



Santa Clara Univeristy

Capstone Project Proposal

CEPI MOBILE APP

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Under the guidance of:

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Statement of Purpose

Statistics show that the average American spends more than two hours a day on his or her mobile device. The best thing about the mobile channel is that it gives organizations the potential to engage with their attendees in real-time, by location and complete with profile information. This makes things simpler and more efficient. By using mobile tools and platform, users can get in touch with you very easily. It also provides a good platform for the sponsors to showcase their product or services.

We aim to develop a full working application for CEPI, The Certified Equity Professional Institute, a part of the Santa Clara University (SCU) Executive Development Center, to cater to the attendees of the National Annual Symposium, called the CEP and Silicon Valley NASPP Symposium, that has been successfully held from over a decade now. The app is planned to be available on the App store and Google Play store, which will have all the necessary features.

In terms of skill development, each member will get an exposure and develop deep knowledge of various concepts like system development, database creation and using API's for integration of different parts of the project.

In terms of soft skills, each one of us is looking forward to work with individuals with some dissimilar backgrounds, take up challenges, work in a constant defined timeline and excel at communicating requirements effectively with the professor as well as team members.

We will get to pragmatically implement our knowledge gained from subjects like system analysis and design, software development life cycle, object oriented programming, networking protocols and database management systems. We will get to do a thorough research and analysis on deciding the business model. During this time, we will do a lot of research on existing applications which would help us understand the current market and make our application stand out.

Business Value

This app will give an opportunity for the event organizers and the attendees to communicate via a single collaborative platform. We have decided to come up with both iOS and Android application that would help bridge the communication gap and streamline the event scheduling in a more user friendly way. Also the application will provide enhanced features like pop-up notifications of the details about the event, its speakers and sponsors etc. This will help the attendees to look up for the various events and arrange their personal schedule accordingly. With an application that will provide all the stated features, we believe that the event attendees would benefit tremendously as it will shrink the chances of them missing a seminar of their choice. This system would reduce the workload of our client(CEPI) by giving them a better opportunity to organize and propagate their information in a hustle free manner and at the same time would reflect much more sophisticated and professional on their end.

Objectives

This mobile app will be available in both the major mobile platforms - Android and iOS. As stated before it will help the organizers to connect with the event attendees.

The key icons of the app will be:

- Agenda: Details of all the seminars which are going to take place along with the speaker information, venue, time, duration and a brief of the seminar.
- Sponsors: Details of the sponsors and exhibitors
- Speaker: Details of all the Guest speakers.
- Show and allow to download lecture materials.
- Send push notifications to the attendees regarding the “Happening now” details of the seminar.
- Social Media: Connect the attendees with the popular social media(e.g. Facebook, Twitter, LinkedIn) to mark their activities and look up of speaker.
- All the Annual details about the seminar.

Scope of the project

This mobile application is focussed on serving the CEPI's Annual Symposium seminar. The application is majorly for informative and instructional purposes. This information is to suffice the following:

- Regarding the Speakers
- Regarding the Sponsors
- Regarding the Agenda of the event
- Lecture materials of the Speakers
- Social media links of the Symposium
- Other Generic details about CEPI and the Annual Symposium
- Notifications of the current happenings of the event

This application will be very beneficial for the attendees and the speakers to have a glassdoor to the whole Symposium. This will help in easier accessibility and transparency of the event information.

Future Enhancements

The deliverables which are currently out of our scope but can be expected to be included in future to the application are:

- Attendee and User registration
- Login module for all the users
- Payment gateway for the event registration
- Web application for the Symposium

These features can enhance interaction with the application and make it more user friendly. The attendee and user registration can help a count on the server about the number of users and the frequency of particular user hitting the server for information. These can also be used for analytics of the Symposium in future.

Phases of Development

Project Plan	
Detailed Project Plan	After the initial meeting with Prof. Lu, we will update the draft Project Plan Report. The tasks, subtasks, and the activities will include the following: Include a schedule and deliverables along with responsibilities of each team member.

	<p>Include the following schedule information:</p> <ul style="list-style-type: none"> • The scheduled start and end dates along with the actual completion date • Start dates and end dates for future tasks and a buffer in case of any fluctuation from the original estimated dates • Bi-weekly meetings with Prof. Lu • Identify potential show stoppers in case of future tasks that can affect the deadline in the later stage.
Phase 1. Initiation and Requirements Elicitation	
1.1 Planning	In this phase, we will check the overall feasibility of the app. We need to make sure that all the important functionalities that we are proposing can be incorporated in our application.
1.2 Requirement Gathering	<p>Through brainstorming and discussions with the client we will identify the major requirements of the project. These requirements will help us identify various features of our application. these features will be further divided among two:</p> <p>the essential features- the ones which are must for our app and the addition features - the ones which we will pull from the backlog if time allows us.</p>
1.3 Deliverables	<ul style="list-style-type: none"> • Extensive list of Requirements

	<ul style="list-style-type: none"> • Project plan will include GANTT chart with all the details • Bi-weekly status reports • Project proposal submission and approval
Phase 2. Information Gathering and Analysis	
2.1 Information Gathering	<p>Once the requirements are finalized, we will work together with the client to capture all the information we need to display on our app. This will require very frequent communication with the client. We have also prepared a google sheet and shared it with the client to keep up with them on the information gathering and overall progress.</p>
2.2 Analysis	<p>As and when the information is collected from the client, analysis will be done to figure out a way to present that raw information on our app. In this phase we will develop analytical models like use cases, data flow diagrams, describing how the business would operate in the proposed system.</p>
2.3 Deliverables	<ul style="list-style-type: none"> • Present our findings related to mobile app development. • Identify requirements and uses cases. • Identified the technologies that will help us to achieve our final outcome

