

# SOFTWARE ENGINEERING

ITERATION - 0

# **Group Members:**

Kalsoom Tariq (21i-2487) Haris Sohail (21i-0531) Aiman Safdar (21i-0588)



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# **Team Introduction**

# **Name**

## **Ace Coders**

# **Team Logo**



# **Group Picture**



## **Biographies**



Kalsoom Tariq 21i-2487 BCS-Z

As an under-graduate CS student, I harbor skills like problem-solving, bug-fixing, and team management. With aesthetic front-end design and robust coding in C# and Java, I have developed complex Management Systems. Exceptional database handling added to my arsenal, position me as a versatile and effective contributor to any development team.



Haris Sohail 21i-0531 BCS-Z

With a passion for backend development and database management, I thrive on crafting efficient solutions. From designing data structures for rapid data retrieval to crafting intricate relational schemas, my expertise ensures seamless operations. Currently honing my web development skills through the Odin Project, I excel in HTML, CSS, and JavaScript.



# Aiman Safdar 21i-0588 BCS-Z

Passionate and dedicated, I'm a 6th-semester student specializing in software engineering and full-stack development. With a solid foundation in software design and proficiency in frontend and backend technologies, I thrive on creative problem-solving. Eager to contribute innovative solutions and make a meaningful impact in the dynamic world of technology.

## **GitHub Accounts**

Haris' Github

haris-sohail

**Aimen's Github** 

aimenSaf

Kalsoom's Github

KalsoomTariq

## **Team Agreements**

#### **Methods of Communication**

The primary method of communication is **WhatsApp Chat Group** followed by **Google Meets**. Time-sensitive announcements can be made on Group Calls. For the purpose of sharing documentation and files that are not a mandatory requirement, Google Apps will be used.

## **Response Times**

Mode of Communication	Response Time
WhatsApp	12 hours
Email	24 hours
Google Meet	Real Time

## **Meeting Attendance**

Three mandatory Scrum ceremonies every iteration (total 3)

Daily Scrum: 5 minutes

Sprint Planning: Half an hour, in person or online

Sprint Review: Variable timing, online

## **Running Meetings**

Scrum meetings will be conducted as follows:

**Sprint Planning:** In person or online, half an hour

**Sprint Review:** Online, variable timing

Meeting notes will be taken collectively, with each team member

contributing to shared documentation.

## **Meeting Preparation**

Preparation is crucial for effective Scrum meetings. Before each meeting, team members will review the user stories and tasks assigned to them during the sprint. Any impediments or concerns will be noted beforehand to ensure a productive discussion.

#### **Version Control**

**Commits** will be done regularly, focusing on completed user stories or features. Commits will be made in the form of *atomic commits* (commits will have an operation that applies a set of distinct changes as a single operation).

**Commit messages** should be concise, explaining the purpose of the commit and any relevant details. Log messages will contain a commit title and body, title and body of a commit message will be separated by a blank line.

## **Contingency Planning**

#### **Team Member Drops Out:**

In the event of a team member leaving, redistribute their tasks among remaining team members based on expertise. Conduct a brief knowledge transfer session if needed.

#### **Consistent Meeting Absence:**

Address the issue in the Sprint Retrospective, identifying the root cause and collaboratively finding a solution. Encourage open communication and understanding among team members.

#### **Academic Dishonesty:**

If the team member is either not committed or does low-quality work, the team will try to resolve the issue at first by highlighting it in Scrum meetings. If the differences continue, the member will be reported to the higher authority (i.e. Course Instructor).

# **Project Description**

Out of the options available, our team has decided to build a **Societies**Management System

## **Project Title**

#### **Campus Nex**

## **Problem Statement**

In FAST, societies currently registered rely on text / mail to communicate within a society and coordinate activities with other societies. No **proper software management system has been implemented** leading to a disjointed approach in handling society affairs.

The current **hierarchical structure of societies** that includes teachers, society president, vice-president and other members requires skillful handling and a robust communication system. Managing such a complex system **manually** makes it prone to errors and delays in decision-making.

The absence of a centralized platform also means that essential information for example **resource allocation** for a society's event is often lost or overlooked, leading to miscommunication and misunderstandings among societies. This chaotic state of affairs not only impedes the overall efficiency of societies but also limits the growth potential and effectiveness of various teams within a society.

## **Problem Solution and Scope**

#### **Solution:**

A comprehensive society management system will be developed to address these issues. This solution will include a *centralized platform* for:

- Society Announcements
- Task coordination aiding the hierarchy
- Event Management

The system will streamline operations, enhance collaboration, and provide a structured approach to managing society affairs.

#### Scope

The Society Management System will encompass a user-friendly web-based platform facilitating member registration, society searches, and feedback provision for students. It will also include a robust task allotment system, member statistics tracking, and features for society heads to post announcements and schedule meetings. The system will prioritize efficient communication, transparency, and task management within the society, while excluding extraneous functionalities beyond the specified scope. External communication services will not be integrated, maintaining a focused approach on society operations.

