Proposal

For

Second Year Project

Bachelor of Science in Information Technology

FREE STORIES

Submitted by

MEMBER1(12190067)

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Gyalpozhing College of Information Technology

Read carefully before filling the form.

1. Please do not alter the layout of the application form. Information must be filled in the spaces provided, under set format.
2. Guidance notes in various fields should not be deleted.
3. Required information should be duly filled in the specified fields.
4. Required heads/fields which are not relevant to the project should be marked **N/A** (Not Applicable) or left blank and should not be deleted.

Gyalpozhing College of Information Technology

Guidelines and Forms

Submission Procedure

Duly filled proposal forms completed in all respects should be submitted in form of soft copy and a hard copy to project guide and project coordinator. On receipt of the applications the proposals will be evaluated by reviewer panel and proposal would then be defended by student groups. The project group may need to revise the proposal in light of the evaluator's recommendations.

For further information, please contact:

Project Coordinator

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Application for Final Year Project

1. Project Identification

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<tr><td colspan="2">A. Reference Number:

(for office use only)</td></tr>
<tr><td colspan="2">B. Project Title:

</td></tr>
<tr><td colspan="2">C. Project Internal Guide:</td></tr>
<tr><td>Name:</td><td>Sonam Wangmo</td></tr>
<tr><td>Designation:</td><td>Gyalposhing College Of Information And Technology</td></tr>
<tr><td>Organization:</td><td>Lecturer</td></tr>
<tr><td>Mobile # :</td><td>17391134   Tel. # :</td></tr>
<tr><td>Email:</td><td></td></tr>
<tr><td colspan="2">C1. Project External Guide:</td></tr>
<tr><td>Name:</td><td>NA</td></tr>
<tr><td>Designation:</td><td></td></tr>
<tr><td>Organization:</td><td></td></tr>
<tr><td>Mobile # :</td><td>Tel. # :</td></tr>
<tr><td>Email:</td><td></td></tr>
<tr><td colspan="2">C2. Student Group Lead:</td></tr>
<tr><td>Name:</td><td>Ngwang Yeshey</td></tr>
<tr><td>Roll No:</td><td>12190067</td></tr>
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<tr><td>Email:</td><td>12190067.gcit@rub.edu.bt</td></tr>
</table>

D. **Organizations Involved in the Project:**

(Please identify all affiliated organizations collaborating in the project, and describe their role/contribution to the project.)

D1. **Industrial Organizations:**

#	Organization Name	Role / Contribution
	NA	

D2. **Academic Organizations:**

#	Organization Name	Role / Contribution

D3. **Funding Organizations:**

#	Organization Name	Role / Contribution
	NA	

E. **Key Words:** Stories, Reading, Application, Knowledge,

F. **Research and Development Theme:**

To create an app that will provide a platform for the users to read multiple type of stories based on their interest which can further improve their knowledge, skills and personalities by referring the past experiences or reading stories created by author through imagination.

G. **Project Status:**

(Please mark ☑)

    q New   ☑ Modification to previous Project

    ☑ Extension of existing project

H. Project Duration:	
Expected Starting Date:	1/03/2021
Planned Duration in months:	One Whole Semester

2. Scope, Introduction and Background of the Project

A. Scope of the Project:

The scope of this project targets the population residing at every corner of the globe. Since every individual human being has a capability to learn and improve by reading the stories that are displayed in the app. The main motive of this app is to provide information, knowledge and guidance to every user, where by this app can act as an efficient resource for everyone.

The project focuses to reach every communities and places as the stories stored in the app will be related to the incidents that has taken place around the world. Moreover, various stories in the app can be accessible to everyone despite their religion, age, complexation and gender.

System scope

Following are some of the feature that will be included in the project:

Register: The new user must create account to get access to the application.

Login: Help the user to get access to the application through their account.

Search: The user can use the search option to easily find and read their interested stories that are in the app.

Font color: Enable the user to change color of the text.

Text Size: The user can adjust the text size to read the stories.