	<ul style="list-style-type: none"> ● Project proposal submission and approval
Phase 3. Design	
3.1 Application Design	<p>We intend to focus on the architecture and design of the database and their internal relationship. For our app, we are inclined towards using ‘iBuildapp.com’ which is a convenient app design platform to build the perfect app we intend to make. We will also create basic initial UI using XML in order to visualize the final product and work on it accordingly. We will begin defining each page of the app including the contents and technologies required behind it.</p>
3.2 Deliverables	<ul style="list-style-type: none"> ● Present our concept and approach toward the design of the app. ● Prototype design for the app ● Present the demo ● Confirm that the prototype is matching requirements ● Design submission and approval
Phase 4. Implementation	
4.1 Implementation phase	<p>On approval of the concept and the design, the project needs implementation. We intend to create the app for both Android and iOS platform. The initial application, the database, Google</p>

	map API integration, surveymonkey integration and other features will be implemented.
4.2 Deliverables	<ul style="list-style-type: none"> • A final up and running mobile app for both Android and iOS which will satisfy all the requirements • A final report that: documents the process we underwent from idea to implementation • A final presentation and demo of our app to our advisor and faculty members
Phase 5. Testing & Publishing	
5.1 Testing of the app	After integrating all the pieces into the application as and when it gets completed we will test it against numerous use cases. Using a Waterfall V-model - where we test the application at every stage of development - will fit best for the way the application is to be built as well as compliment the capstone requirements.
5.2 Deliverables	<ul style="list-style-type: none"> • Final working and tested app will be published which will the event attendees can download.

The tentative timeline for the project with respect to the various phases of development:

Phase of Development	Timeline
Initiation and Requirements Elicitation	Mid Fall quarter
Information Gathering and Analysis	Start early November through December
Design	December - January
Implementation	February
Testing & Publish	March

Technologies that will be used

In order to implement the CEPI application project, there are some technologies that must be worked. This includes the front-end user interface, the host for the webserver, and the OS upon which we will be working. For these purposes, we are looking into the technologies as detailed below.

Front End User Interfaces	We will be using iBuildapp.com user interface developer. We will be work extensive to develop the app interfaces using this service according to our requirement. Our intent here will be to develop a user friendly interface which will assist the users to get to their desired information as easily as possible. Also, since most of the
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	<p>users will be novice to our app, we will design an interface that is easy to learn and use. Additional front-end languages that will be required to customize our application are combination of HTML, CSS and then either PHP or JavaScript. Our understanding is that both should be able to fit our purpose well, it would be a matter of which the team would be more inclined to learn throughout the process.</p>
Back-end Language	<p>This can either be Java or python. While we have all taken the OOP class and have had exposure to Java, we are all in the process of taking the Data science class with Python and could potentially use this project to expand our knowledge on that language.</p>
Development Platform	<p>Oracle Virtualbox, VMware Player or any virtual machine application that can be run on our laptops can serve as our development platform. This will allow us to easily deploy development environments running the latest iteration of code and scrap them as necessary.</p>
Operating System	<p>The operating system used by us will either be Windows and/or iOS.</p>
Management tools	<p>We will use Microsoft Project Plan for creating the project plan and tracking the project progress.</p>

Diagram and documentation tool	We will use Microsoft Visio and Lucid charts for creating the UML and process flow diagrams.
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Users of the App

1. CEPI - Event organizers
2. Event Attendees
3. Event Speakers
4. Event sponsors

Requirement Definition

Functional Requirements		
Type	Description	Details
Process Oriented	App Download	1.1 The system should allow attendees to download the application on his/her mobile phone
	Search and Select	<p>2.2 The system should allow attendees to search for the various seminars, their speakers and their schedules under the agenda icon.</p> <p>2.2 The system should allow the attendees to look up for the various speakers under the speaker icon.</p>

		2.2 The system should allow attendees to select any seminar and look for details.
	Evaluation	3.1 The system should allow attendees to evaluate various sessions and overall conference via a survey money form.
	Social Media	4.1 The system should allow the attendees to connect to the popular social media websites
	Maps	4.2 The system should allow the attendees to access google maps to know about their whereabouts and to precisely get the location of the next seminar. 4.3 The system should allow the attendees to access a pdf file of local area map to assist them with the on-campus building location in a much easier way.
	Presentation download	5.1 The system should allow the organizers to upload the presentations 5.2 The system should allow the attendees to access and download the material presented in seminar. It can be really helpful for their future reference.
	Notification	6.1 The system should allow the organizers to enter a push notification

		<p>6.2 The system should allow organizers send notifications to the the attendees about the upcoming events</p> <p>6.3 The system should allow the users to receive the notifications and look at the details</p>
Information Oriented	<ol style="list-style-type: none"> 1. The system should maintain 4 types of users: Attendees, Speakers, Sponsors & Organisers. 2. The system should maintain all its data in private database 3. The system should maintain the information about the schedule of the event 4. The system should maintain all sponsors and Speakers' information in its database 5. The system should give real time information if necessary about any updates or changes in schedule 6. The system should have all the presentations by the speakers 7. The system should store the ratings and feedbacks of the speakers given to them by the attendees. 	

Non-Functional Requirements		
Type	Description	Details
Operational	Physical and technological environment in which the system will operate	<p>1.1 The system should run on Android and iOS mobile devices</p> <p>1.2 The system will be run on hand-held devices using app or otherwise.</p>
Performance	Capacity, Speed and Availability of the system	<p>2.1 The system should support multiple users at the same time from across the world.</p> <p>2.2 The system should be available to use 24X7</p> <p>2.3 The system should not take more than 5 secs to access the app</p> <p>2.4 The system should support more than 1000 users, at a specific region, to use at the same time</p> <p>2.5 The system should send information between the users within 2 secs.</p> <p>2.6 Google map incorporated within the system will provide exact location of the attendee</p>
Security	Secure accessibility of the system	<p>3.1 The system allow only registered attendees to see the information provided within the app.</p>

