COURSE ACTIVITY MANAGEMENT FOR DISTANCE LEARNING

International University

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2015-2016

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I. OVERVIEW:

This part briefly describe the basic information about our project and introduce you to our company- Ezgamio. At the end of this part, we also talk about some constraints we encounter during our project.

1. About us:

- Ezgamio is a software engineering company which focus on developing useful softwares and applications , we always find the best way to satisfying our customers. Our team here at Ezgamio is all about speed and efficiency and always maintain connection with the customers during the application development process to get the best final product.

2. Product information:

- E-Learning is the employment of technology to aid and enhance learning. It can be as simple as High School students watching a video documentary in class or as complex as an entire university course provided online. E-Learning began decades ago with the introduction of televisions and over-head projectors in classrooms and has advanced to include interactive computer programs, 3D simulations, video and telephone conferencing and real-time online discussion groups comprised of students from all over the world. As technology advances, so does e-learning, making the possibilities endless.
- Like the previous version of this topic, we will provide a platform for student and teacher to have an educational connection with each other, we will also provide some new functions that will optimize this web-based application based on the need of our customer.

II. GOAL AND SCOPE:

1. Project Goals:

- Create a website to help students learn from far distance.
- Convenient to store students info and lecturers info.
- Provide a discussion environment for all the student by using internet.
- Manage all the content of database properly based on security aspects so that the data would not be lost.
- Student can get all course‘s material quickly.
- Lecturers can manage student homework and give mark for each student easily.
- Final exam can be organized through the internet and student ‘s submission would not be lost.

2. Scope of Project (Inclusion):

- Changing user information
- Create new course
- Add, Drop subject
- Create new topic
- Comment section
- Close comment section
- Announcement via Email
- Private submission for final
- Grading student score
- Calculate average score

3. Negative Scope (Exclusion):

- Courses’ fee
- Online payment processing
- Online teaching (live stream)

- Online Support
- Marketing sites
- Other elements

III. ORGANIZATION:

- **Project Organization:**

Our team has six members. Each of us have different responsibility on the project's process. The contact of our team is given below. If you have any question about the product you can contact us:

Name	Position	Mobile number	Email
Phan Đình Phát	Project Manager	+841205095953	pdragondmt496@gmail.com
Lê Đinh Huy Lộc	Software Engineer	+841247821200	huylocit14054@gmail.com
Nguyễn Huỳnh Đức	Quality Assurance	+84986032464	penisandvag@gmail.com
Trương Quang Nhật	Software Designer	+84932700472	neotruong2405@gmail.com
Nguyễn H. Bảo Khánh	Software Designer	+84936070596	baokhanh0705@gmail.com
Lê Sơn Trường	Software Designer	+84902651404	lesontruong9a10@gmail.com

IV. RESOURCE REQUIREMENT:

1. Hardware Resource:

Device	Description	Quantity	Price	Cost
Intel Core i5-6400 2.7GHz	Processor	6	$199	$1194
Mainboard Gigabyte B150M-D3V	Mainboard	6	$86	$516
DDRam4 Kingmax	8GB DDRAM Bus 2400	6	$45	$270
Kingston Hyper X Fury	SSD Sata 3 240GB	6	$95	$570
Cooler Master 343	Case	6	$35	$210
Corsair 550W VS	Power	6	$44	$264
LCD Asus 23.6" VE 247H	Monitor	6	$150	$900
Logitech MK235	Keyboard and Mouse	6	$22	$132
	Total:			**$4056**

2. Software Resource:

Software	Description	Quantity	Price	Cost
Windows 10 Pro	Operating System	6	$199	$1194
Microsoft Office Professional 2016	Office Application	6	$400	$2400
Domain + Host		1	$10	$10
Database Server		1	$10	$10
Adobe Illustrator, Photoshop	Design software	2	$100	$200
	Total:			**$3814**

