**Union and Draw School**

Comp 3322 - Software Engineering

Final Project Report

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INTRODUCTION

A brief description of the website that we did.

1.1 Requirements Analysis

1.1.1 Context of the project.

Discuss the scope of the project here..

1.1.2 Explain the need and how this project will address it?

What customer needs. How do you address those needs?

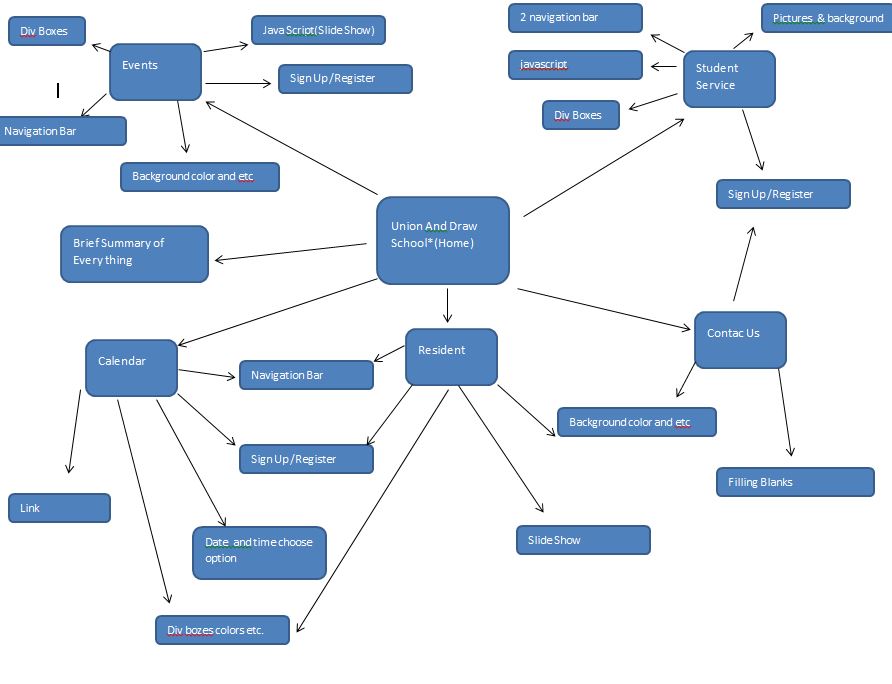
2 PROJECT ORGANIZATION

2.1 Software Process Model

 We selected Software **Prototyping Process model** for our website project. It went The advantages of using Prototype model in our project were: We could better understand requirements for user functionality, and interface, since we can actually going into final development stage. It enabled us to add

3 PROJECT MANAGEMENT PLAN

3.1



3.2 Assignments

Who worked on which part.

