MILESTONE-3 : Scheduling and Design

SPRINT SCHEDULE

Sprint 1(27/9/2023 - 13/10/2023):
=>Identify User Requirements
- Task 1: Identify primary users
- Task 2: Identify secondary users
- Task 3: Identify tertiary users
- Task 4: Write user stories
- Task 5: User story formatting and milestone 1 submission

Sprint 2(13/10/2023 - 27/10/2023):
=>User Interfaces
- Task 1: Create a storyboard(make a ppt/video)
- Task 2: Create low-fidelity wireframes for user stories and milestone 2 submission

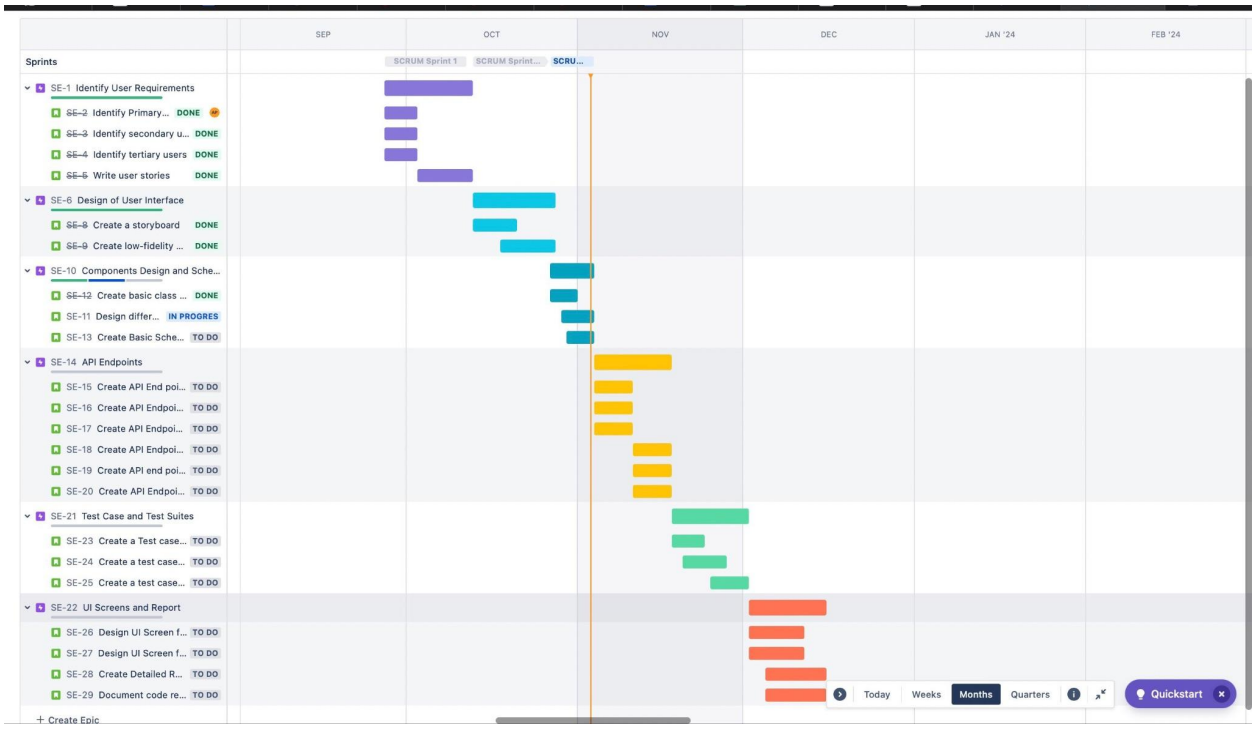
Sprint 3 (27/10/2023 - 3/11/2023):
=>Scheduling and Design
- Task 1: Create a project schedule using jira
- Task 2: Design different components based on user stories
- Task 3: Create basic class diagrams
- Task 4: Conduct initial scrum meetings
- Task 5: Document minutes of scrum meetings

Sprint 4 (**3/11/2023- 17/11/2023**):
=>API Endpoints
- Task 1: Create API endpoints for each set of users and create database schema.
- Task 2: Document API endpoints as a YAML file and submit(milestone 4)