		<p>3.2 The system will allow only the data manager of the app to see confidential information of the sponsors and the speakers</p>
Cultural and political	Cultural and political factors influencing the system	<p>4.1 The system will provide services for people in this region regardless of their country of origin</p> <p>4.2 All the information within the system will be protected in compliance with the data protection app.</p> <p>4.3 Since the medium of seminar will be English, all the information will be presented in that language.</p> <p>4.4 The system will display University's logo and follow similar color combinations.</p> <p>4.5 No specific political concerns related to this system</p>

Use Cases

1. User will be able to see the the schedule of the event.		
Use Case Name: User sees schedule	ID: 1	Importance Level: High
Primary Actor: User		
Short Description: This describes how user will see schedule of the event using the mobile app		
Trigger: When user opens the app		
Type: External		
Major Steps Performed <ul style="list-style-type: none"> • User opens the app on his/her phone • Goes to the menu and selects the event schedule tab 		Information for Steps <ul style="list-style-type: none"> • Phone menu • Event Schedule

Input	Source	Output	Destination
Mobile App	Mobile Phone	Access to app	User
		Event Schedule	User

2. Users will be able to see the speakers and their information.		
Use Case Name: User sees speaker & their information	ID: 2	Importance Level: High
Primary Actor: User		
Short Description: This describes how user will see the speaker information and their information using the mobile app		
Trigger: When user opens the app on the phone Type: External		
Major Steps Performed <ul style="list-style-type: none"> • User opens the app on his/her mobile phone • Goes to the menu and selects speakers • Selects an individual speaker from the list 		Information for Steps <ul style="list-style-type: none"> • Mobile Menu • List of menu buttons • List of speakers

Input	Source	Output	Destination
Mobile App	Mobile phone	Access to app	User
		App menu	Database

		List of speakers	Speaker Datastore
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3. Users will be able to share photos in the Photo Gallery.		
Use Case Name: User can share photos in the app	ID: 3	Importance Level: High
Primary Actor: User		
Short Description: This describes how user will share the photos taken by him/her in the app with other users		
Trigger: When user opens the app on his/her phone		
Type: External		
Major Steps Performed <ul style="list-style-type: none"> • User opens the camera app on his/her mobile phone • User takes photos with his camera on his/her mobile phone • Goes to menu and selects gallery tab • Uploads the photos onto the app 		Information for Steps <ul style="list-style-type: none"> • Mobile Menu • Mobile Menu • Mobile Datastore

Input	Source	Output	Destination
Mobile App	Mobile Menu	Access to app	User
Take Photos	Mobile Storage	App menu	Database
		Upload photos	Datastore

4. They will also be able to see the sponsors and their information.		
Use Case Name: User sees sponsors & their information	ID: 4	Importance Level: High
Primary Actor: User		
Short Description: This describes how user will see the sponsor and their information using the mobile app		
Trigger: When user opens the mobile app Type: External		
Major Steps Performed <ul style="list-style-type: none"> • User opens the Mobile App • Goes to the menu and selects sponsors 		Information for Steps <ul style="list-style-type: none"> • Mobile Menu

<ul style="list-style-type: none"> • Selects an individual sponsor from the list and sees his information 	<ul style="list-style-type: none"> • List of menu buttons • List of speakers
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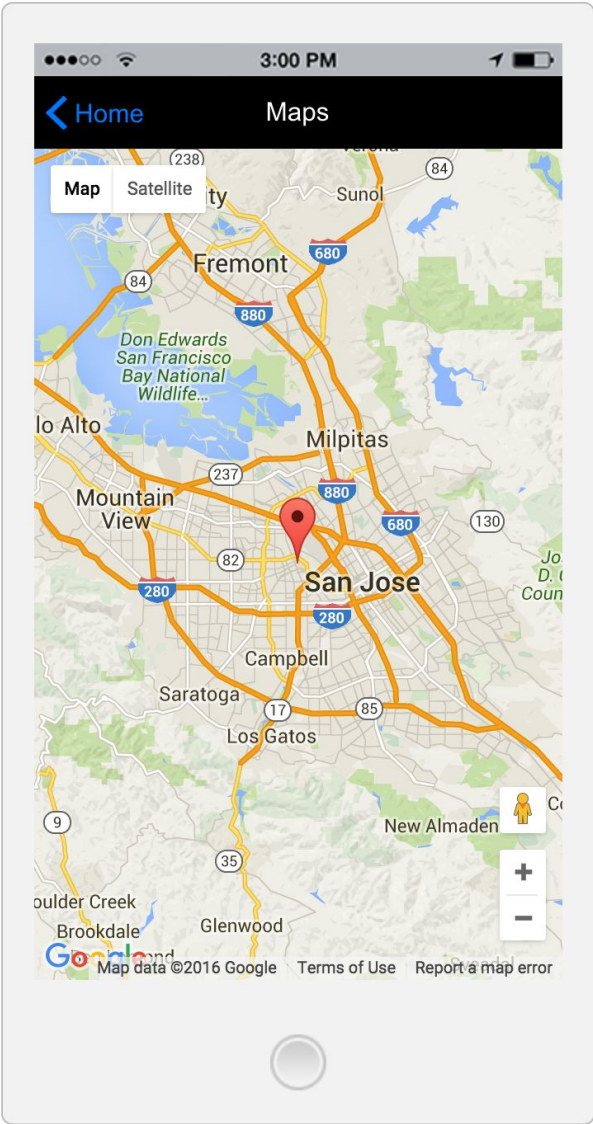
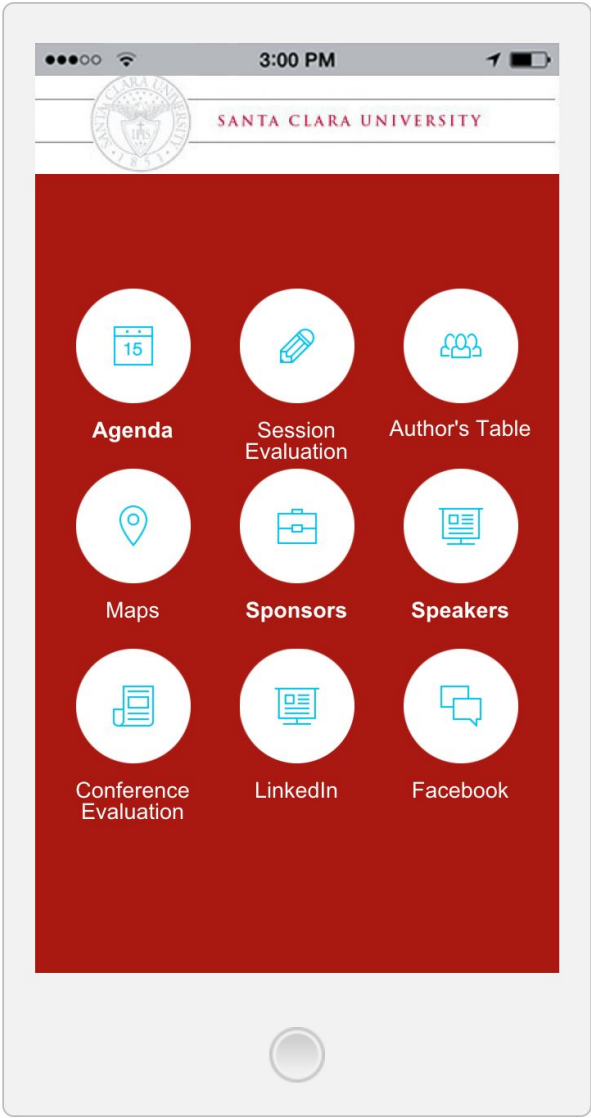
Input	Source	Output	Destination
Mobile App	Mobile Menu	Access to app	User
		App menu	Database
		List of sponsors	Sponsor Datastore