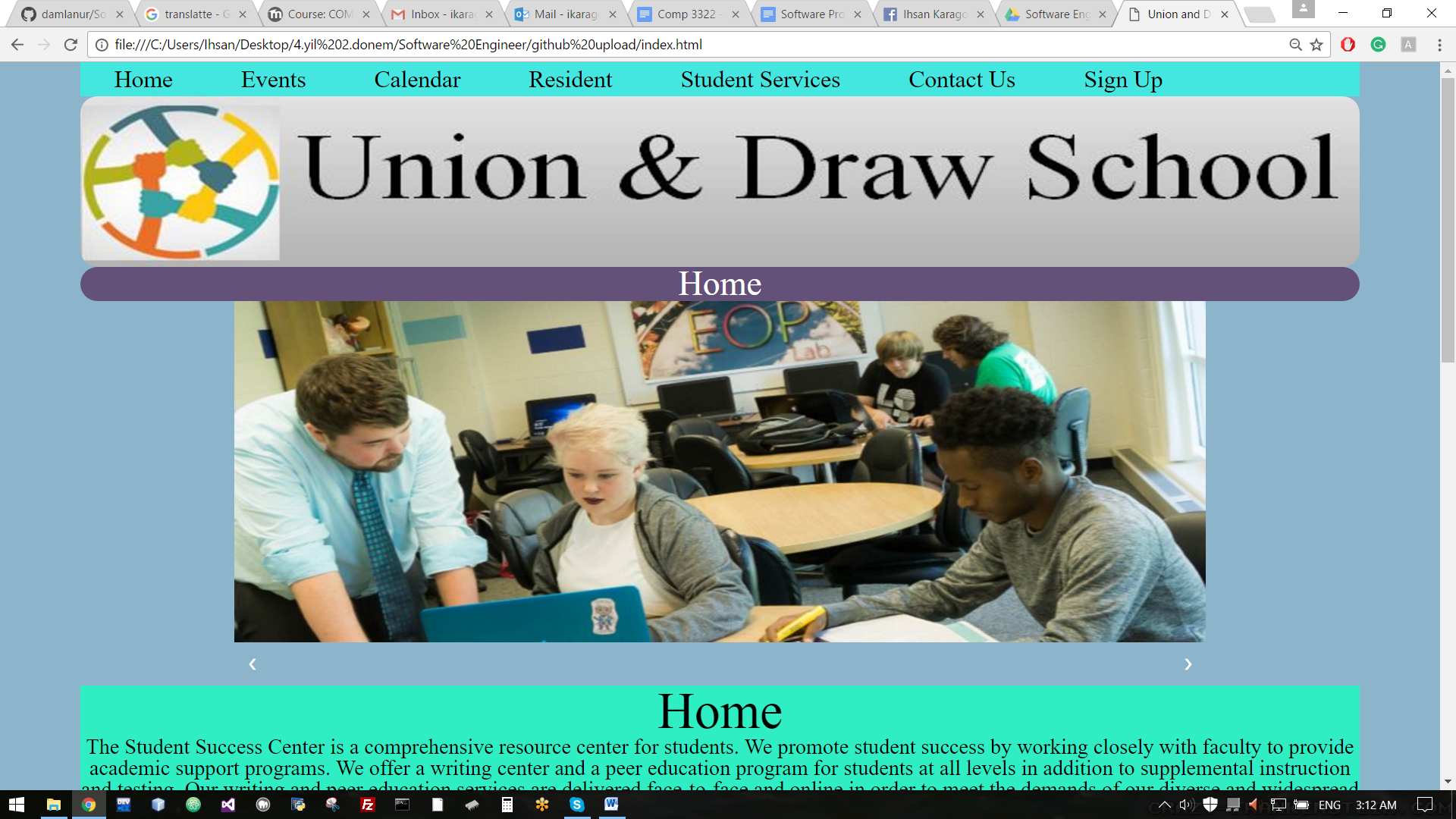
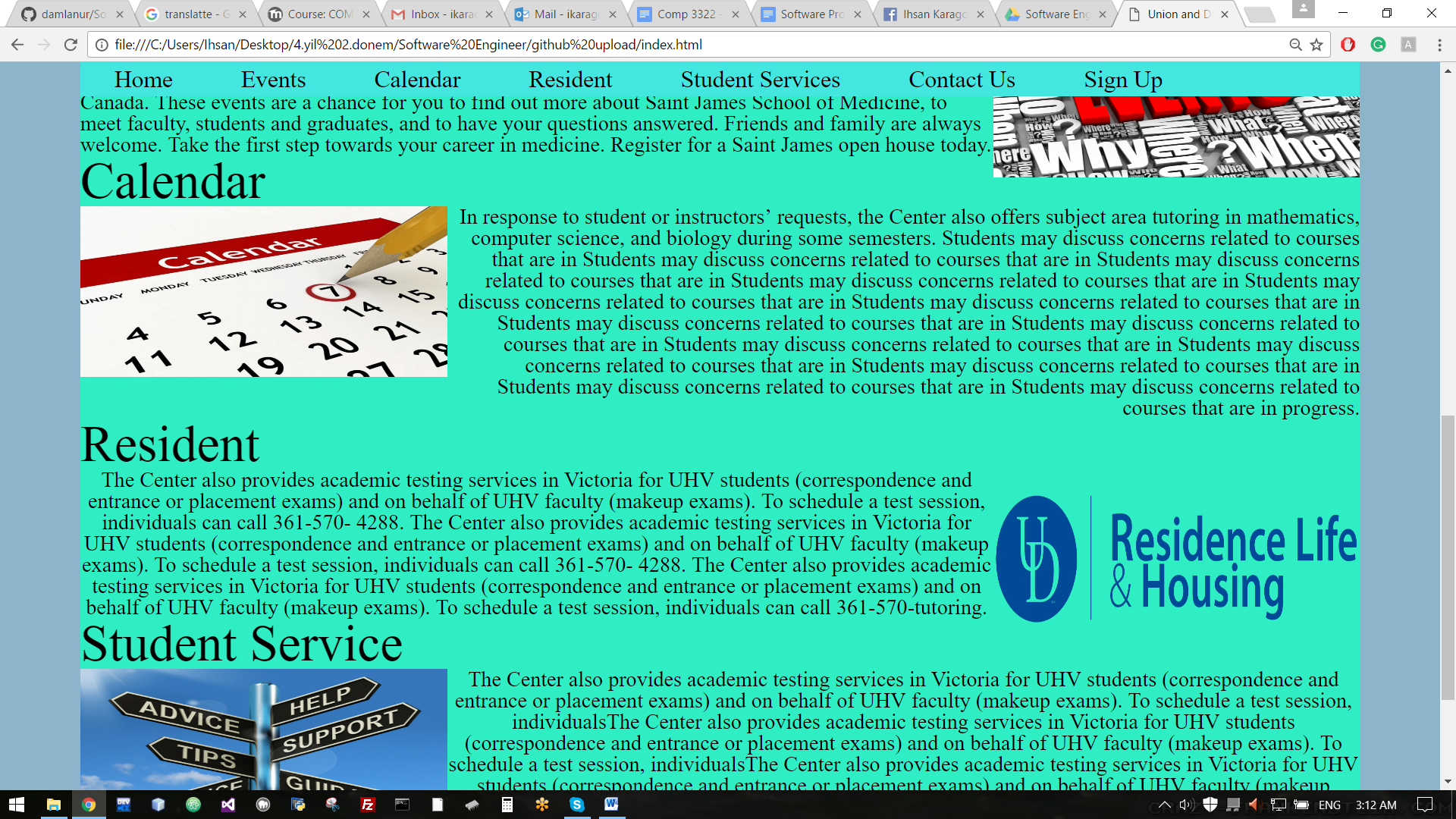
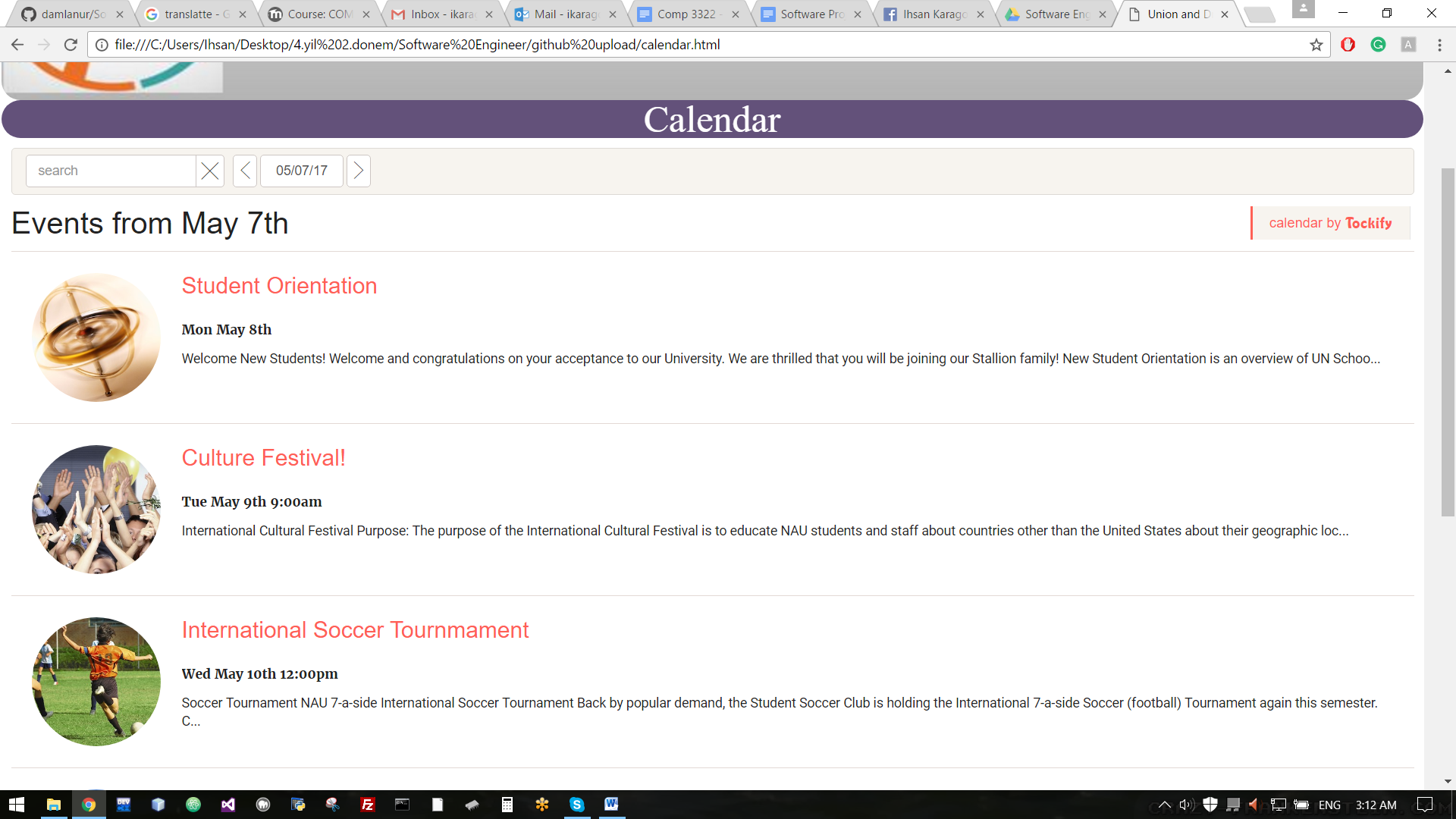
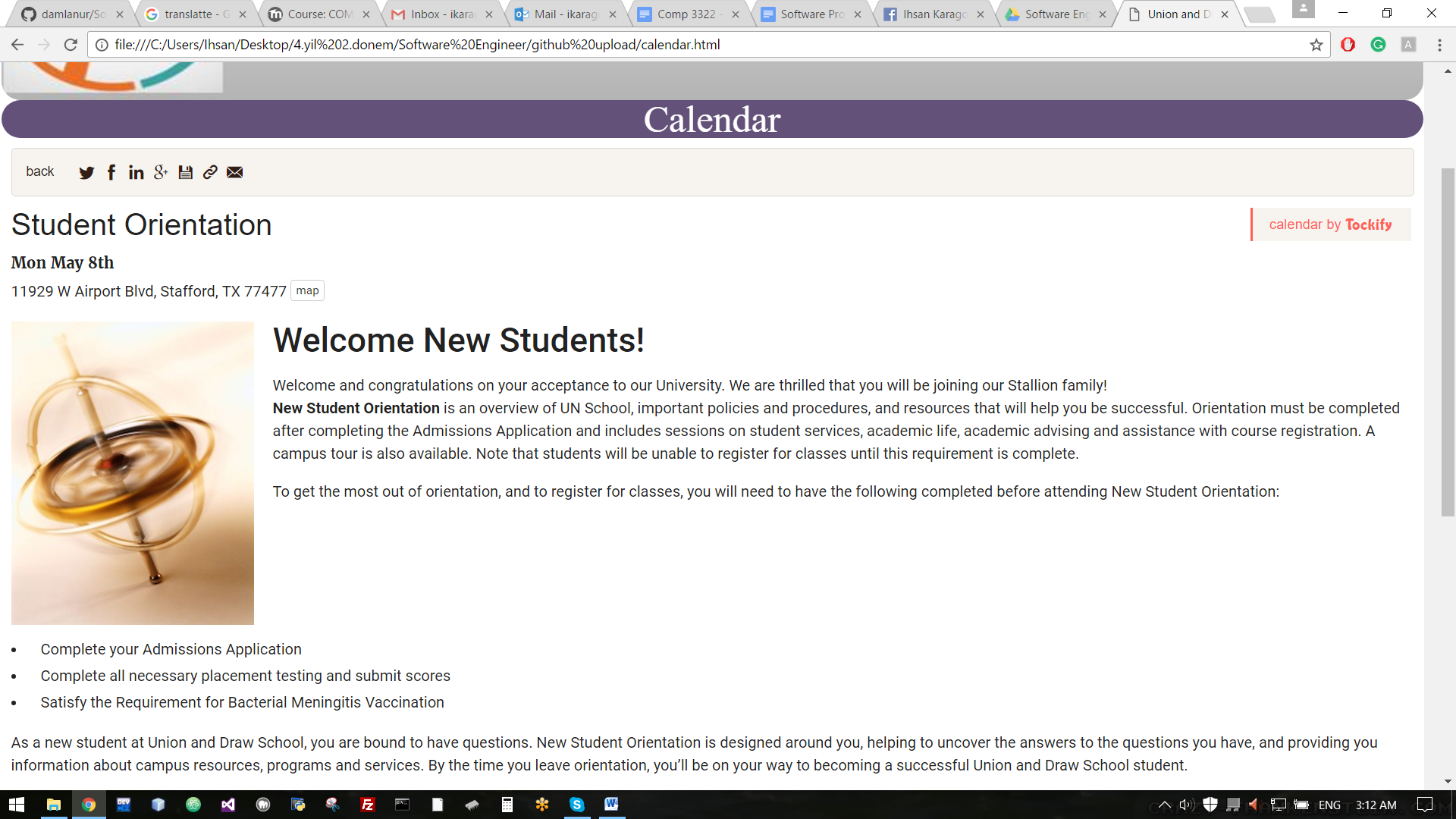
