

Functional Requirements of (UPAES) University Project Approval & Evaluation System

For **Administration** use only:

- 1) Logged in Admin Able to redirect each student application to the right supervisor
- 2) Logged in Admin can generate final evaluation report
- 3) Logged in Admin can assign supervisor to the student
- 4) Logged in Admin can store the supervisor information & able to make an account
- 5) External account will be created by Logged in **Admin**
- 6) Authorized Admin can add project categories
- 7) Authorized Admin is able reject project if it is unable to full fill the basic requirements
- 8) Can send Process Documents & Source code to the library for plagiarism checking
- 9) Able to send the final document randomly to the internal for evaluation & checking

For **Student** use only:

- 1) Can apply for a topic of project by providing some basic information
- 2) Able to track continuous development by tracking table
- 3) Can contact with supervisor & get suggestion to development
- 4) Able to submit **Process Documents** to supervisor for evaluation (eg: srs, spmp, release plan, iteration plan, system architecture & design, coding standards, test plan, test case specification)
- 5) Can provide **Product Documents** to the supervisor (eg: user guide, system video presentaion, source code gitHub link)
- 6) Valid students can see the evaluation & make query to the supervisor

For **Supervisor** use only:

- 1) Can select his/her desired project categories by logging in
- 2) Is able to evaluate his/her supervising students only through their category relation
- 3) Can post any instructions to his/her supervising students only
- 4) Can communicate with his/her supervising students only
- 5) Can review each of the documents & make suggestion using **Posting**.
- 6) Can do continuous remotely observation & virtual meeting with students
- 7) Able to set meeting plan with his/her supervising students only
- 8) Internal can evaluate the supervising students & submit the marks to system
- 9) External is able to set marking in the final defense by using this system