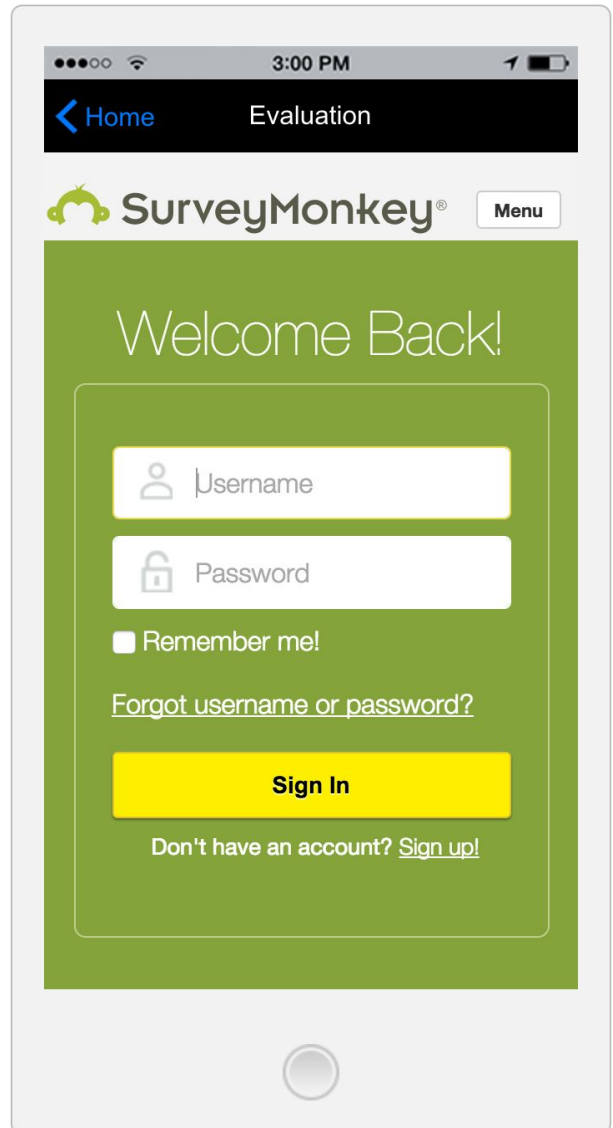
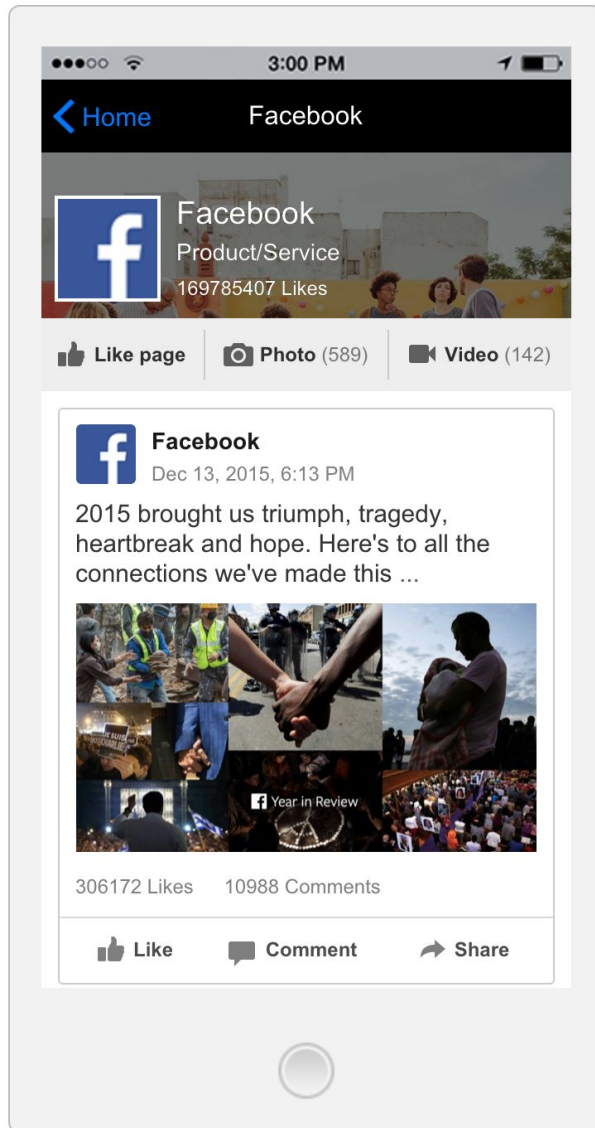
5. Users can give feedback for the event.		
Use Case Name: User can give feedback for the event	ID: 5	Importance Level: High
Primary Actor: User		
Short Description: This describes how user will give feedback for the event		
Trigger: When user opens the App on mobile phone		
Type: External		

