

**BACHELOR OF INFORMATION TECHNOLOGY (HONS)**

**BIT304**

**Final Year Project I**

## PROJECT PLAN

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

|  |  |
| --- | --- |
| **Student Name: Rivaldo Bagus Soepardhy** | **Student ID: E1700882** |
| **Student Name: Luh Wulandari Maharani** | **Student ID: E1700873** |

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**Tel : 603-2716 2000, Fax : 603 - 2095 7100**

1. **PROJECT TITLE**

Ayo Magang: Android Application for Internship in Denpasar

1. **PROJECT MEMBERS**

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

1. **PROJECT KEY WORDS**

List a maximum of four key words.

1. **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 an Android-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.

1. **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 fulfill 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. The general point is we hope this will help the industry to move forward as the technology follows to grow.

1. **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.
* Providing real evidence to support increased of investment in human resource, marketing, and technology.

1. **BUSINESS VALUE PROPOSITION**

**DIRECT CUSTOMERS/BENEFICIARIES OF THE PROJECT**

This application intended for web developers and penetration testers. The application will provide beneficiaries to the web developers, so that they can quickly detect, overcome, and correct the vulnerabilities found in website applications that are being developed through report generated by the application. This application also provide beneficiaries to the penetration tester that they can easily perform testing process on security of a website application also can develop further exploitation techniques from the information that has been obtained to find more complex vulnerabilities.

1. **OUTPUTS EXPECTED FROM THE PROJECT**

Details of works and tasks done by each team member:

* + - * 1. Rivaldo Bagus Soepardhy
* Project background development
* Develop project objectives
* Project aims
* Literature review
* Risk management
* Prototype
  + - * 1. Luh Wulandari Maharani
* Project aims and project objectives
* Resource plan list
* Risk management
* Literature review
* Requirement gathering
* Prototype

1. **ORGANISATIONS/INDUSTRIES INVOLVED IN THE PROJECT** 
   1. STMIK STIKOM Bali
   2. HELP University
   3. Another application penetration testing to be used as samples in our application
2. **SYSTEM DEVELOPMENT METHODOLOGY**

The system development methodology that we will use is Agile Methodology. This methodology usually used for developing the information systems that has ever-changing business requirements. This methodology has one of the most popular agile software development frameworks called Scrum. The Scrum simplifies process framework and focuses on teamwork. The objective of Scrum is to deliver working software and demonstrate it faster and more frequent during the software development project (Tomanek & Klima, 2015).

The major benefit of the Scrum framework is the iterative development approach and the opportunity to automate penetration tests. Therefore, the security vulnerabilities can be discovered and solved more often, which will positively contribute to the overall information system protection.

We choose Agile Methodology because it is suitable for developing application system and can easily handle continuous cycle of improvement. Therefore, that it can provide changes and improvements to the application to be as close as possible to the project scope. This methodology also focused on teamwork, so that it allows all of us as developers to communicate to each other to develop the expected website application.

## RISK MANAGEMENT PLAN

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| No | Description | Probability % | Impact  1= low  5 = high | Mitigation Strategy |
| 1 | Lack of skills and knowledge in developing a website application using Python as programming language and Flask as a framework. | 40 | 5 | Find online sources to learn how to develop website application using Python and Flask and do self-learning, also looking for an expert to give advice and guidance. |
| 2 | The website application will have many bugs in development process. | 30 | 5 | Do a several unit testing and integration testing due to the process of finding bugs, also do system testing to the created prototype. |
| 3 | The website application is not finished during project period. | 30 | 5 | Holding meeting regularly so that the project is not delayed. |
| 4 | The UML diagram design produced is not properly to show the workflow of website application. | 20 | 3 | Looking back to previous lecture notes for creating UML diagram to refine the design and doing consultation to the project supervisor so that the correction can be given. |
| 5 | Undetected errors due to development process. | 10 | 3 | Giving error logging system to the developed website application. |