Note: User can pick particular quotes or sentences from the stories to revisit latter.

Rate: To rate the particular story as per the decision of the user.

B. **Introduction (Project Background and Literature Review, Current State of the Art):**

(Detailed summary of what all has been done internationally in the proposed area quoting references and bibliography. Please note that this section demonstrates the depth of knowledge of the project team and builds the confidence of the evaluators about capability of the team in achieving the stated objectives.)
(Please describe the current state of the art specific to this research topic.)

The fact that the world is currently on 21st generation proves that mother earth has many untold stories and incidents to be revealed. As of now there are many saying, quotes and stories which are explained and passed down by our forefathers. Most of preserved stories are left as a will by our parents for the future generation to provide guidance for various unexpected event. One can find the inner peace and righteous path by reading the stories written by authors or created through imagination by others.

In brief a story is the telling of an event, either true or fictional, in such a way that the listener experiences or learns something just by the fact that he heard the story. A story is a means of transferring information, experience, attitude or point of view. Every story has teller and a listener. The essentials of life (food, water, air, sleep) pass through us, nothing remains. We take them in, absorb their essence and then let them out. Maybe it's the same way with story which is why we need to create our own stories as our soul walk near to grave. It is also important to share our story after completing as it will further generate or stimulate more stories which will provide more nourishment. This way everyone can help to keep the life stay in balance.

Therefore, this project targets to develop an application known as "Free Stories" to collect various stories and provide platform for the users to read the multiple stories. The Free Stories application will focus to preserve as well as promote the existing stories around the globe. Through this app user can improve their literature skills and way of living by referring the past experiences that are recorded and written in the form of story.

Current State OF Art

Story has an effective impact to the society as people these days has the instinct to easily believe the sayings that is been passed down by our forefathers. As of now there are multiple stories originated from different corners of the world. The story is a kind of entertainment during our leisure and it also helps to develop the mentality of the people especially children. But telling of stories is rarely seen these days because of the electronic gadgets and modernization. No other efficient alternative can be followed to bring back the practice of telling stories but if the stories are included in application then there is a chances that people might prefer reading stories as it will be easy to access anytime. Therefore, this project targets to build an android application named Free Stories to store various stories so that the user can read any story as per their interest.

Literature Review:

1) A user experience evaluation of Amazon Kindle mobile application.

This research was done by Azham Hussain and Salah Mortada states that there is an increase in the development of mobile applications in recent years which makes the usability evaluation of these mobile applications an important aspect in the advancement and application of technology. For this research a laboratory-based usability evaluation was carried out on the Amazon Kindle app using 15 users who performed 5 tasks on the Kindle e-book mobile app.

What is amazon Kindle?
Amazon Kindle is a series of e-readers designed and marketed by Amazon. Amazon Kindle devices enable users to browse, buy, download and read e-books, newspaper, magazines and other digital media via wireless networking to the Kindle Store [1].

The research highlights that Amazon Kindle devices have the capacity to help clients browse, download, buy, and go through e-books, newspapers, magazines, and other digital media with the medium of wireless networking for kindling the store [2].

Feature of Amazon Kindle App
Some of the feature of amazon kindle app are:

- Search bar: The user can instantly search for downloaded books as well as books in the store using the search option.
- Word Wise: Helps the reader to understand the stories by providing hints for the most challenging words in particular story books.
- Dictionary: Enables to get full definition of the word.
- Light and dark themes: User can change the app background color as per their will.

The research concludes that Kindle application provides an enriching user experience to most of the users who participated in the study. Most of the users perceived that the Amazon Kindle mobile application satisfies their needs in terms of the four usability qualities evaluated in the study. However, since some of the participants (though in the minority) had issues with the application, it suggests that the application still need to be further and continually improved upon to accommodate the challenges of this class of users who are certainly in large number when their sample is projected to the population.

C. **Challenges:**

(Please describe the challenges, specific to this research topic, currently being faced internationally.)

1) Person who does not understand English will face difficulties to use the app.