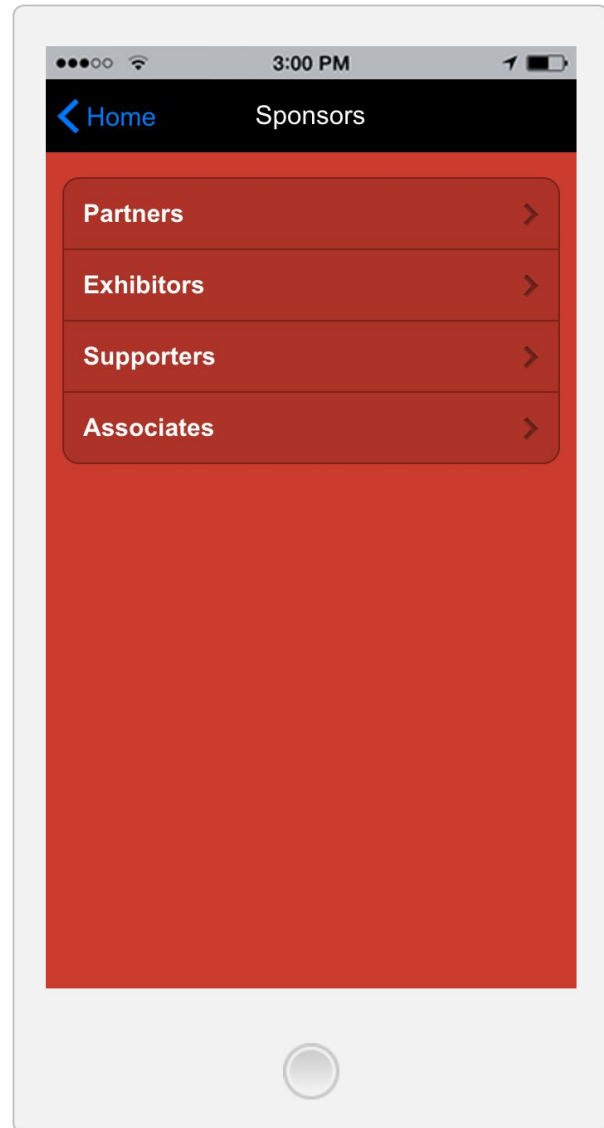
Major Steps Performed	Information for Steps
<ul style="list-style-type: none"> • User opens the Mobile App • Goes to menu and selects feedback tab • This will take them to the feedback website “survey monkey” • The event attendee will then fill the survey and post it on the website. 	<ul style="list-style-type: none"> • Mobile Menu • Menu Items • url stored in the app • Inputs from the user

Input	Source	Output	Destination
Mobile App	Mobile Menu	Access to app	User
Feedback	User	App menu	Database
		Feedback	Event Organizer

App User Interface Prototype







Datastores

A data store represents the storage of persistent data required and/or produced by the process.

	Datastore name	Description	Data Structures Stored
1	Conference Evaluation	External (To be accessed and maintained)	<ul style="list-style-type: none">• Evaluator Name• Address• Email address• Phone no• Overall Conference rating,• Overall Conference Review• Suggestions• Technical relevance• Best Topics covered
2	Session Evaluation	External (To be accessed and maintained)	<ul style="list-style-type: none">• Evaluator Name• Address• Email address• Phone no• Overall Session rating,• Overall Session Review

			<ul style="list-style-type: none"> • Technical relevance • Feedback • Suggestions for additional Technical coverage
3	Push Notifications	External (To be created, accessed and maintained)	<ul style="list-style-type: none"> • Notification Header • Notification Message Details • List of recipients • Time stamp of release

Possible Issues

Issues that may arise and would require additional assistance from the designated professor:

- **Networking:** making sure every user is connected to the app and are able to communicate with the other effectively.
- **Social:** Another aspect is whether the users will welcome this app and can it really solve the problem. We would like to host this app online and see their effects.
- **Scaling up as required:** After hosting this app, we would want to make sure it is scalable as and when required.

Required Project Guidance

We are We will need major guidance about mobile app development, so that we can make effective application on both platforms. We would also need guidance about protocols like HTTP, TCP, POP, etc. for data transfer between two devices. Software Development Lifecycle,would be another important thing for our project for which we would be needing assistance in addition to managing databases.

Education & Training

Key concepts that we learnt from the courses below will be helpful to us in the capstone project:

Coursework	Learnings
System Analysis & Design	Concepts related to system development lifecycle like development methodology, creating use cases, data flow diagrams and designing the user interface.
Object Oriented Analysis and Design	Concepts such as Abstraction, Inheritance, Encapsulation etc. in creating an optimal code for the application. Will be helpful in learning both Java and Objective C required for this capstone project.

Telecommunication & Business Networks	Concepts of different protocols like http and TCP/IP, encrypted data transmission, etc.
Software Project Management	Concepts of system design architecture, requirements gathering, project management and MS project.
Information System Policies and Strategies	Concepts like designing the business model, Porter's Five Force Analysis and SWOT Analysis.

