

**CAPSTONE PROJECT 1**

**PROPOSAL DOCUMENT**

Version 1.0

Date: Aug 29, 2018

**Team**

**INTERNATIONAL SCHOOL**

**Project Information**

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| --- | --- | --- | --- | --- | --- |
| **Project acronym** | Eng4you | | | | |
| **Project Tittle** | [E4U] English For You | | | | |
| **Start Date** | Aug 15, 2018 | | **End Date** | | Dec 5, 2018 |
| **Lead Institution** | International School, Duy Tan University | | | | |
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**Proposal Document**

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**Document Approvals**

The following signatures are required for approval of this document.

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| Mr. Vu Truong Tien  *Mentor & Product Owner* |  | Date: Aug 29, 2018 |
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# Introduction

## 1.1 Purpose

The purpose of the Proposal document is to:

* Define the business need and problems in detail.
* Provide solutions for business needs and show the overview of system context and architecture.
* Provide overview about resources, schedule, solution and budget for the project.

## 1.2 Scope

This document provides an overview of project will be developed. It includes the description of business need, the proposed solution, financial forecast and some constraints that involved in the project.

The document provides a comprehensive master plan for each phase of software development based on the processes that have been selected.

This document is made for senior management to put forward a proposal.

## References

|  |  |  |
| --- | --- | --- |
| **No.** | **References** | **Document Information** |
| 1 | **Scrum** **process** | [www.scrum.org](http://www.scrum.org) |

# Product Overview

## Project definition

Developed Eng4you website is and website that help user learning English through game. Two people in one team co-operate with each other to explain words, User can listen music and write sentences in that song, and user can chat with foreign to raise their English skill

## Business Need

***Business Problems:***

* English nowaday become second language
* Borring when learning english alone
* Lack of confidence in communication
* Need to much time to translate from native language to english

***Business Need:***

* Take initiative time to learning ( learning when ever they want)
* Commutication with foreign to raise english skill
* Didn’t afraid when wrong
* An website can learning English and entertainment
* Interactive, co-operate with other people to learning english

## Prior Art

Up till now, there are many Website about learning English like (<https://elight.edu.vn> , <https://x3english.com> ) but our website has the function of cooperating among players to explain vocabulary.

This function make players always brainstorming use ability English of themselves to explaint words to they teamate, create an interest in the learning.

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## Proposed Solution

To solve these problems, the Business Service Management System can help the Enterprises in Looking for customer relations opportunities to take care for and advise their customer groups.

Our team is based on the requirements and come up with solution and implement project.

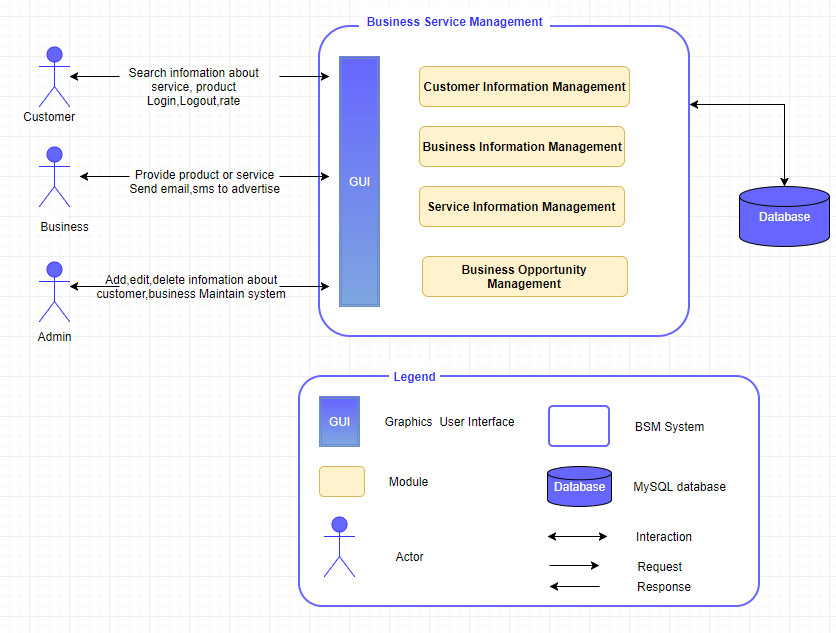
### Project goal

The goal of project is to build the Business Service Management with four main features that meet business need within budget and schedule successfully:

1. **Customer Information Management**: The system can help user to manage customer information detail following customer type: Personal or Enterprise
2. **Business Information Management**: The system can help user to manage business information following enterprise type: Enterprise service provider or Sales
3. **Service Information Management**: The system can help user to manage Information service or item of enterprise
4. **Business Opportunity Management**: The system can help user to manage A client process processing that mean When customer find The item or The service in the system ,The enterprises will know what’s customer looking for items or services and then the enterprise can have target customer list need to Priority offer. Besides managing the customer list, users will control information such as transaction histories, services, or items that the customer has previously considered.