The user unknown to English language will not be able to read the stories that are included in the app as it will be written in English.

2) Completing the task as per the schedule.

It will be difficult for the team to develop the app according to the plan due to the limited time.

3) Interactive user interface.

The accessibility, simplicity and usability of the app enhances satisfactory user experience but it also consumes a lot of time and knowledge to make the app lively and interactive.

4) Management of the database.

The app that relies on databases for persistent data storage is a complex and consuming task.

D. Motivation and Need:

(Please describe the motivation and need for this work.)

Due to the advancement of technology, many types of gadget are invented to keep us entertained and fulfill our purpose. Due to this reason the people of this generation are mostly engaged in gaming and parties during their free time rather than doing some productive activity. The practice of reading is rarely seen these days as mobile phones has gained attention. It is important that the practice of reading stories should be encouraged to everyone as it has many advantages toward building one's personality. The fact that mobile phones has attracted many societies cannot be ignored, therefore it is necessary to build mobile application that contains different categories of story. This project targets to build mobile application known as "Free Stories" to promote and preserve stories.

3. Aim and Objectives of the Project

AIM: To develop an efficient android application that act as a common platform to search and read various amazing stories

OBJECTIVES:

1) Promotion of four foundational skills of language learning.

- The user can improve their speaking, reading, writing and listening skills by using the app.

2) Upgrade imagination and creativity level of every individual.

- Stories expands the life spaces of human beings through inquiries that take them outside the boundaries of their lives to other places, times, and ways of living.

3) To minimize financial expenses and time.

- Through the app, the user can directly search the type of stories that they want to read without wasting of time and it can also save expenses of buying books.

4) Preserve the life experiences faced by others.

- The stories included in the app will help to transfer knowledge and morals across thousands of generations.

4. Methodology

A. Development / Research / Test Methodology:

(Please describe the technical details and justification of your development and research plan and test plan and testing strategies. Identify specialized equipment, facilities and infrastructure which are required for the project and their utilization plan. The block diagrams, system flow charts, high level algorithm details etc. have to be provided in this section. Also, describe the overall methodology to be used for the particular research topic)
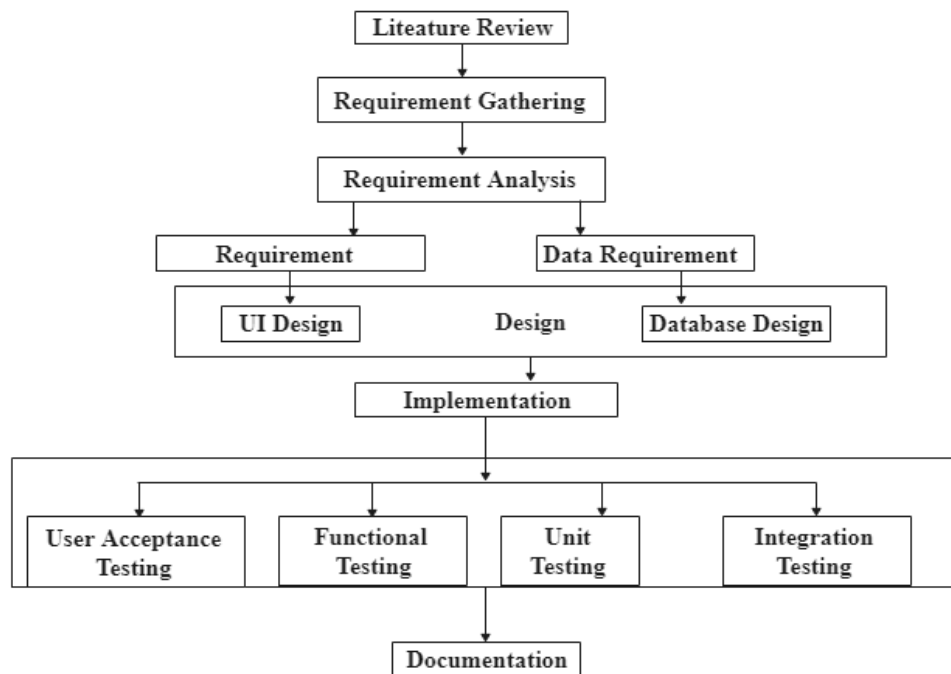
Literature review

In this phase team will discuss on the comprehensive summary of research papers on the related topic which includes articles, books and other sources relevant to topic.

