

Project Plan for Resource.CS

1) Project Title: Resource.CS

2) Project Objective: To develop a web and mobile platform for Computer Science students that offers curated topic-wise learning resources, structured academic guidelines, and real-time updates on tech events like webinars, hackathons, and job fairs.

3) Project Scope Statement:

In Scope:

- User registration and login system (Email/Google)
- Categorized video resource repository (DSA, Web Dev, AI, etc.)
- Academic guideline section (project ideas)
- Real-time event update module
- Admin dashboard for content management

Out of Scope:

- Offline functionality
- Personalized learning algorithms (AI-driven)
- Paid subscription models or advertisements

4) Deliverables:

- Requirements Document
- UI/UX Prototypes
- Functional Web Application
- Admin Panel
- Event Notification System
- Testing Report
- Final Deployment & User Guide

5) Work Breakdown Structure (WBS)

1.0 Project Initiation

- 1.1 Define scope and purpose
- 1.2 Identify core stakeholders

2.0 Requirements & Research

- 2.1 Student interviews & surveys
- 2.2 Functional & non-functional requirements

3.0 UI/UX Design

- 3.1 Wireframes and screen flows
- 3.2 Stakeholder review and approval

4.0 Development

- 4.1 Backend (Database, APIs)
- 4.2 Frontend (Web UI)
- 4.3 Admin Panel
- 4.4 Event update module

5.0 Testing

- 5.1 Unit & Integration Testing
- 5.2 User Acceptance Testing

6.0 Deployment

- 6.1 Hosting setup (web & database)
- 6.2 Domain & DNS config
- 6.3 Final release to public

7.0 Closure

- 7.1 Final report & documentation
- 7.2 Feedback collection & future plan

6) Project Schedule Snapshot

- Requirement Gathering: Aug 1 – Aug 10
- Design Phase: Aug 11 – Aug 20
- Development: Aug 21 – Sep 30
- Testing: Oct 1 – Oct 10
- Deployment: Oct 11 – Oct 15
- Project Closure: Oct 16 – Oct 20

7) Milestones

- Project Kickoff: Aug 1
- Requirements Finalized: Aug 10
- UI/UX Approved: Aug 20
- Beta Version Ready: Sep 30
- Final Release: Oct 15

8) Risks and Mitigation:

Delayed content verification – Medium – High – Assign moderators for early review

Tech event organizers unresponsive – Medium – Medium – Use reliable external sources/automation

Feature scope creep – High – High – Lock scope after stakeholder approval

Low student engagement – Medium – Medium – Promote through university & social media

9) Project Team

- Project Manager: Muhammad Ibrahim
- UI/UX Lead: Abdullah Khan and Abdullah Mufeez
- Developers: Bilal and Afan
- Content Moderators: Afan
- QA/Testers: Amir Aslam

10) Budget (Estimated)

- Hosting & Domain: Rs. 8,000
- Development Tools & Software: Rs.5,000
- Promotion & Marketing: Rs. 5,000
- Miscellaneous: Rs. 5,000
- Total: Rs. 23,000

11) Communication Plan:

- Weekly Team Meetings (Zoom/Google Meet)
- Bi-weekly stakeholder reviews
- WhatsApp for daily updates
- Git and GitHub for resource sharing

12) Approval Requirements

- Requirement sign-off by Aug 10
- UI/UX design approval by Aug 20
- Final launch approval by Oct 15s

13) Success Criteria:

- Platform launched on time and under budget
- Minimum 50 student users within 3 months
- Weekly event updates posted without delays
- Positive feedback from at least 70% of early users