Team Charter

Objectives

As a Capstone Design Project team, our objective is to apply classroom techniques to the real world setting and gain knowledge in the areas we have not delved into. Our work-experience, relevant coursework and passion for learning will help us build a working prototype to demonstrate the roommate matching algorithm through a website. During our capstone project we plan on having a team structure that is conducive to learning and growth. This structure will include, but is not limited, to the following tenets:

- All team members are equal
- Each team member's opinion will be thoughtfully considered
- Each team member will follow through on all commitments

- Each team member will assess whether fellow team members are honoring their commitment to these tenets
- Each team member will be open in their thoughts and concerns pertaining to the project and team health

Team Process Management

1.1 Team Meetings

Agenda	
<ul style="list-style-type: none"> • Identify the topics to be discussed • Prepare the agenda before the meetings • Allocate sufficient time to each agenda item 	
Code of Conduct	
Do's	Dont's
<ul style="list-style-type: none"> • Arrive on Time • Stick to the agenda • Minutes of meeting should be noted • Respect team member's opinion 	<ul style="list-style-type: none"> • Criticize others' ideas • Be overly demanding • Enforce your ideas • Violate general team protocol • Be overly dependant on others

<ul style="list-style-type: none"> • Take responsibility and ownership of your work • Take initiative • Listen to everyone • Propose solutions • Ask open-ended questions • Act professionally • Proof read everything before submitting 	
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1.2 Decision Making Procedure

Team members will make decisions by consensus, but majority will rule if timely consensus is not reached, in case of any conflict, they should reach out to Professor Haibing Lu.

1.3 Team Communication

Team members will speak respectfully to each other; will not talk down to each other; will positively recognize and will thank each other for team contributions. The main methods of communication will be via emails, phone communications, and instant messaging services.

Documents related to the project will be made available on the Google shared drive. Additionally, regular team meetings will be conducted in which project deliverables will be decided. Team members should keep their advisor informed of project progress and/or any hurdles faced.











1.4 Reporting

The team will store all documents in Google Drive. Weekly reports will be created and stored in the Google Drive folder. The ownership for creating weekly report will be on rotation basis in order- Ritul, Bhaumik, Praneesha. An email will be sent to Prof. Haibing Lu with the link to the weekly report. Individual reports will be created every two weeks by all the team members and stored in Google Drive.

1.5 Team Weekly Meeting Schedule

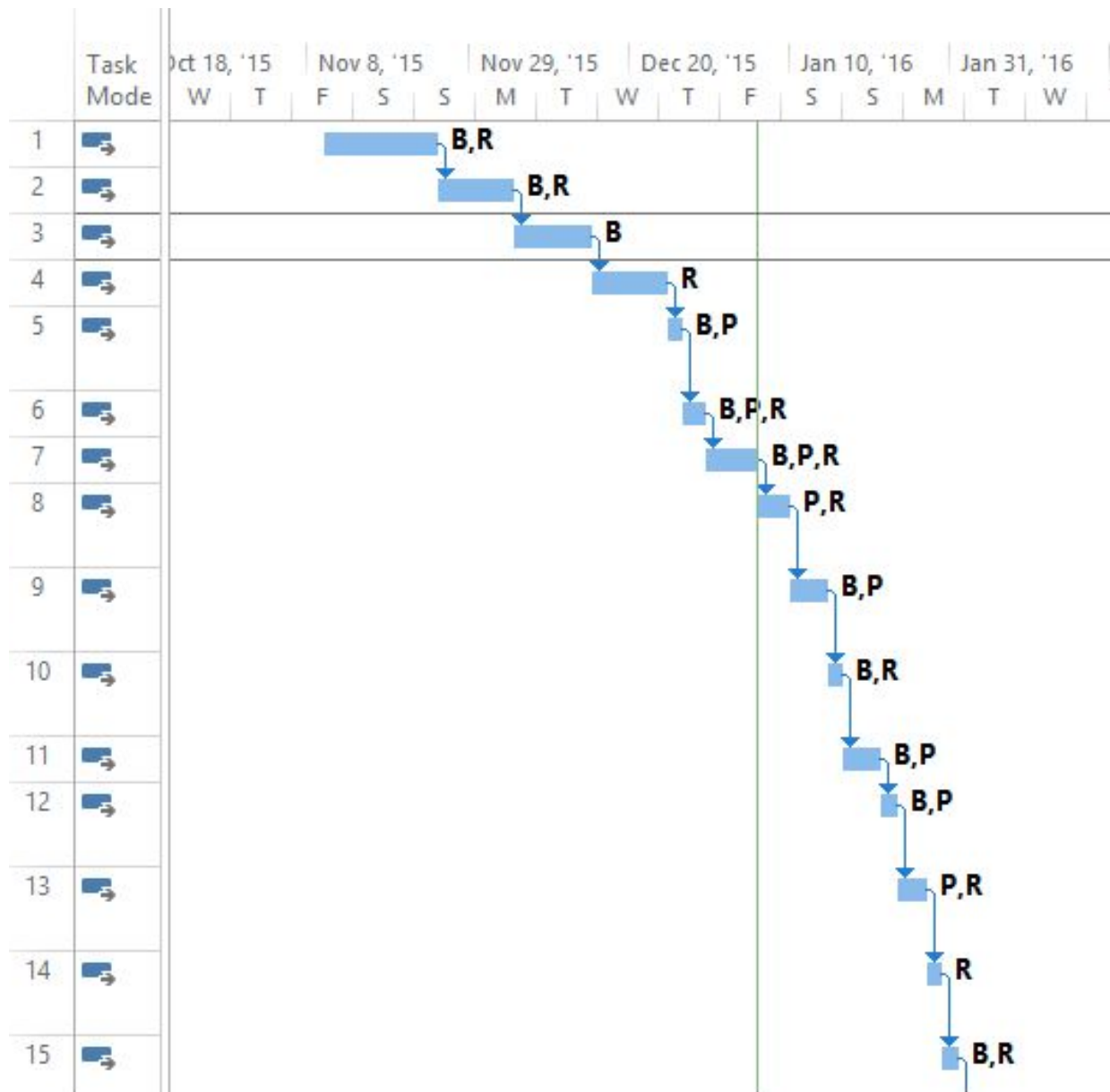
Days of Meeting	Hours of Meeting	Platform of Meeting
Monday	8pm - 10pm	Google Hangouts
Tuesday	4:45pm - 5:45pm(Meeting with Professor Lu)	Lucas Hall
Wednesday	8pm - 10pm	Google Hangouts
Thursday	4:45pm - 5:45pm	Lucas Hall
Friday	8pm - 10pm	Google Hangout
Saturday	11am - 3pm	Lucas Hall