Requirement gathering and analysis

In this phase the team will work on understanding the problem in detail by brain storming, discussion and survey related to topic. This phase team will also prepare the SRS document that will be input for next phase

Design

This phase takes input from requirement gathering and analysis phase and design is produced. This phase will help specify hardware and system requirement.

Implementation

After completing design phase, the project will be divided into units and actual coding starts.

Testing

After implementation phase, units are tested to make sure the product fulfills all the requirements stated in requirement phase.

This following are the sequence of testing strategy and method that will be implemented while carrying out with our app development:

1. Functionality Testing
2. User Acceptance Testing
3. Unit testing
4. Integration Testing

Documentation

Project documents is created after completing all the coding and requirements are met.

The research mythology that will be applied for our project is Iterative Model. This method is selected as it is the most appropriate and suitable for this project as it allows the study to evolve upon the changing in requirement. Further, it is also easy to manage risk due to its ability to test and debug the error that exits while progressing the project. Hence, it will help to quickly adapt as per the changing environment and achieve the project objective in scheduled time.
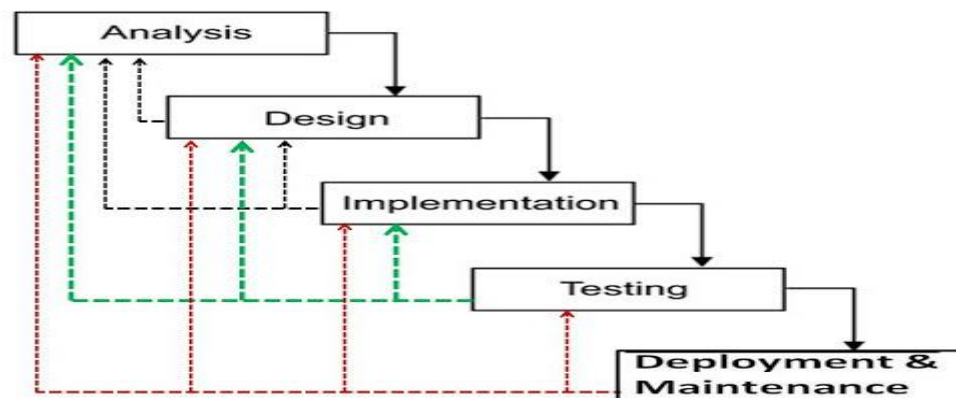
Planning Phase: This is the first stage of the iterative model, where proper planning is done by the team, which helps them in mapping out the specified documents, establish software or hardware requirements and generally prepare for the upcoming stages of the cycle.

Analysis and Design Phase: Once the planning is complete for the cycle, an analysis is performed to point out the appropriate business logic, database models and to know any other requirements of this particular stage. Moreover, the design stage also occurs in this phase of iterative model, where the technical requirements are established that will be utilized in order to meet the need of analysis stage.

Implementation Phase: This is the third and the most important phase of the iterative model. Here, the actual implementation and coding process is executed. All planning, specification, and design documents up to this point are coded and implemented into this initial iteration of the project.

Testing Phase: After the current build iteration is coded and implemented, testing is initiated in the cycle to identify and locate any potential bugs or issues that may have been in the software.

Evaluation Phase: The final phase of the Iterative life cycle is the evaluation phase, where the entire team along with the client, examine the status of the project and validate whether it is as per the suggested requirements.

B. Project Team:

Title / Position	Number
Project Internal Guide	
Project External Guide	
Student Team Members	
Others (please specify)	
Add more rows if required	

C. **Project Activities:**

(Please list and describe the main project activities, including those associated with the transfer of the research results to customers/beneficiaries. The timing and duration of research activities are to be shown in the Gantt chart in Section 8.)