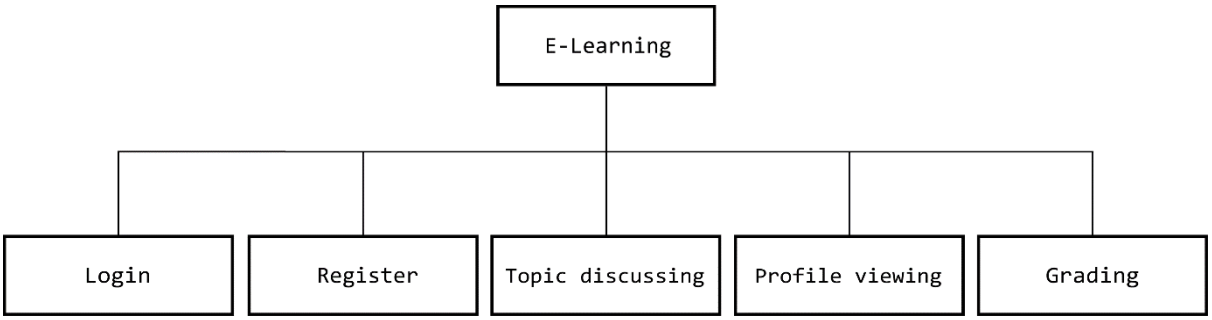
3. Human Resource:

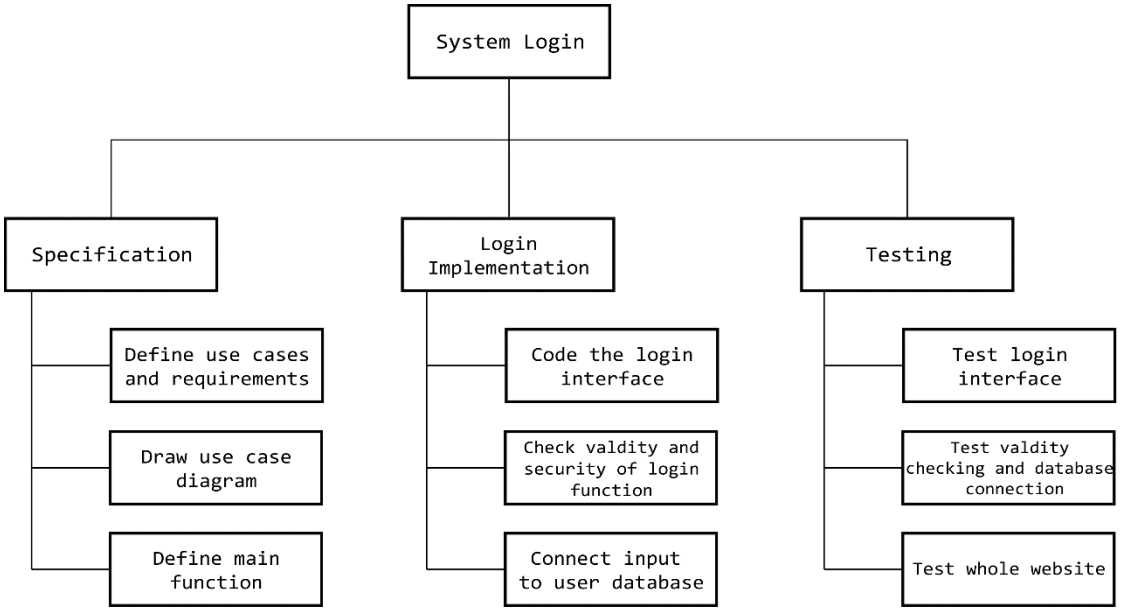
Name	Position	Salary (per month)
Phan Đình Phát	Project Manager	$500
Lê Đinh Huy Lộc	Software Engineer	$500
Nguyễn Huỳnh Đức	Quality Assurance	$500
Trương Quang Nhật	Software Designer	$500
Nguyễn H. Bảo Khánh	Software Designer	$500
Lê Sơn Trường	Software Designer	$500
	Total:	**$3000/month**