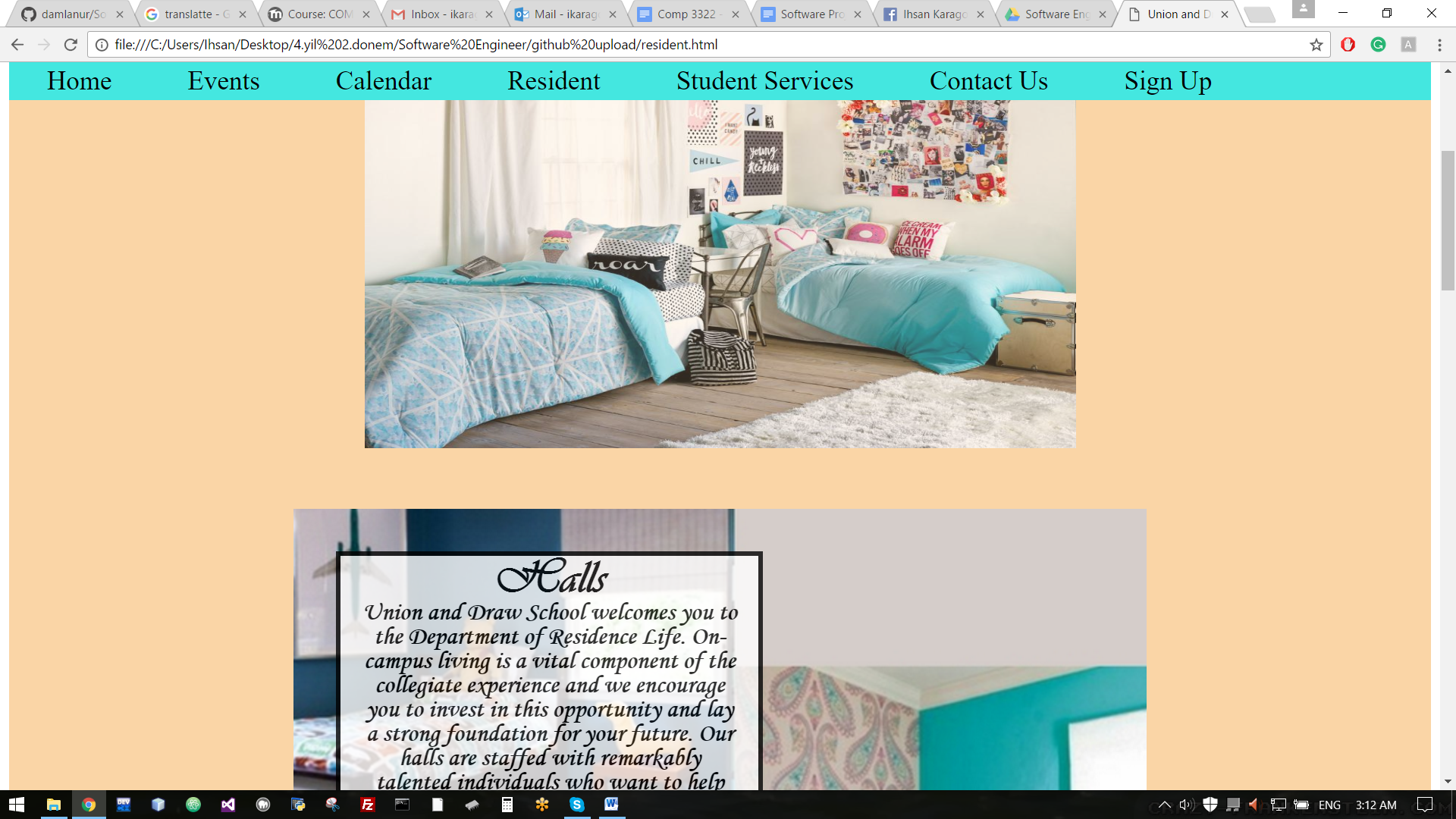
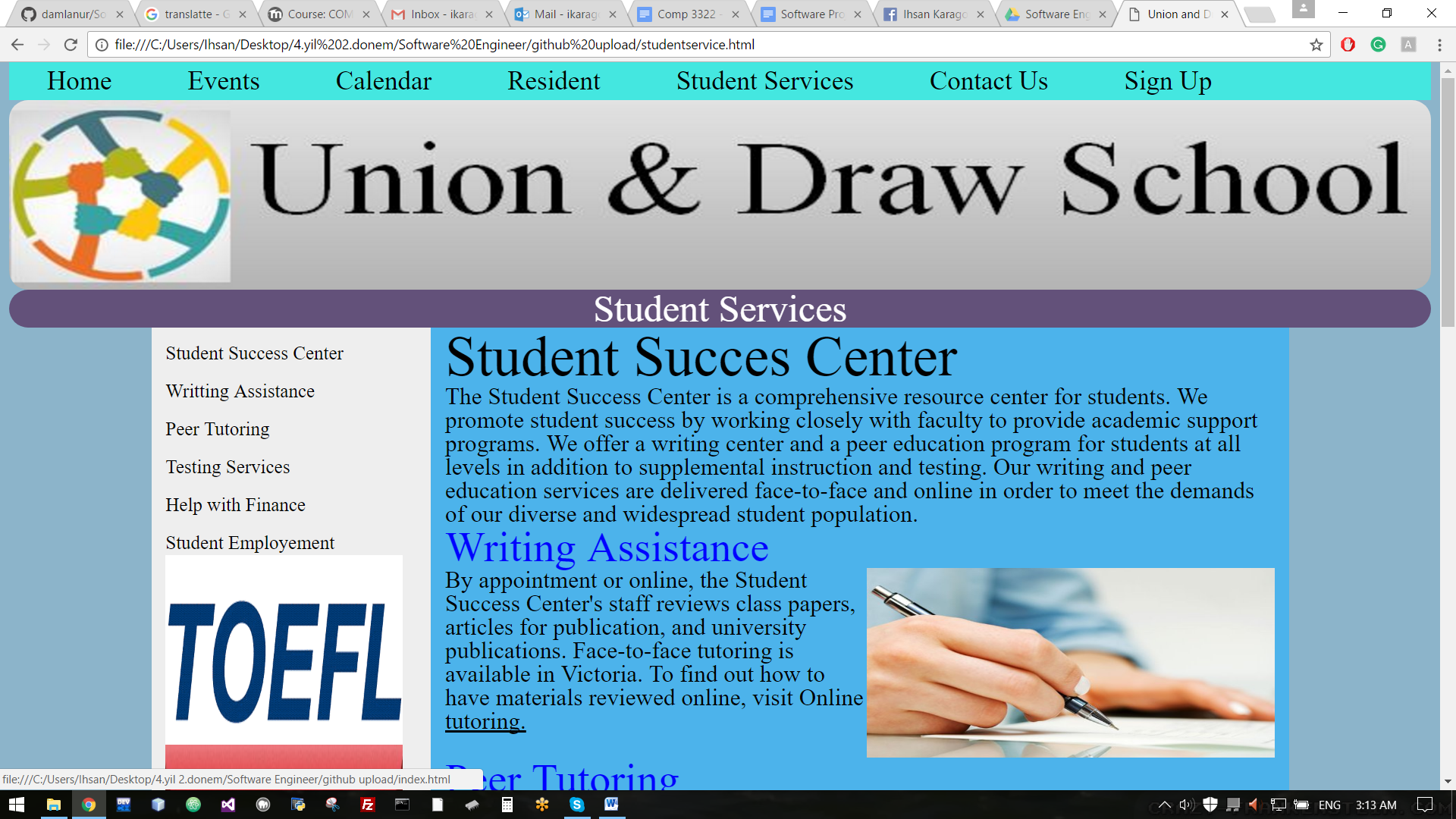
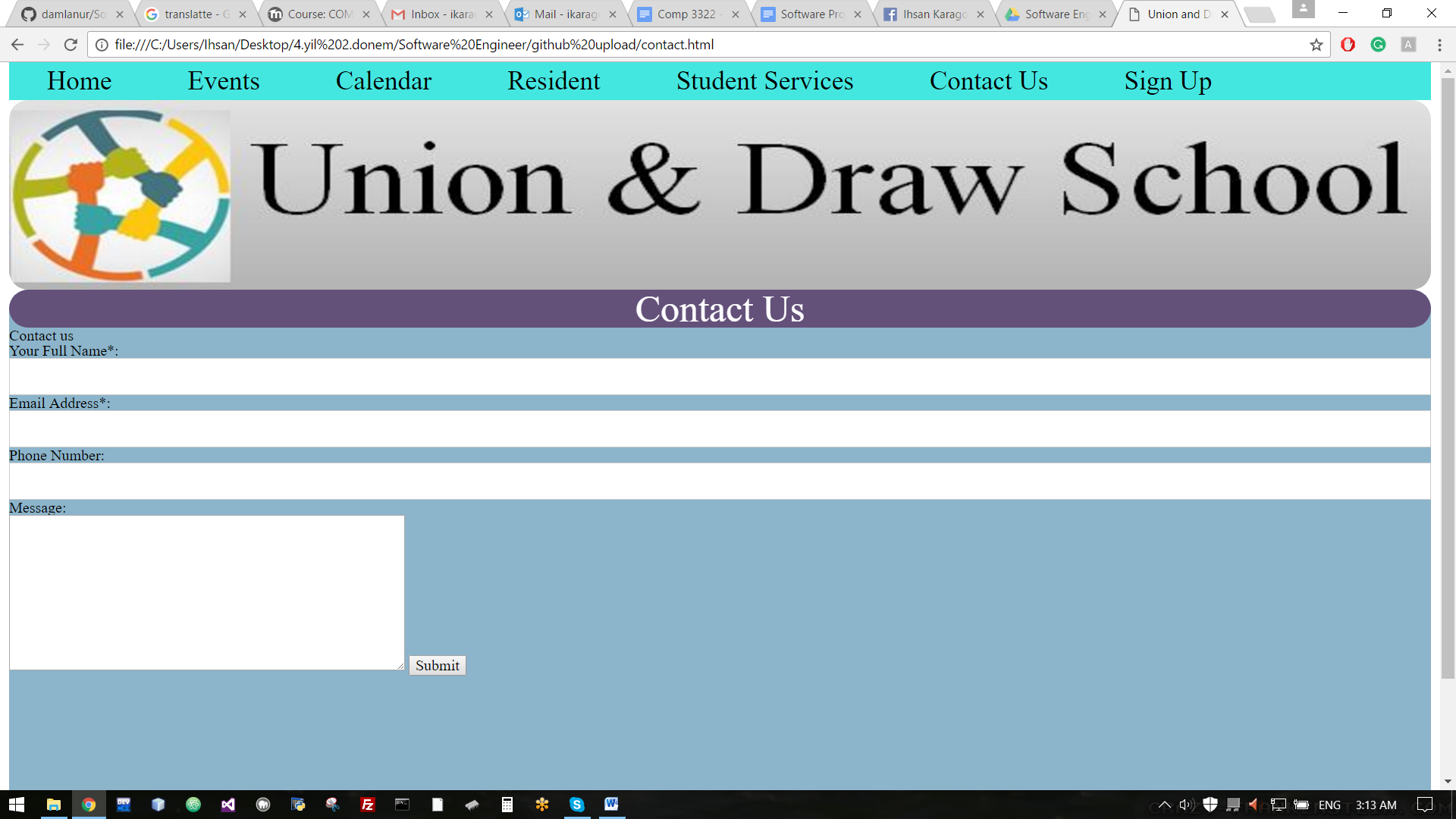