1. Software Installation

   The required software needs to be installed on our system.

   Some of the software required for our project are:

   Android Studio.

   JDK (Java Development Kit).

   Flutter Framework

2. Resource Gathering

   The resources will be gathered using online tutorial videos and books.

3. Design Phase

   The user interface (UI) of the application will be designed in this phase. It also includes designing of the database and understanding the functionalities.

4. Development phase

   The development of the application will begin in this phase. It includes coding of the application using Android studio.

5. Testing Phase

   Each unit will be tested for its functionality and integration testing will also be done in this phase.

6. Final Documentation.

   The final documentation will contain the detailed report of the project.

D. Key Milestones and Deliverables:

(Please list and describe the principal milestones and associated deliverables of the project. A key milestone is reached when a significant phase in the project is concluded, e.g. selection and simulation of algorithms, completion of architectural design and design documents, commissioning of equipment, completion of test, etc.) The timing of milestones is also to be shown in the Gantt chart in Section 8.

No.	Elapsed time from start (in months) of the project	Milestone	Deliverables
1	09/02/2021 – 13/02/2021	Topic Selection.	topic selected
2	07/03/2021 – 10/03/2021	Brain storming, Feasibility and Survey.	Project proposal and presentation.
3	07/03/2021 – 10/03/2021	Requirement Gathering and Analysis.	SRS Document.
4	11/03/2021 – 12/03/2021	Software Installation.	Setting environment for development.
5	13/03/2021 – 18/03/2021	System Design.	ER diagram, Relational diagram, architecture design, database design, User interface design.
6	21/03/2021 – 10/05/2021	Development/coding.	Source code and functional features implementation.
7	11/05/2021 – 15/05/2021	Testing	Test case
8	16/05/2021 – 22/05/2021	Final Documentation.	Final report presentation.

(Please add more rows if required.)

5. Benefits of the Project (Expected output/outcomes):

1) Easy and fast story accessibility.

2) Improve four basic language skills that are speaking, reading, listening and writing.

3) Provide appropriate platform for the user to read the stories.

4) Eliminate financial expenses for buying books.

6. Risk Analysis/Feasibility

A. Risks of the Project:

(Please describe the factors that may cause delays in, or prevent implementation of, the project as proposed above; estimate the degree of risk.)

(Please mark ☑ where applicable)	Low	Medium	High
Technical risk			☑
Timing risk		☑	
Budget risk	☑		

A1. Comments(Describe the risk):

Technical risk: The project has high technical risk as we might face hardware failure.

Timing risk: There is medium timing risk as the time required to develop application

cannot be exactly decided as per the schedule while working on the project.

Budget risk: There will be no budget risk since the project will not require any software or technology during the development of the app instead the free software available on internet can be used

7. Project Approval Certificate

(Approval of Project Proposal by the Competent Authority (Department Chairman) and Project Review Team is mandatory before the start of project execution.)

Project Review Team:

SI #   Name   Signature

(Please add more rows if required.)

Project Coordinator

Name:

Designation:

Email:

Date: Signature:

Competent Authority – Head of Department

Name:

Designation:

Email:

Date: Signature

& stamp:

8. Reviewers Panel Comments

10. Project Schedule / Milestone Chart /Work plan

(Project schedule using MS-Project (or similar tools) with all tasks, deliverables, milestones, clearly indicated are preferred. Task should be measured in terms of hours)

13. Report Writing Guidelines

(Project report will be written under the specified guidelines.)

Bibliography

Hussain, A. (2017, October 03). A user experience evaluation of Amazon Kindle mobile application. Retrieved March 10, 2021, from https://aip.scitation.org/doi/pdf/10.1063/1.5005393

Golovchinsky, G. (2008, October 03). Reading in the office. Retrieved March 11, 2021, from https://dl.acm.org/doi/abs/10.1145/1458412.1458420