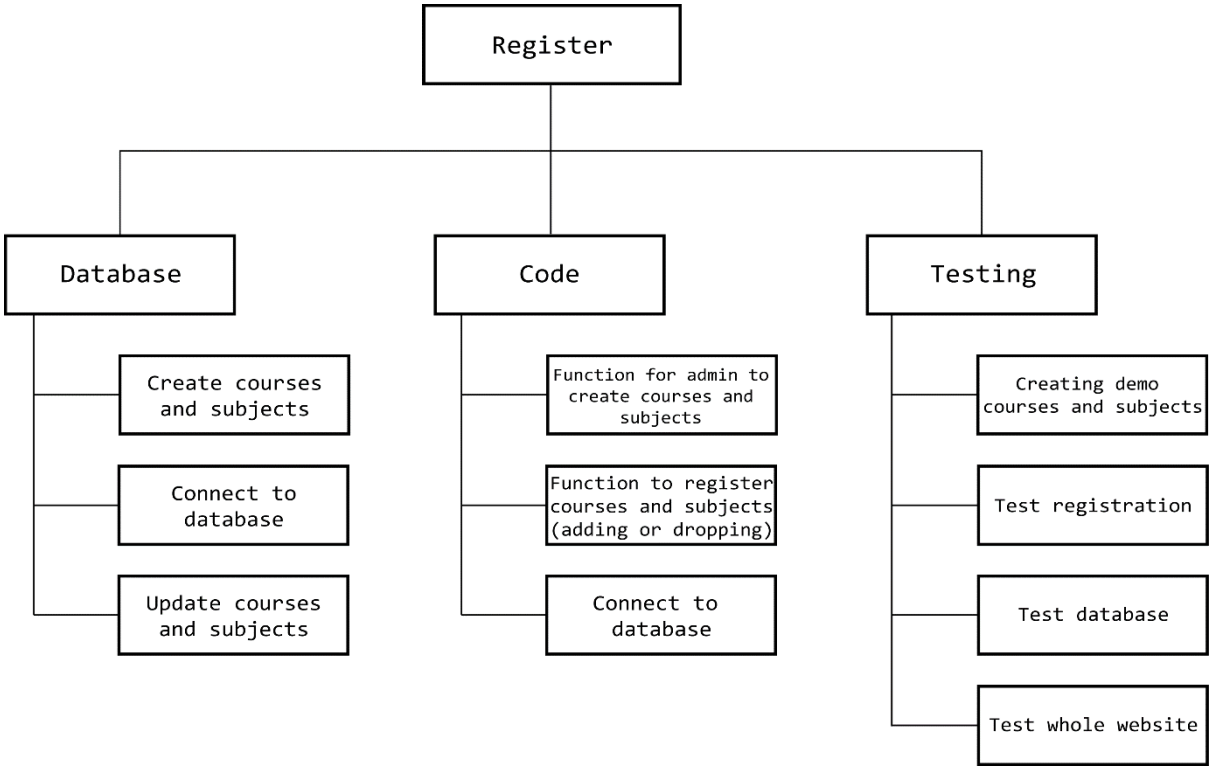
V.SCHEDULE:

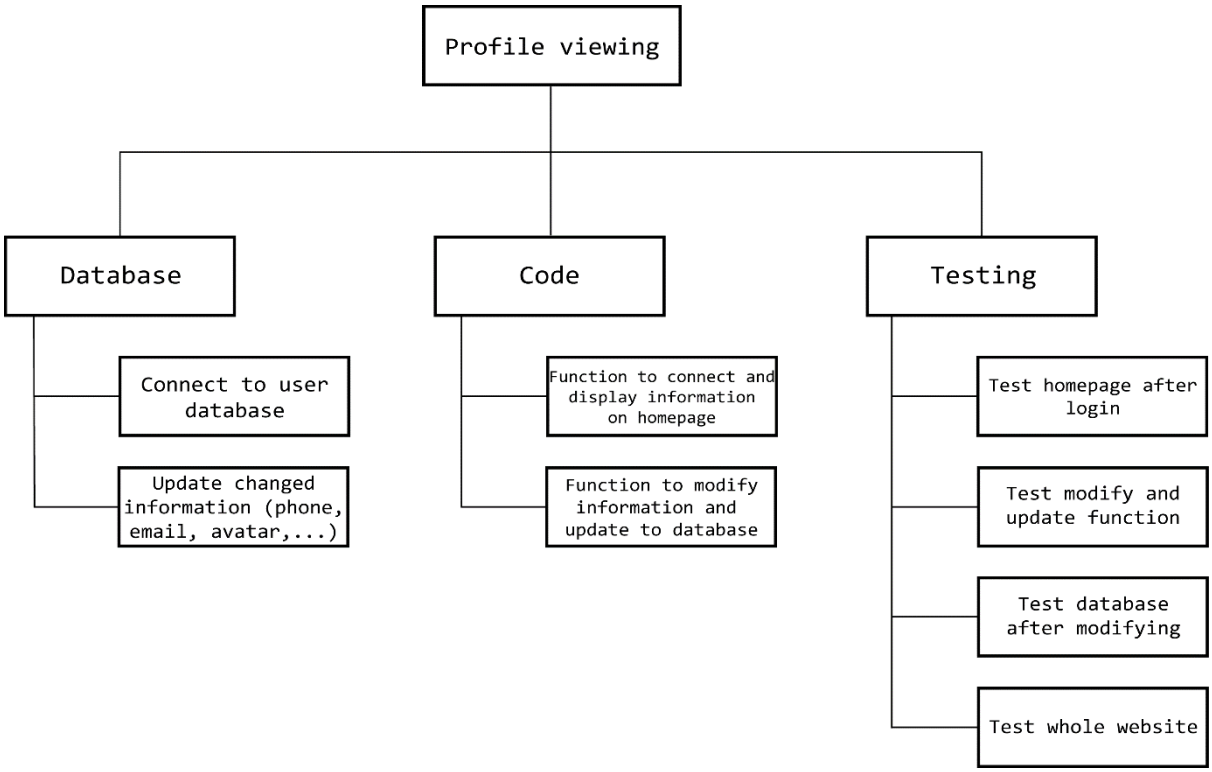
1. Work Breakdown Structure:

