

SWP391 SOFTWARE DEVELOPMENT PROJECT

TOPIC: SWP MENTOR BOOKING SYSTEM

Semester: Fall 2024

Class: SE1867

Group: 2

Mentor: Phan Minh Tâm (TamPM)

Student implementation:

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1. INTRODUCTION

1.1 Overview

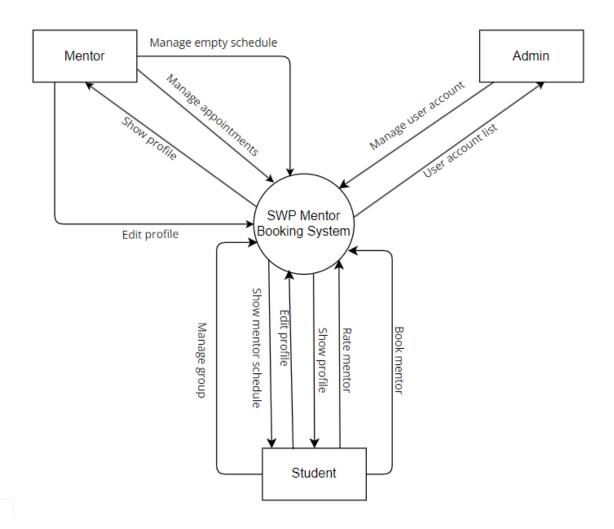
This project is a web application for students to organize into groups and schedule with their chosen mentors through a point system, and for mentors to be able to add their schedules and accept student requests.

1.2 Scope

"SWP Mentor Booking System" Project Scope					
Project name	SWP Mentor Booking	SWP Mentor Booking System			
Project Manager	Vu Duc Anh	Vu Duc Anh			
Date of Project Approval	September 23rd	Last Revision Date	October 24th		
Scope Description	IN SCOPE:				
	+ A point system for mentor + A mentor system their transaction point	 + A student group making and managing system + A point system for student groups to schedule with their chosen mentor + A mentor system to post and adjust schedules, rating and manage their transaction points after meeting. + An admin system to manage student and mentor profiles. 			
Project Deliverables	+ Group managemen + Mentor booking sy + Mentor scheduling				

	+ Admin system
Acceptance Criteria	+ Functional Students, Mentors and Admin systems
	+ Database
	+ Functional and Clean UI
Constraints	+ Small team of 4
	+ Relatively short development period
	+ Multiple Systems to implement
	+ Relatively new to software development

2. PROJECT SCOPE



Context diagram visual paradigm

3. FUNCTIONAL REQUIREMENTS

3.1 Roles

Admin:

- Manage all users (students, mentors).
- Verify new mentor account (apply mentor).
- View statistical reports on: number of students, mentors, groups.

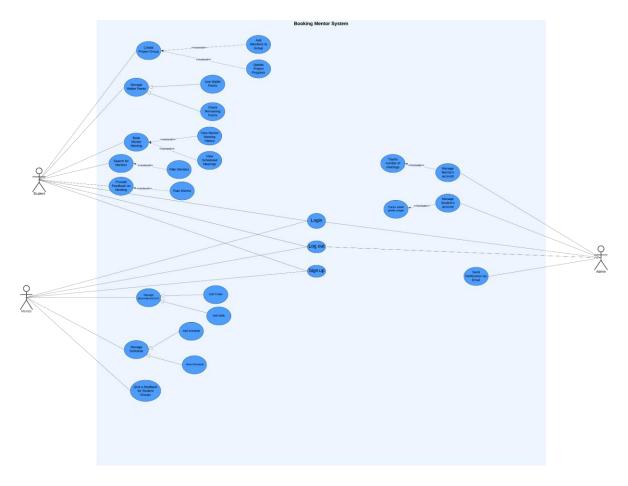
Mentor:

- Set personal information, skills.
- Manage availability (set available time slots).
- View a list of scheduled appointments.
- Rating and Feedback the student group after each meeting.
- Receive appointment reminders (via email).

Student:

- Set personal information.
- Create a group and invite other students to join.
- View wallet points, topic of group.
- View, search for mentors by skills, free time.
- Leader: Schedule a meeting with mentor.
- Receive appointment reminders (via email).
- View transaction history.
- Rating and Feedback mentor after each meeting.

3.2 Use Cases Diagram

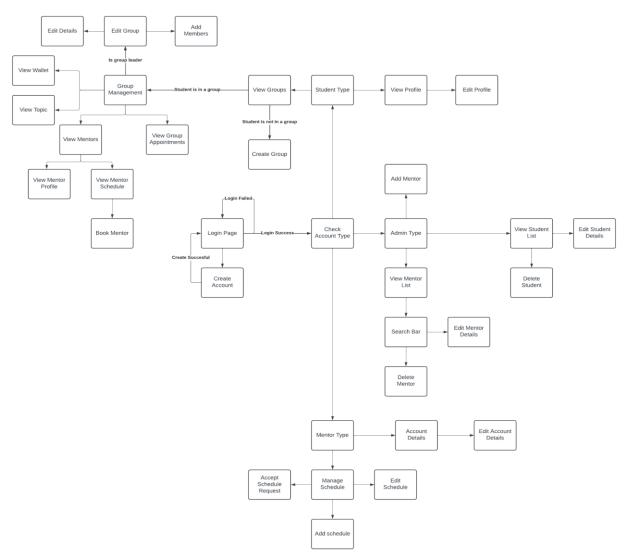


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4. NON-FUNCTIONAL REQUIREMENTS

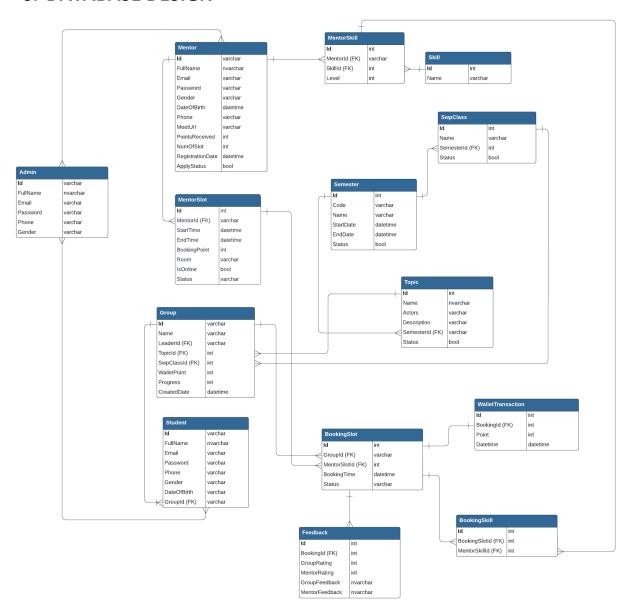
- **Basic, easy-to-use interface**: The system should have a simple, clean interface where students and mentors can quickly learn how to use the basic functions like creating accounts, booking mentor meetings, and managing points.
- **Scalability**: The system should be simple enough for you or your team to maintain and update without needing advanced tools or expertise.

5. SCREEN FLOW



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6. DATABASE DESIGN



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7. SOURCE CONTROL

https://github.com/baoqg9104/Group2 SWP391 SE1867 Frontend

https://github.com/baoqg9104/Group2_SWP391_SE1867_Backend