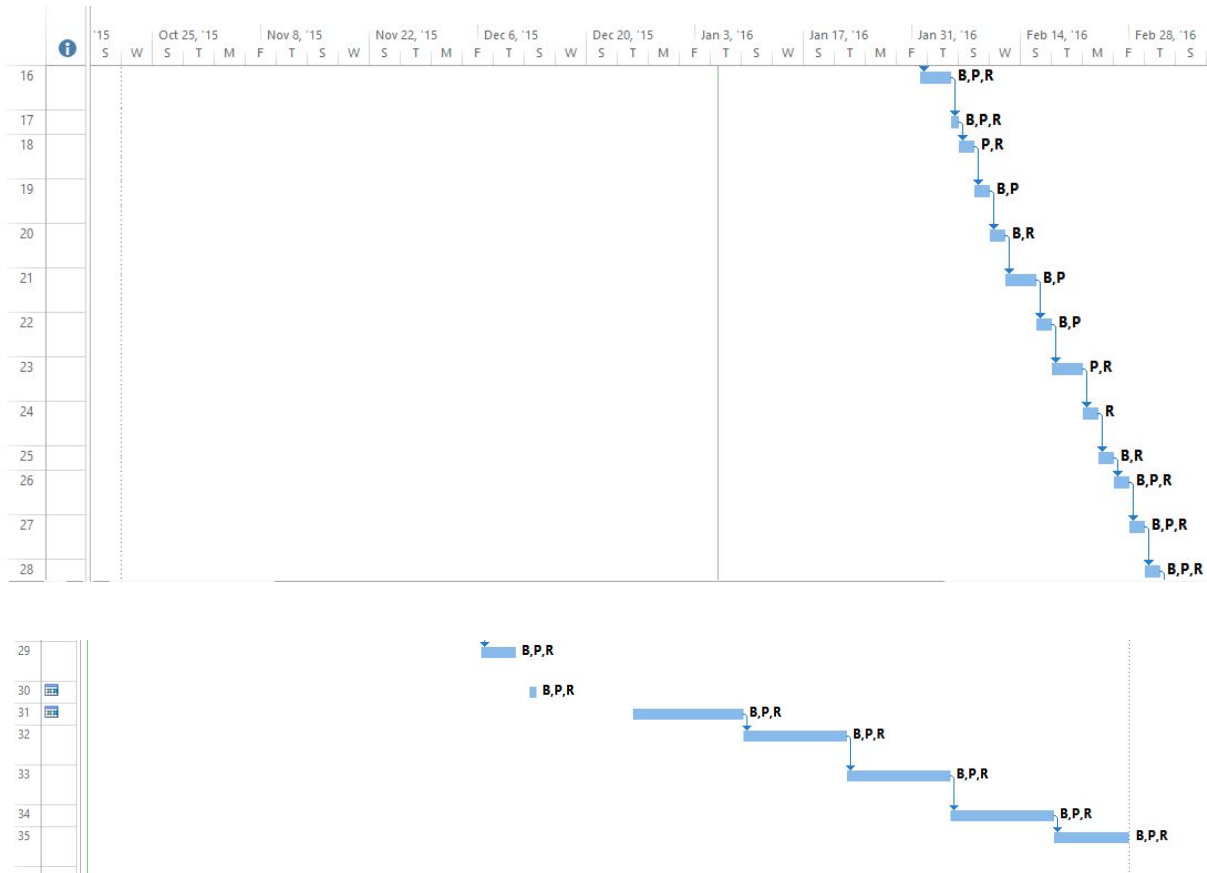
Project Team Timeline

		Task Mode ▾	Task Name ▾	Duration ▾	Start ▾	Finish ▾	f ▾	Resource Names
1			Requirements Elicitation	15 days	Tue 11/10/15	Tue 11/24/15		Bhaumik,Ritul
2			Requirements Definition	10 days	Wed 11/25/15	Fri 12/4/15	1	Bhaumik,Ritul
3			Use Cases	10 days	Sat 12/5/15	Mon 12/14/15	2	Bhaumik
4			UI Prototype	10 days	Tue 12/15/15	Thu 12/24/15	3	Ritul
5			Creation of Project Timeline	2 days	Fri 12/25/15	Sat 12/26/15	4	Bhaumik,Praneesha
6			Review Project Proposal	3 days	Sun 12/27/15	Tue 12/29/15	5	Bhaumik,Praneesha,Ritul
7			Architecture	7 days	Wed 12/30/15	Tue 1/5/16	6	Bhaumik,Praneesha,Ritul
8			Develop and test. Module 1-page. Creation-Android	4 days	Wed 1/6/16	Sat 1/9/16	7	Praneesha,Ritul
9			Develop and test. Module 2-Content Writing. Module-Android	5 days	Sun 1/10/16	Thu 1/14/16	8	Bhaumik,Praneesha
10			Develop and Test Module 3 - Banner and logo installation - Android	2 days	Fri 1/15/16	Sat 1/16/16	9	Bhaumik,Ritul
11			Develop and Test Module 4 - Push N	5 days	Sun 1/17/16	Thu 1/21/16	10	Bhaumik,Praneesha
12			Develop and Test Module 5 - Connection to notification server - Android	2 days	Fri 1/22/16	Sat 1/23/16	11	Bhaumik,Praneesha
13			Develop and Test Module 6 - Media download module (Seminar Material) - Android	4 days	Sun 1/24/16	Wed 1/27/16	12	Praneesha,Ritul
14			Develop and Test Module 7 - Survey Monkey integration module - Android	2 days	Thu 1/28/16	Fri 1/29/16	13	Ritul
15			Develop and Test Module 8 - Social media linking module - Android	2 days	Sat 1/30/16	Sun 1/31/16	14	Bhaumik,Ritul

