

Web Application development

The term 'development' has always been fascinating to everyone ears and has never failed to accommodate an individual's perception with enriched satisfaction and pleasure.

Web development in recent time has gained quite popularity. With potentials to achieve some notable milestones in terms of internet facilities and its associated aspects, web development ensures enhancement foreseeing a revolution over the digital space that has occurred never before.



With all these things in mind Softwarica College of IT and E-Commerce accompanied by their IT Club and Event management Club has organized a Web Application Development competition. The competition seeks to evaluate the team effort of individuals as a full stack development of a web application followed by its numerous aspects.

What are we looking for?



+ Paint your own canvas

- We believe in creativity, we value the innovations and we seek something visionary.
- We are in search of those projects that are in-fact problem solving to our contemporaneous society and situations.

+ Full Stack Development

- Regardless of the content participant offer, the organizing team expects a fully functional web application that can be deployed with intent for solving the problem.

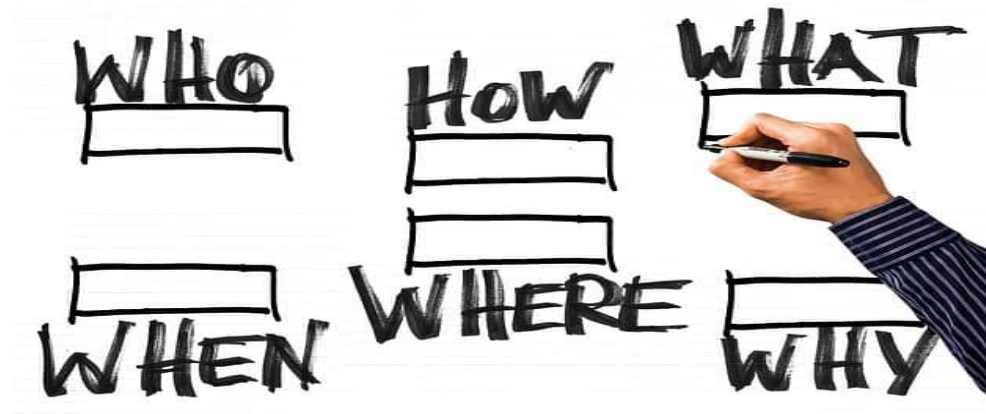
+ Team Effort

- "Talent wins games, but teamwork and intelligence win championships." --Michael Jordan. The competition is all about the team work we seek to evaluate a team effort not an individual effort.

+ Associated Aspects

- Apart from the major project the team should be capable to provide mind maps of the projects and should be able to clarify every aspect of their project.
- Presentation skill shall also be subjected to marking scheme.
- Likewise report writing, program flow and content upon the final product shall also be considered for the final evaluation.

The Program Flow



Stage 0	Briefing From the Organizing team	Week 0, Day 0
Stage 1	Proposal for final product	Week 0, Day 4
Stage 2	Briefing of the proposal	Week 1, Day 1
Stage 3	Briefing of ongoing Partially Accomplished Project -1 (35%)	Week 2, Day 1
Stage 4	Briefing of ongoing Partially Accomplished Project -2 (35%)	Week 3, Day 1
Stage 5	Briefing of fully accomplished deployed Web-application by the participating team.	Week 4, Day 1

Note: Date 0 indicates Saturday, 1 indicates Sunday and so on.

The project should take care of

Roadmap Document:

Defining Web Application, Purpose, Goals and Direction

Researching and Defining Audience Scope and Security Documents.

Creating Functional Specifications or Feature Summary Document

Team Collaboration and Project Management Document

This also includes documents like presentation slides, reports and other document. However, the effort of every individual must be noticed upon those documents. As the individuals shall be cross questioned, thus they must be capable enough to speak for the actions they committed in course of the development.

Technology Selection, Technical Specifications

- Illustrative Diagram of Web Application Architecture and Structure,
- Development Methodology,
- Versions Control, Backups, Upgrades,
- Expansion and Growth Planning Document,.
- Server Hardware / Software Selection

✚ Clear definition regarding use of particular or more web application framework and why?

✚ Third Party Vendors Analysis and Selection

- Merchant Account and Payment Gateway
- SSL Certificate
- Managed Server / Collocated Server Provider
- Fulfillment Centers
- Website Visitor Analytics Software
- Third Party Checkout Systems, etc.

✚ Application Visual Guide, Design Layout, Interface Design, Wire Framing.

✚ The web app must consist of its unique Front-end, Back-end and (API).

✚ Database Structure Design and Web Application Development

✚ Testing:

- Quality Assurance
- Multiple Browser Compatibility
- Security, Performance - Load and Stress Testing,
- Usability

✚ Maintenance

Few other rules participants must be aware of

- ✚ The content fed upon the final application should be free from any sorts of stereotypes and any sorts of pornography. If such case arrives the entire team shall be disqualified and this behavior shall be classified as an unbearable offence toward the college itself resulting further actions upon those teams.
- ✚ The project must be innovative and if any team is found to be performing any sorts of cheating shall be disqualified immediately.
- ✚ The team might use certain code block from various places but proper notation must be given to the respected personnel. However direct copy and pasting of code is unacceptable the participants should bring a notable change and should be able to explain the change and its implication.
- ✚ Any sorts of misconduct with the organizing team are unacceptable and strong action shall be taken against them who does such activities.
- ✚ The decision of the judges shall be the final decisions, no questions asked.