# **Basic Features and Description**

Features	Description	
Member Registration	Allows students to register for a society, providing a streamlined onboarding process.	
Search Societies	Enables students to discover and explore relevant societies based on their interests.	
Provide Feedback	Allows students to offer constructive feedback on society operations, fostering continuous improvement.	
Task Allotment	Empowers members to view, upload, and manage assigned tasks, ensuring transparent task distribution.	

Member Statistics	Provides insights into member involvement, tracking contributions and participation within the society.
Post Announcements	Enables society heads to share important announcements, ensuring timely communication with members.
Schedule Meetings	Allows society heads to efficiently schedule and manage society meetings, enhancing organizational coordination.

# **Project Plan**

# Modular breakdown

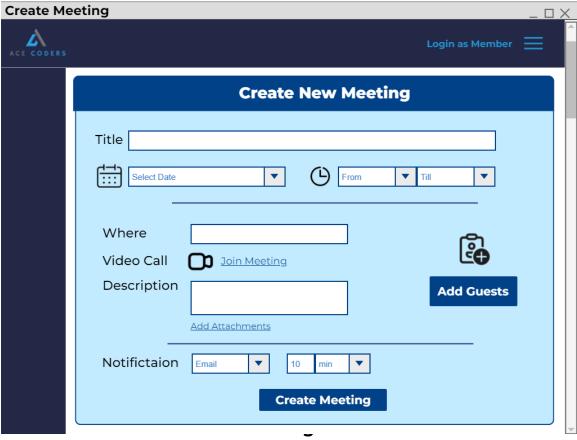
Iteration	List of Features	Deliverable
01	<ul><li>Member Registration</li><li>Search Societies</li><li>Provide Feedback</li></ul>	Working product with basic features
02	<ul><li>Task Allotment</li><li>Member Statistics</li></ul>	Product Increment with additional features
03	<ul><li>Post Announcements</li><li>Schedule Meetings</li></ul>	Final Product with Documentation

## **Roles**

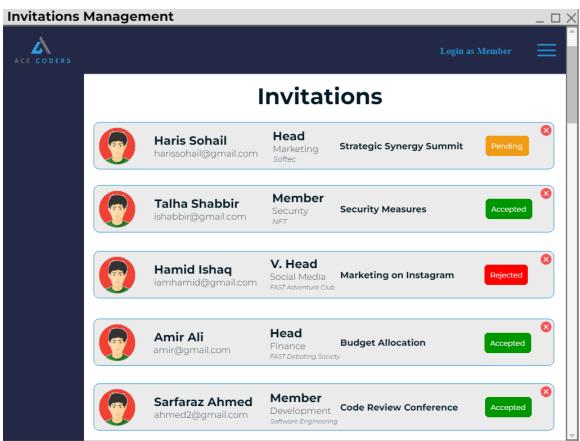
Role	Member
Lead	Kalsoom
Developer	Haris, Kalsoom, Aiman
Tester	Haris
Req Engineer	Haris, Aiman
Architect	Kalsoom, Aiman

## **Prototypes of Main feature**

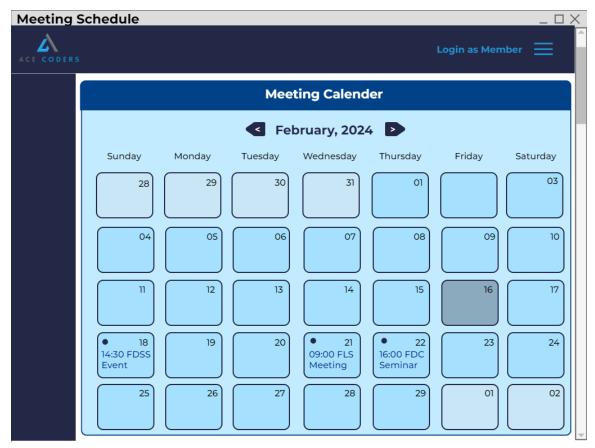
## **Create Meeting**



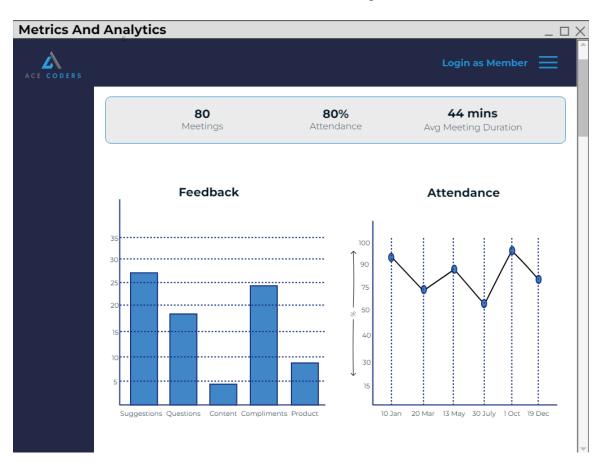




## **Meeting Schedule**



**Metrics and Analytics** 



## **Feedback Survey**