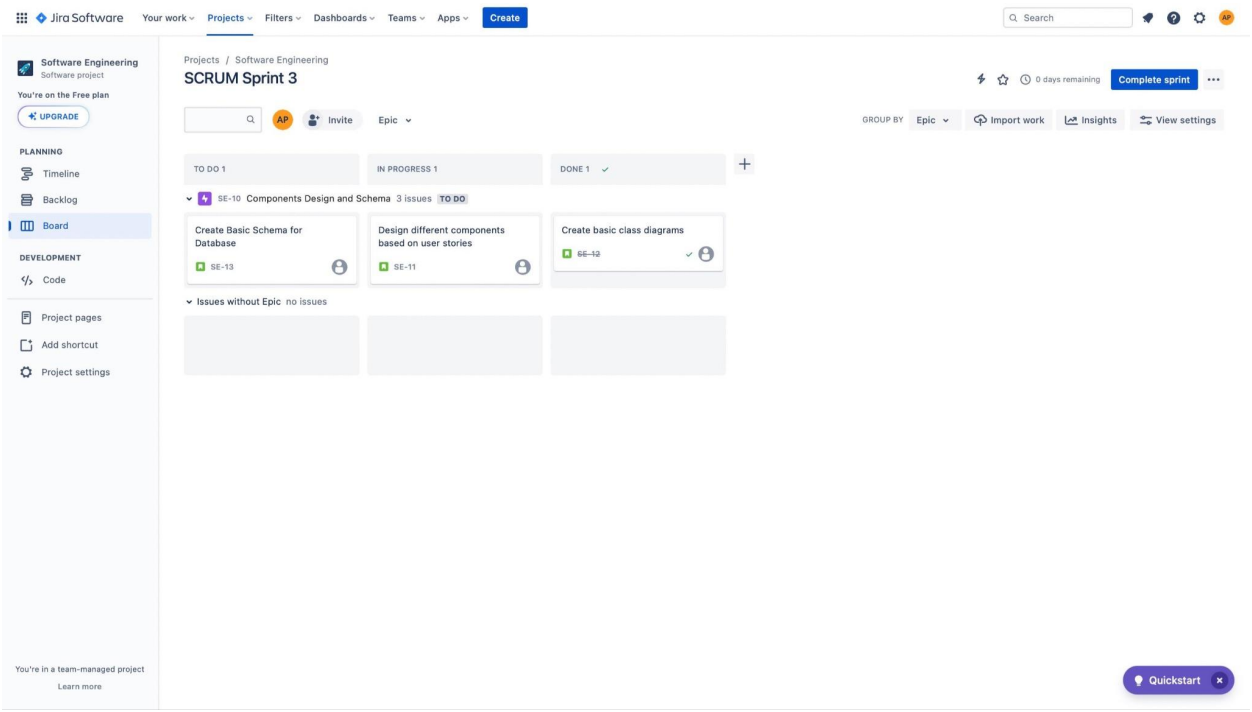
Sprint 5 (**17/11/2023 -1/12/2023**):
=> Test cases, Test suite
- Task 1: Design extensive test cases for each API endpoints
- Task 2: Document test cases for each API endpoint

Sprint 6 (**1/12/2023 - 15/12/2023**):
=> Final Submission
- Task 1: Design UI screens for each API endpoint
- Task 2: Write a detailed report on work from Milestone 1 through Milestone 5
- Task 3: Document code review, issue reporting, and tracking using screenshots
- Task 4: Prepare for the Software Engineering Project Showcase

GANTT Chart



Kanban Board



Project Scheduling Tool

In this project, We have used Jira as a Project Scheduling tool, Jira has proven to be an invaluable project scheduling and management tool. Jira's robust features and flexibility have allowed us to efficiently plan, track, and execute project tasks, ensuring that our project stays on track and on schedule.

One of the key ways we have utilized Jira is in creating and managing project timelines. We have been able to easily define project milestones and tasks, assign them to team members, and set deadlines, all within a user-friendly interface. This not only streamlines the scheduling process but also enables real-time visibility into project progress, which is essential for effective decision-making and resource allocation.

Design of Components for the Course Recommendation System

Students View - APIs:

1. Login
2. Request for recommendation of courses (given current user profile)
3. View details of offered courses (Course view)
4. Add/Edit feedback to completed courses
5. View feedback of offered courses
6. Student Dashboard (Progress view)
7. Edit Profile
8. Raise an enrollment related ticket
9. Edit/Delete an enrollment related ticket