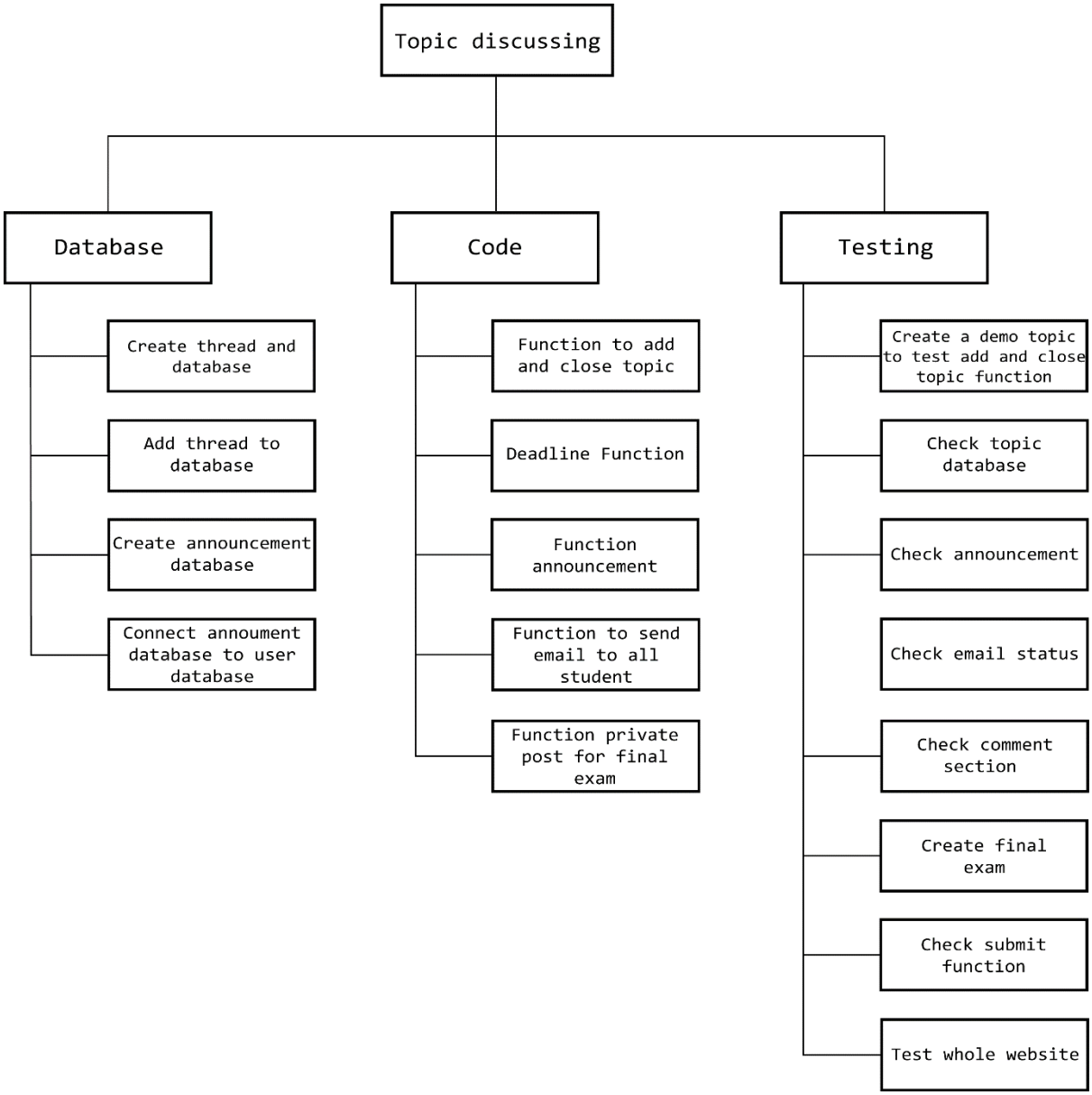
The structure of our project can be expressed in below figures:

