	Available
4.	Microsoft PowerPoint 2016	Create presentation for the project	-	Available
5.	XAMPP 7.4.3-0	Database Creation	-	Available
6.	Gantt Project 2.8.1	Create project schedule	-	Available
7.	Brackets	Project Development	-	Available

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17. CONTRACTUAL OBLIGATIONS UNDER THIS PROJECT

Team member:

- Rivaldo Bagus Soepardhy (E1700882)
- Luh Wulandari Maharani (E1700873)

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a. Participation

As a team, we will:

- Responsible and finished the task
- Help to solve problems and giving solution
- Present in every meeting
- Work together to do the task

b. Problem Solving Skill

As a team, we will:

- Communicate about the project problem and giving an advice
- Giving an opinion if anything is not understood
- Respect each other

c. Communication

As a team, we will:

- Discuss about project goals clearly
- Discuss about project ideas
- Discuss about project problems and giving a solution

d. Code of Conduct

As a team, we will:

- Has a good relation with others to support each other as a teamwork
- Work together to solve all project problems
- Distribute tasks and work items equally

18. OWNERSHIP OF INTELLECTUAL PROPERTY RIGHTS

All ownership and intellectual property belongs to HELP University.

PROJECT MEMBERS DECLARATION

We hereby acknowledge that the all the information given above is true and correct to the best of our knowledge.

Name : Rivaldo Bagus Soepardhy

Signature :

Date :

Name : Luh Wulandari Maharani

Signature :

Date :

References

Adell, L. (2013, April 11). *Benefits and Disadvantages of Scrum Methodology in Software Development*. Retrieved from Belatrix: <https://www.belatrixsf.com/blog/benefits-scrum-software-development/>

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Appendix A: Team Members' Contributions

Student Name	Contribution ¹

¹ Enter each individual student's contribution (eg. **0.5** for 'half' contribution or **1** for 'full' contribution). The examiner will award a shared group mark, which is adjusted according to the peer assessment factor. The individual student's mark is based on the group mark multiplied by the peer assessment factor (eg. X 0.5 for 'half' contribution or X 1 for 'full' contribution).

ORIGINALITY REPORT

34%

SIMILARITY INDEX

4%

INTERNET SOURCES

0%

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