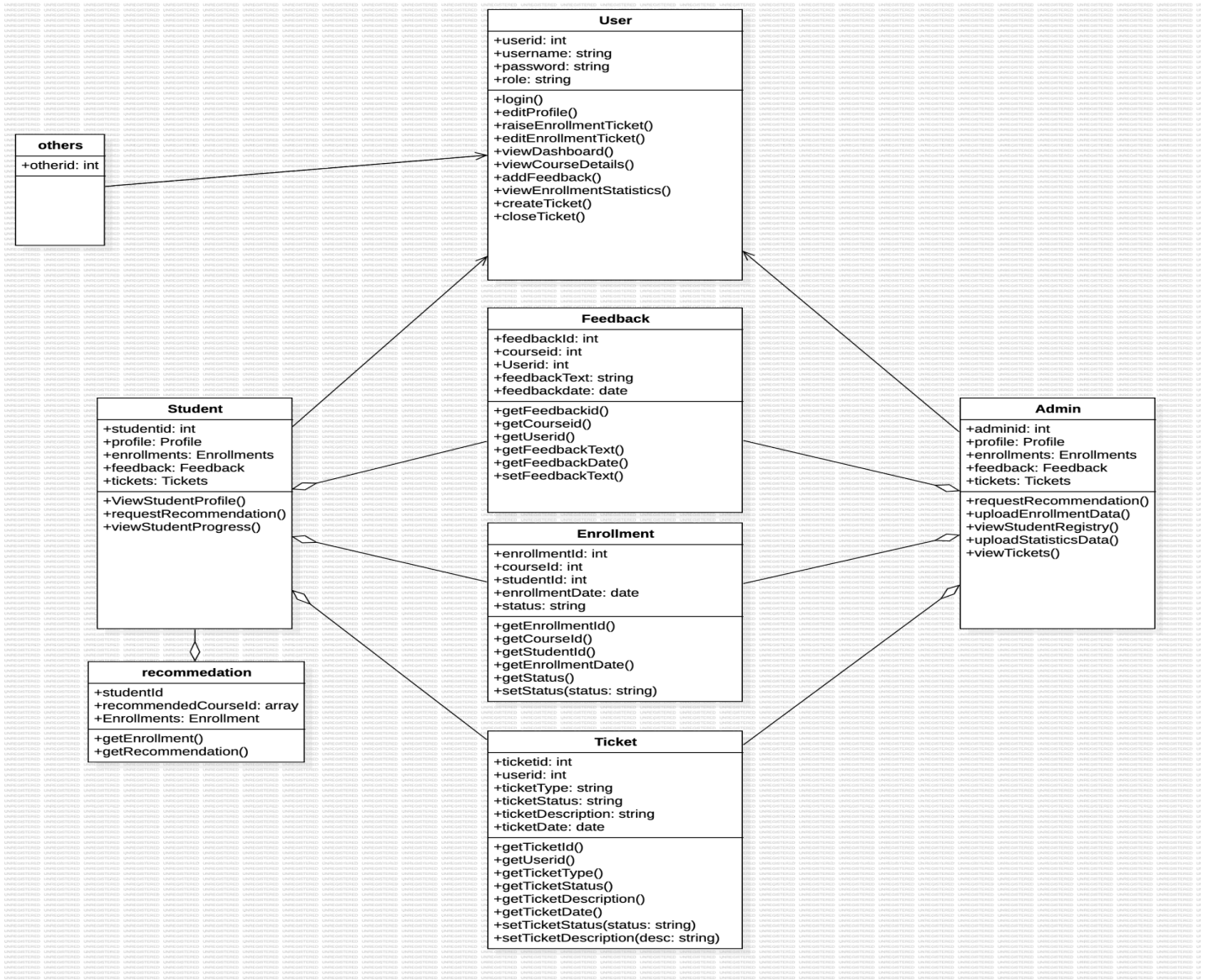
Admin View - APIs:

1. Login
2. Upload the enrollment data
3. Upload the statistics for the data
4. View the statistics of the enrollments (Enrollments dashboard)
5. View the enrollment related tickets raised
6. Close the enrollment related tickets

Others View - APIs:

1. Login
2. View Course overview (Enrollments and Analytics dashboard)
3. Edit/Update course details
4. View feedback for courses
5. View Student registry for courses
6. View Student progress

Software Design - Class Diagram



SCRUM Meetings Schedule and Minutes

SCRUM meeting: Every Wednesday and Thursday 20:00-21:30

Minutes from Sprint 1 SCRUM Meetings:

- Our team gathered to plan Sprint 1, focusing on identifying user requirements. Tasks included identifying primary, secondary, and tertiary users, writing user stories, and formatting them for milestone 1 submission.
- Each member contributed about 3 to 4 user stories during this meeting.
- all the user stories were reviewed, and the final refined/filtered document was submitted.

Minutes from Sprint 2 SCRUM Meetings:

- In this meeting we focused on creating Storyboard and wireframes.
- storylines for our storyboard were discussed during this meeting, each team member provided 1 - 2 storylines. For the final draft we chose 3 storylines(one for each users), contributed by Kirupa Krishan
- Wireframe for each user was created by Vamsi using Uizard
- storyboard and wireframes were reviewed, clubbed together in a single file and then submitted.

Minutes from Sprint 3 SCRUM Meetings:

- In this meeting we focused on scheduling and design. We discussed extensively about how the whole application timeline should be structured and scheduled. Considering the discussed elements, we divided the tasks among team members.
- Design components and Class diagram was handled by Srivinay Sridhar
- Sprint Scheduling and SCRUM meeting was done by Pramoth
- Gantt chart and other scheduling, refinement jobs were done by Asswin Karuppaiah.
- The final draft was reviewed by all our team members and submitted.