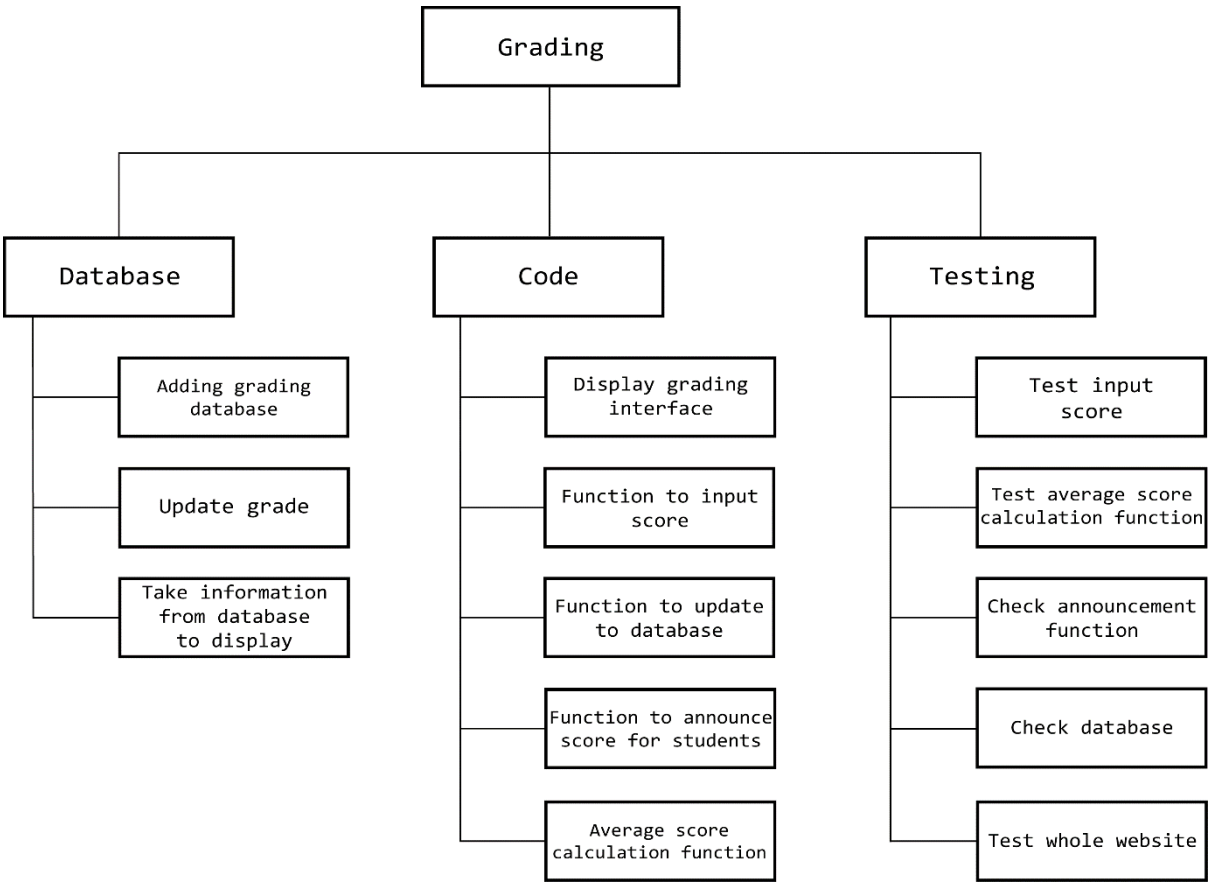





Register
Database
Code
Testing
Create courses and subjects
Connect to database
Update courses and subjects
Function for admin to create courses and subjects
Function to register courses and subjects (adding or dropping)
Connect to database
Creating demo courses and subjects
Test registration
Test database
Test whole website


Profile viewing
Database
Code
Testing
Connect to user database
Update changed information (phone, email, avatar,...)
Function to connect and display information on homepage
Function to modify information and update to database
Test homepage after login
Test modify and update function
Test database after modifying
Test whole website


Topic discussing
Database
Code
Testing
Create thread and database
Add thread to database
Create announcement database
Connect annoument database to user database
Function to add and close topic
Deadline Function
Function announcement
Function to send email to all student
Function private post for final exam
Create a demo topic to test add and close topic function
Check topic database
Check announcement
Check email status
Check comment section
Create final exam
Check submit function
Test whole website