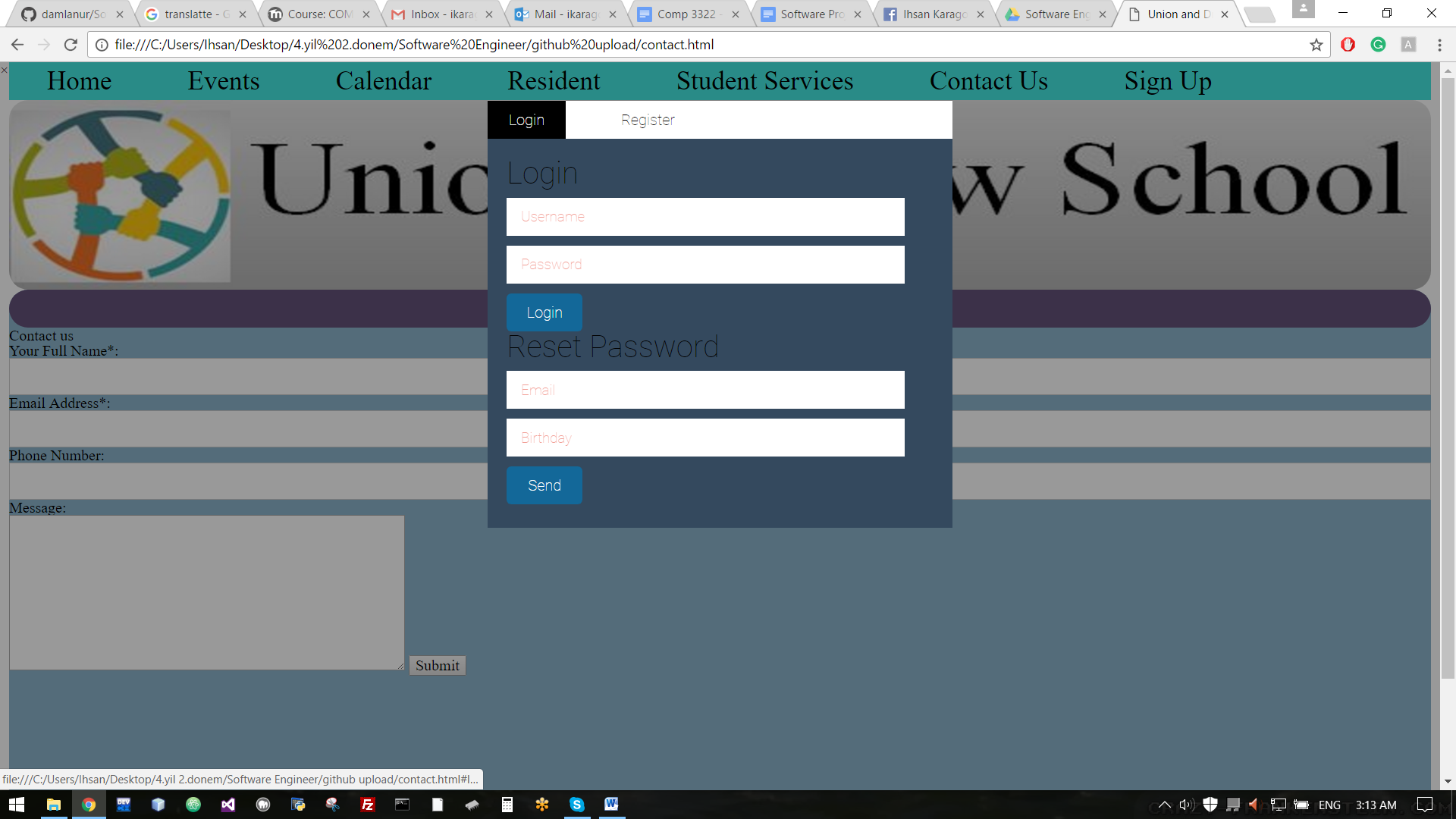
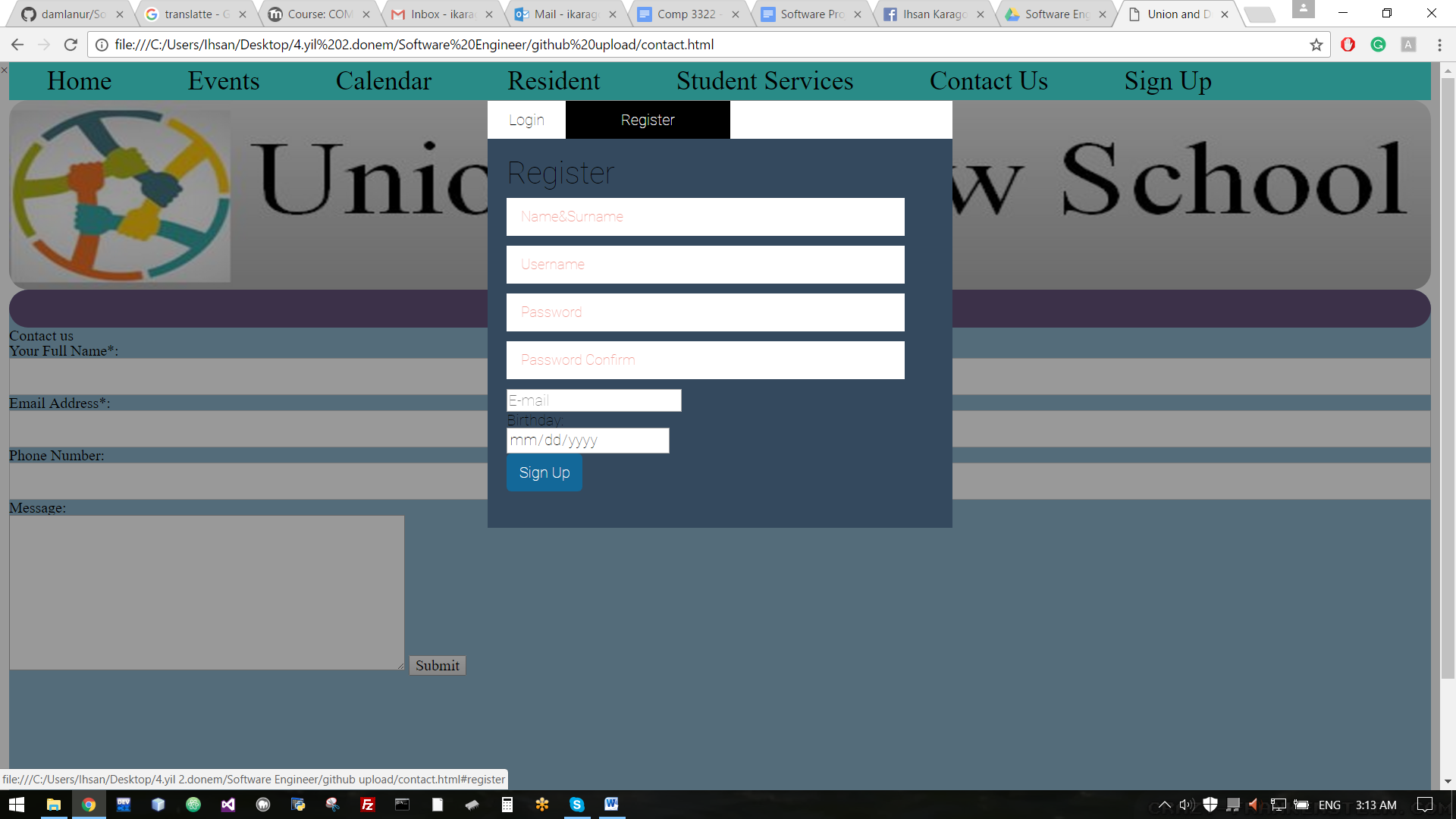
* Ihsan Karagol
  + Home
  + Sign Up
  + Student Service
  + Login/Register
* Damlanur Onat
  + Resident
* Rowshen Paltayew
  + Calendar
* Bakybek Tazhibaev
  + Events

4 TEST

4.1 Features Tested

1. Main Html
2. Logo sizes
3. Website name
4. Student Service
5. Resident
6. Calendar
7. Events
8. Sign Up /Login page
9. Colors and design

5.1 Saved Place for videos and screen shots

<https://drive.google.com/drive/folders/0B4mSzTZaWzBfTG5xWUplSnE5YnM>

**5.3.1 Repository**

(link of the repository)

**5.3.2 Participation**

(add your link that shows contribution of each member)



<https://github.com/damlanur/Software-Engineering/graphs/contributors>