### System Overview

#### 2.4.2.1 System context



***Figure 1: System Context Overview***

#### 2.4.4.2 System context description

* **Customer**
* They can register,login, logout
* Search information about product or sevice
* Share the posts if they like.
* Comment on post.
* Rate the posts and related service.
* **Business**
* Provision of services or products.
* Post to admin review
* Send email or sms to customer for advertise
* **Admin**
* Management Account Information
* Management Information Product, Service
* Manage customer comments.
* Ensure that the system always operate effectively (maintain, update the system).

### Technical Constrains

**Technical to develop**

* Language: PHP, HTML, CSS.
  + - Web Server: Apache.
    - Database Management System: MySQL

**Environment**

* Web browsers: Internet Explorer, Mozilla Firefox, Apple Safari, Google Chrome, and so on.
* Operation systems: Microsoft Windows, Linux, and Apple Mac OS.

**Other Constraints**

* Resource: 4 people.
* Budget: Limited.
* Time: The project must be completed within 04 months.
* Area: Danang city.

# Master Plan

## 3.1 Scrum Process



***Figure 3: General SCRUM Process***

* Scrum is an iterative and incremental agile software development framework for managing software projects and product or application development.
* Scrum focuses on project management institutions where it is difficult to plan ahead.
* Mechanisms of empirical process control, where feedback loops that constitute the core management technique are used as opposed to traditional command-and-control management.
* Its approach to planning and managing projects is by bringing decision-making authority to the level of operation properties and certainties.
* Benefit of the methodology:
  + - Project can respond easily to change.
    - Problems are identified early.
    - Customer gets most beneficial work first.
    - Work done will better meet the customer’s needs.
    - Improved productivity.
    - Ability to maintain a predictable schedule for delivery.

## 3.2 Master Plan

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **NO** | **Task Name** | **Duration** | **Start** | **Finish** |
| **1.** | **Initial** | **11 days** | **01 – Aug – 2017** | **18 – Aug – 2017** |
| 1.1 | Gathering Requirement | 5 days | 01 – Aug – 2017 | 05 – Aug – 2017 |
| 1.2 | Create Proposal Document | 6 days | 06 – Aug – 2017 | 12 – Aug – 2017 |
| **2** | **Start Up** | **16 days** | **21 –** Aug **– 2017** | **10 –** Sep **– 2017** |
| 2.1 | Project Kick-off Meeting | 2 day | 21 – Aug – 2017 | 24 – Aug – 2017 |
| 2.2 | Create Document | 14 days | 25 – Aug – 2017 | 10 – Sep – 2017 |
| **3** | **Development** | **52 days** | **12 –** Sep **– 2017** | **24– Nov – 2017** |
| 3.1 | Sprint 1 | 18 days | 12 – Sep – 2017 | 7 – Oct – 2017 |
| 3.2 | Sprint 2 | 17 days | 8 – Oct – 2017 | 1 – Nov – 2017 |
| 3.3 | Sprint 3 | 17 days | 2 – Nov – 2017 | 24 – Nov – 2017 |
| **4** | **Project’s Retrospective Meeting** | **02 day** | **25 – Nov – 2017** | **27 – Nov – 2017** |
| **5** | **Final Release** | **03 day** | **30 – Nov – 2017** | **02 – Dec – 2017** |

## 3.3 Organization Management

### 3.3.1 Human Resource

|  |  |  |  |
| --- | --- | --- | --- |
| **Full Name** | **Phone** | **Email** | **Position** |
| Tam, Nguyen Thi Thanh | 01664130007 | [ttamdtu@gmail.com](mailto:ttamdtu@gmail.com) | Mentor |
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### 3.3.2 Cost Estimate

***Table 1: Total Cost***

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **No** | **Criteria** | **Price (USD)** | **Amount** | **Total (USD)** |
| 1 | Working hour | $1.2 | 2800 | $3379,2 |
| 2 | Gas support | $0,8 | 160 | $140,8 |
| 3 | Lunch support | $1 | 336 | $352 |
| 4 | PC's depreciation | $1 | 84 | $88 |
|  | | | **Total** | $3960 |

- **Description:**

***Table 2: Cost Description***

|  |  |  |
| --- | --- | --- |
| **Description** | **Amount** | **Unit** |
| Number of members | 4 | Person |
| Number of working hour per day | 8 | Hour |
| The cost per member per week | $1.2 | USD |
| Gas cost support per mount | $1,6 | USD |
| The duration of the project | 4 | Month |
| Lunch cost support per day | $4 | USD |
| The time to use of each computer | 4 | Month |
| The number of working days | 84 | Day |

**- Explain:**

* + - PC's depreciation = USD $1 for maintain \* 84 days.
    - Amount of working hours = 4 members \* 8 hours \* 84 days.
    - Amount of gas cost = 4 members \* USD $0,4/person/day \* 84 days.
    - Amount of lunch cost support = 4 members \* USD $1/person/day \* 84 days.