

LAVENDRO

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Introduction

Overview

Lavendro is majorly related to laundry management. As there is always a crowd in the laundry room and sometimes clothes get lost or get exchanged, lavendro will manage everything well. This software will divide the students on the basis of their floor numbers. It will simplify people's work as it will work as a single source for everything related to laundry. Students can see the timings, get their slot according to their floor numbers, can register complaints online, and can see the extra prices for blankets.

Objective of Project

Lavendro is a new, self-contained product. The idea behind building this project came by looking at the laundry room full of a crowd. In this covid time, we need to reduce the crowd gathering. The objective of this project is to reduce the crowd and do all the management of the laundry in a well planned and time effective way.

Some Features:

- Quick and efficient contact between students, admin, and shop owner
- Every student will get a unique laundry number.
- Students will be able to get time to time updates regarding the progress of their laundry.
- Software also has a payment method.
- One can directly contact higher authorities, send feedback or make complaints regarding the problems they are facing.

Need for the Project

Lavendro will help students, laundry members and shop owners to work in a well planned and time effective way. It will reduce the crowd gathering and has some more new features to make laundry management easy.

Scope of the Project

A cross-platform laundry management software supporting Linux, Windows and Android, use-able by all.

Feasibility Report

Financial Feasibility

We are a group of engineering undergrads that aim to build this application as our Software Engineering lab project. This project uses only open source technologies which require no monetary compensation and will itself have an open source license, thus also not yielding any profits. In Corporate level, there will be the expenses of huge database and storage.

Technical Feasibility

The main technology we are planning to use is React for front-end and integration, Figma and Adobe xd for UI and Node for back-end for building cross- platform GUI software from a single codebase. The technology is freely available and technical skills required are manageable.

Resource & Time Feasibility

React and Node are an easy to learn and hence learning part may take about 10-14 days. Keeping in mind the complexity of project, it is expected to be finished within 124 days. Here is a detailed timeline->

Task	Start Date	End Date	Duration
Project Proposal	13 August 2021	13 August 2021	1 Day
Idea Analysis	13 August 2021	20 August 2021	7 Days
Planning	20 August 2021	27 August 2021	7 Days
Submission of Software Bid	27 August 2021	27 August 2021	1 Day
Study of existing similar applications	27 August 2021	30 August 2021	3 Days
Requirements Gathering	30 August 2021	3 Sept 2021	4 Days
Content Completion	3 Sept 2021	3 Sept 2021	1 Day
Learning Tech Stack	3 Sept 2021	18 Sept 2021	15 Days
Designing Interface	18 Sept 2021	25 Sept 2021	7 Days
Building Interface	25 Sept 2021	15 Oct2021	20 Days
Building Backend	15 Oct2021	9 Nov 2021	25 Days
Integrating frontend with backend	9 Nov 2021	21 Nov 2021	12 Days
Testing and Debugging	21 Nov 2021	4 Dec 2021	13 Days
Deployment	4 Dec 2021	10 Dec 2021	7 Days
Final Submission	10 Dec 2021	10 Dec 2021	1 Day

Risk Feasibility

Failure to meet tentative objectives is possible however delivering on the promised objectives should not be a problem considering the tech stack and experience.