**12. WORK ITEMS LIST**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name / Description** | **Priority** | **Assigned To** | **Effort estimated (days)** |
| **Initiating** |  |  |  |
| Meeting with Supervisor | High | Dewanti, Denny, Budanthara | 1 |
| Project Theme Identification | High | Dewanti, Denny, Budanthara | 1 |
| Consultation with Supervisor | High | Dewanti, Denny, Budanthara | 1 |
| Project Theme Decision | High | Dewanti, Denny, Budanthara | 0 |
| **Planning** |  |  |  |
| Project Background Development | High | Dewanti, Denny, Budanthara | 2 |
| Project Aims and Objectives | High | Dewanti, Denny, Budanthara | 2 |
| Work Item List | Medium | Dewanti | 1 |
| Project Schedule | Medium | Dewanti | 1 |
| Software Methodology | Medium | Denny and Budanthara | 1 |
| Develop Resource Plan | Medium | Budanthara | 1 |
| Develop Risk Management Plan | High | Dewanti, Denny, Budanthara | 1 |
| Project Plan and Project Management Plan Submission | High |  | 0 |
| **Executing** |  |  |  |
| Gathering Requirements | High | Dewanti, Denny, Budanthara | 2 |
| Develop Literature Review | High | Dewanti, Denny, Budanthara | 3 |
| Submission of Literature Review | High |  | 0 |
| Prepare for Interim Presentation | Medium | Dewanti, Denny, Budanthara | 3 |
| Interim Presentation | High |  | 0 |
| Develop Requirement Analysis | High | Dewanti | 2 |
| Functional & Non-Functional Requirement | High | Dewanti | 1 |
| Develop Use Case Diagram | Medium | Dewanti | 2 |
| Submission of Chapter 3 | High |  | 0 |
| Develop Analysis Class Diagram | High | Dewanti | 1 |
| Develop Sequence Diagram | High | Dewanti | 1 |
| Database Design | Medium | Dewanti | 1 |
| Structural Design | Medium | Dewanti | 1 |
| User Interface Design | High | Dewanti | 4 |
| **Construction** |  |  |  |
| Coding for Prototype | High | Denny and Budanthara | 10 |
| Testing | High | Denny and Budanthara | 4 |
| Submission of Chapter 4 | High |  | 0 |
| **Closing** |  |  |  |
| Progress Report | High | Dewanti, Denny, Budanthara | 5 |
| Submission of Chapter 5 | High |  | 0 |
| Preparation of Final Presentation | High | Dewanti, Denny, Budanthara | 5 |
| Final Presentation | High |  | 0 |
| Preparation Final Documentation | High | Dewanti, Denny, Budanthara | 10 |
| Submission of Final Report | High |  | 0 |

1. **WORK PLAN**

Use a Gantt chart to specify the work activities and milestones. Include your Gantt chart in Appendix. Your Gantt chart should include both BIT304 and BIT305 timelines.

Ganttchart for FP1 & Fp2

(rancang sampe akhir lan)

1. **DURATION**

Starting Date: 28th September 2018

Duration/elapsed time: 4 months

End Date: 28th December 2018

BIT304

Start Date:

End Date:

BIT305

Proposed Start Date:

Proposed End Date:

1. **FUNDING SOURCES**

Include funding source details such as: Where, What, How and When.

**16. PROJECT RESOURCE REQUIREMENTS AND ESTIMATED COSTS\***

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **No** | **Item** | **Usage** | **Qty.** | **Cost** |
| Hardware | | | | |
| 1 | ASUS laptop A456U series | Project development and testing | 1 | Available |
| 2 | Apple MacBook Pro Retina Mid 2014 | Project development and testing | 1 | Available |
| 3 | ASUS laptop A455LF | Project development and testing | 1 | Available |
| 4 | Canon MP 237 | Document printing | 1 | Available |
| Operating System | | | | |
| 5 | Windows 10 | Project development and testing | - | Available |
| 6 | Mac OSX, Ubuntu 16.04 | Project development and testing | - | Available |
| 7 | Windows 10, Backbox Linux | Project development and testing | - | Available |
| Others | | | | |
| 8 | Flask 1.0.2 | Application development | - | Available |
| 9 | Adobe Photoshop CS6 | User interface design | - | Available |
| 10 | Microsoft Visio Pro 2013 | Drawing UML diagrams | - | Available |
| 11 | GanttProject 2.8.5 | Creating project schedule | - | Available |
| 12 | Microsoft Office Word | Creating project document | - | Available |
| 13 | Microsoft Office Power Point 2016 | Creating presentation document | - | Available |

**17. CONTRACTUAL OBLIGATIONS UNDER THIS PROJECT**

**Team member:**

* Rivaldo Bagus Soepardhy (E1700882)
* Luh Wulandari Maharani (E1700873)
  + - * 1. **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
  + - * 1. **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
  + - * 1. **Communication**

As a team, we will:

* Discuss about project goals clearly
* Discuss about project ideas
* Discuss about project problems and giving a solution
  + - * 1. **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

Provide a complete list of all documents and other sources of information referenced in this Proposal. Use the APA referencing style adopted by the School of ICT.

## Appendix A: Team Members’ Contributions

|  |  |
| --- | --- |
| Student Name | Contribution[[1]](#footnote-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).** [↑](#footnote-ref-1)