		Task Mode ▾	Task Name ▾	Duration ▾	Start ▾	Finish ▾	F ▾	Resource Names ▾
16			Integration and Test Module - All modules - Android	4 days	Mon 2/1/16	Thu 2/4/16	15	Bhaumik,Praneesha,Ritul
17			Publish on Google Play Store	1 day	Fri 2/5/16	Fri 2/5/16	16	Bhaumik,Praneesha,Ritul
18			Develop and Test Module 1 - Page Creation - iOS	2 days	Sat 2/6/16	Sun 2/7/16	17	Praneesha,Ritul
19			Develop and Test Module 2- Content Writing Module - iOS	2 days	Mon 2/8/16	Tue 2/9/16	18	Bhaumik,Praneesha
20			Develop and Test Module 3 - Banner and logo installation - iOS	2 days	Wed 2/10/16	Thu 2/11/16	19	Bhaumik,Ritul
21			Develop and Test Module 4 - Push Notifications Module - iOS	4 days	Fri 2/12/16	Mon 2/15/16	20	Bhaumik,Praneesha
22			Develop and Test Module 5 - Connection to notification server - iOS	2 days	Tue 2/16/16	Wed 2/17/16	21	Bhaumik,Praneesha
23			Develop and Test Module 6 - Media download module (Seminar Material) - iOS	4 days	Thu 2/18/16	Sun 2/21/16	22	Praneesha,Ritul
24			Develop and Test Module 7 - Survey Monkey integration module iOS	2 days	Mon 2/22/16	Tue 2/23/16	23	Ritul
25			Develop and Test Module 8 - Social	2 days	Wed 2/24/16	Thu 2/25/16	24	Bhaumik,Ritul
26			Integration and Test Module - All modules - iOS	2 days	Fri 2/26/16	Sat 2/27/16	25	Bhaumik,Praneesha,Ritul
27			Verify the checklist of iOS standards and guidelines	2 days	Sun 2/28/16	Mon 2/29/16	26	Bhaumik,Praneesha,Ritul
28			Publish on iOS app store	2 days	Tue 3/1/16	Wed 3/2/16	27	Bhaumik,Praneesha,Ritul

29			Download both apps and test on all possible devices	5 days	Thu 3/3/16	Mon 3/7/16	28	Bhaumik,Praneesha,Ritul
30			Final Release	1 day	Thu 3/10/16	Thu 3/10/16		Bhaumik,Praneesha,Ritul
31			Learning Android scripting	16 days	Fri 3/25/16	Sat 4/9/16		Bhaumik,Praneesha,Ritul
32			Creation of simple apps on Android Studio	15 days	Sun 4/10/16	Sun 4/24/16	31	Bhaumik,Praneesha,Ritul
33			Learning Swift/ Objective C for iOS app development	15 days	Mon 4/25/16	Mon 5/9/16	32	Bhaumik,Praneesha,Ritul
34			Creation of simple apps for iOS	15 days	Tue 5/10/16	Tue 5/24/16	33	Bhaumik,Praneesha,Ritul
35			Final report consisting of CEPI app documentation and programming language learning	11 days	Wed 5/25/16	Sat 6/4/16	34	Bhaumik,Praneesha,Ritul





Project Team Details

1.1 Team Members:

We are a team of three MSIS graduate students-

- Bhaumik Dedhia
- Praneesha Gaddam
- Ritul Jhanwar

1.2 Contact Information

Name	SCU Email	Phone Number	SCU ID
Bhaumik Dedhia	bdedhia@scu.edu	6692386118	W1166729
Praneesha Gaddam	pgaddam@scu.edu	8329647853	W1117579
Ritul Jhanwar	rjhanwar@scu.edu	7379323706	W1170400

1.3 Team's Relevant Coursework & Background

Ritul Jhanwar	
Coursework	MSIS 2601 - Object Oriented Analysis & Design MSIS 2603 - Database Management Systems MSIS 2602 - Systems Analysis and Design MSIS 2606 - Software Project Management MSIS 2624 - E-Business & Virtualization MSIS 2355 - Operation Management
Background and learning objective	Experienced with web development and user interface design. I look forward to this project as a great opportunity to put together my previous experiences, education and technical skills as well

	as to learn the new technical and business aspects involved in developing a mobile application.
Bhaumik Dedhia	
Coursework	MSIS 2601 - Object Oriented Programming MSIS 2602 - System Analysis and Design MSIS 2603 - Database Management Systems MSIS 2605 - Computer and Business Networks MSIS 2606 - Software Project Management MSIS 2624 - E-Business and Virtualization
Background and learning objective	I have more than one year of experience in HTML5, CSS3, Bootstrap and JavaScript. Had a chance to work on live projects for web development. My objective from capstone project is to learn mobile application development. I am looking forward to learn Android Development and Objective C for iOS development.
Praneesha Gaddam	
Coursework	MSIS 2601 - Object Oriented Programming MSIS 2602 - System Analysis and Design

	<p>MSIS 2603 - Database Management Systems</p> <p>MSIS 2605 - Computer and Business Networks</p> <p>MSIS 2606 - Software Project Management</p> <p>MSIS 2624 - E-Business and Virtualization</p>
Background and learning objective	<p>Experienced Java developer and Microsoft certified HTML5 and CSS3 developer. A great chance to learn the business level management, analysis, task allotment, Mobile App development.</p>