Grading
Database
Code
Testing
Adding grading database
Update grade
Take information from database to display
Display grading interface
Function to input score
Function to update to database
Function to announce score for students
Average score calculation function
Test input score
Test average score calculation function
Check announcement function
Check database
Test whole website

2. Schedule and Milestones:

Backlog item	Estimate (days)
A login page to access to the system.	1
As a lecturer, I want to see a list of students that attend to my course so I can view profile, take attendance and give scores.	4
As a lecturer, I want a place to create thread , so that I can create discussion topics, final examination, and announcement.	6
As a lecturer, I want to mail to all students the announcements, so that I can remind them.	2
As a student, I want a course registration page, so that I can choose my favorite courses.	2
As a student, I want an assignment submission area, so that I can attach my assignment file and submit it to the lecturer.	2
As a student, I want a place to post message, so that I can contribute to the discussion topics.	4
As a student, I wanna see: + and edit my profile + my registered courses, my announcements + my grades + topic discussions + contacts of lecturer + content, so that I can download course materials	6
Total	**27**

VI. RISK MANEGEMENT:

1. Project Risk:

- Members lack of team corporation, or weak participation: The progress of the project will be slowed down.
  - ⇨ Organize team member so that they can get along with other to finish the project and cooperate more.
- Sudden change team members: Project will be delayed until the new member understand what to do in the project.
  - ⇨ Find the substitude as soon as possible. If not the whole team will need to carry the task of the changing member.
- Time for assigned tasks goes beyond the deadline: Project will be delayed.
  - ⇨ Project manager should organize time frequently and show timetable everweek for members to catch up.
- Members turnover: Experienced members will leave the project before it is finished.
  - ⇨ Give members more benefit.
- Hardware unavailability: Hardware that is essential for the project will not be delivered on schedule.
  - ⇨ Project manager should work with hardware factory in order to get essential hardware arrive on time.
- Can not organize a team meeting: This can create a conflict in product backlog.
  - ⇨ Using product like Skype,Email,Facebook group chat.
- Project Manager lack of experience: New project requires more experience about organization skill and managerment team.
  - ⇨ Adapt new knowledge about managing the new project as fast as possible.

2. **Product Risk:**
   - Requirements change: A large number of requirement will be changed by the client.
     ⇨ Work with client frequently,get their ideas and design the project follow that idea as soon as possible.
   - Unknown Bugs: Program does not run correctly as expected.
     ⇨ Member should create a text cases and use it regularly to check on their work.
   - Team's lacking knowledge and skills in software:Some team members are not get used with software that is used in the project.
     ⇨ Train those member and read more books to cover specific aspect are needed to provide the knowledge.
   - Specification interfaces delay: essential interfaces are not available on time.
     ⇨ Project manager should organize time for interface that is needed to implement first.

3. **Business Risk:**
   - Product competition: A competitive product is marketed before the system is completed.
     ⇨ Update project with more function.
   - Running over the budget: project has to be stopped.
     ⇨ Project manager should manage the money well and plan first before used.
   - Client-user demand totally new requirements: the project will be created again from scratch and wasted a lot of time.
     ⇨ This kind of risk should be avoided at all cost during contract signing phase.

VII. DELIVERY PLAN:

Manager	
Code	
Designer	
Tester	

Sprint	User Story	Tasks	Mon	Tue	Wed	Thu	Fri
1	A login page to access to the system.	Define the use case and requirements for the login function.	1				
		Code the login interface.	2				
		Design the login interface.	4				
		Code the login validity checking algorithm.	2				
		Code the connection between database and user account.	1				
		Test the login validity checking algorithm.	1				
		Test the connection between database and user account.	1				

		Test the whole website.	1.5				
	As a lecturer, I want to see a list of students that attend to my course so I can view profile, take attendance and give scores.	Define the use case and requirements for the list of students.	1.5				
		Code the list interface.	3				
		Design the list interface.	3	3			
		Code the connection to database to get and update the student information.	2	2			
		Code the checking attendance algorithm.		2			
		Code the student profile interface.		3	2		
		Design the student profile interface.		3	3		
		Code the viewing profile algorithm.			3		
		Code the giving scores and calculating average scores algorithm.			3		
		Test the connection to database to get and update the student information.				2	
		Test the checking attendance algorithm.		2			
		Test the student profile interface.			3		
		Test the viewing profile algorithm.			3		