

SYNOPSIS
ON
MEETRACK
'An Agile Development tool'

Department of Computer Engineering &
Applications

Institute of Engineering & Technology



GLA University

Mathura- 281406

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Submitted to:

Md.Farman sir

(Mentor)

CERTIFICATE

This is to certify that the project work under titled as

MEETRACK

Is the bonafide work of

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during this project submission as fulfillment of the requirement for the System

Design Project

of Bachelor in Technology V Semester, of the **GLA University**

Mathura,Project

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ACKNOWLEDGEMENT

If words are considered as a symbol of approval and token of appreciation then let the words play the heralding role expressing my gratitude. The satisfaction that accompanies the successful completion of any task would be incomplete without the mention of people whose ceaseless cooperation made it possible, whose constant guidance and encouragement crown all efforts with success. We are grateful to our project guide Md.Farman for the guidance, inspiration and constructive suggestions that helped us in the preparation of this project. We also thank our colleagues who have helped in successful completion of the project.

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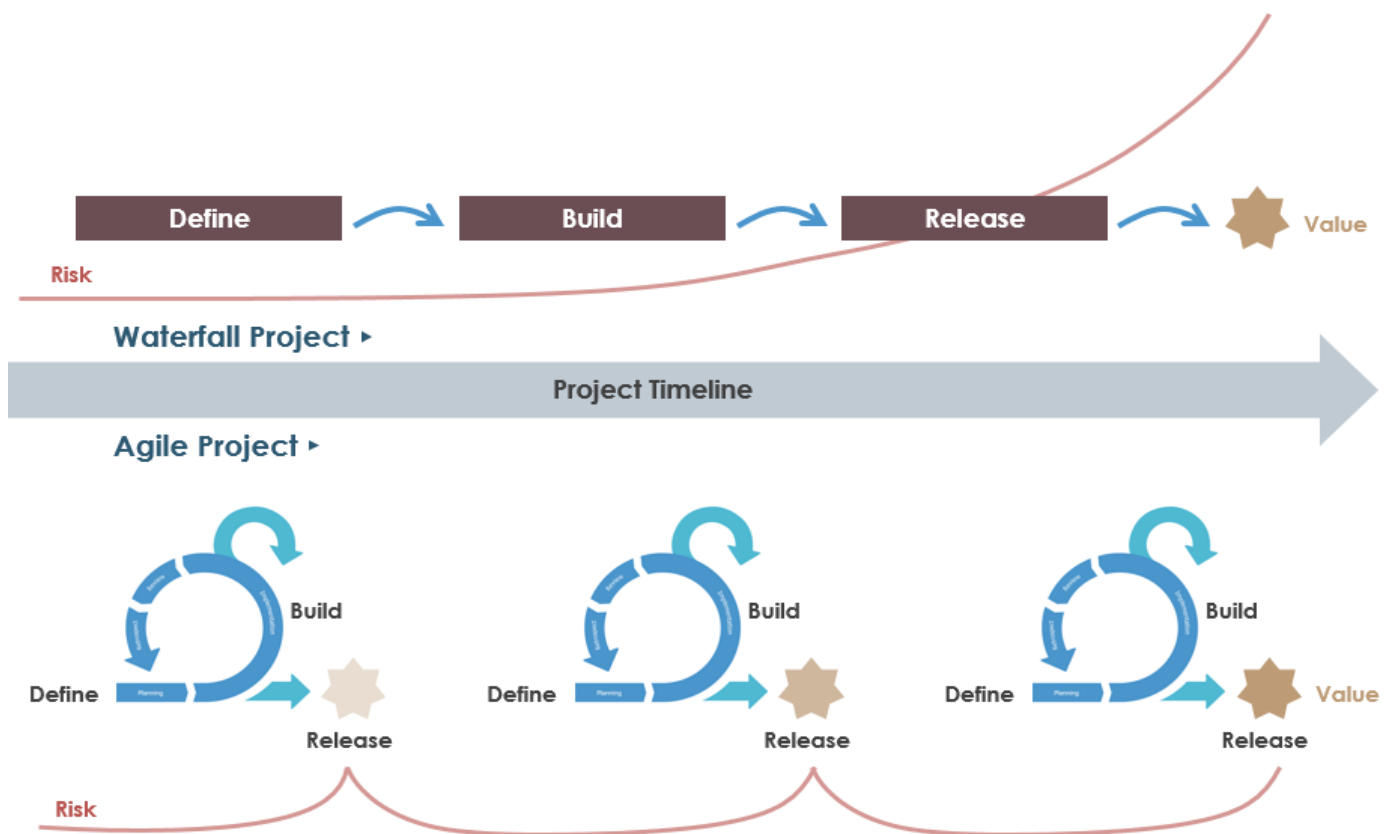
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1. Introduction

Agile is a term used to describe approaches to software development emphasizing **incremental delivery, team collaboration, continual**



planning, and continual learning, instead of trying to deliver it all at once near the end.

Agile focuses on **keeping the process lean and creating minimum viable products (MVPs)** that go through a number of iterations before anything is final. Feedback is gathered and implemented continually and in all, it is a much more **dynamic process** where everyone is working together towards one goal.

Scrum :

Scrum is a framework within which people can address complex adaptive problems, while productively and creatively delivering products of the highest possible value. It is used for managing software projects. Its focus is on an adaptive product development strategy where a cross-functional team works as a unit to reach a common goal within 2-4 weeks called **SPRINT**.

Lean :

Lean founded new applications in **knowledge work, helping businesses in all industries *eliminate waste, improve processes, and boost innovation***. Software development is a natural application of Lean methodology because, much like manufacturing, it generally follows a defined process, has some defined conditions of acceptance, and results in the delivery of tangible value.

The key concepts that guide all practice of Lean methodology, which we call the Pillars of Lean. They are:

- **Continuous improvement**
- **Respect for people**
- **Lightweight Leadership.**

2.Problem Statement

Most of the Software industries are facing problems regarding the completion of projects with absolute customer satisfaction and time management. Though we have so many other methods to develop a project (software) and deliver it to the customer but none of them get developed trust between customer and company.

Most of them lost time tracking and quality.Beside this there is no other strategy able to accept change or if it does, it takes too much time and cost to modify it.

Hence to overcome this problem we present you, the tool to implement agile software development methodologies efficiently and effectively.

In agile methodology we provide absolute **Customer satisfaction** by **rapid, continuous delivery** of useful **software**. People and interactions are **emphasized** rather than process and tools. Customers, developers and testers **constantly interact** with each other. Working **software** is delivered frequently (weeks rather than months).

3.Objective

The objective is to build a web portal in working condition by considering the following details :

- **Signup**
- **Login**
- **Dynamic Dashboard**
- **Profile**

4. Technology Used

3.1 Front-end Design :

To design the layout of the web application we are using HTML, CSS, django and BOOTSTRAP, JAVASCRIPT and chrome web browser. also Visual studio provides extensions to directly view the layout.

3.2 Database :

For Storing User Data and authentication we are using sqlite as it stores data in tables which is easy to access and readable

3.3 Backend Processing :

- Django
- Python
- Sqlite

5.AGREEMENT CONTRACT

We hereby declare that all the information given in this report is correct and is written by me or a team member. We acknowledge that the contents of this report are not plagiarized, and if it is found otherwise the project mentor has the right to cancel our team's project at any time and could waive our rights to warrant a justification.

We also acknowledge that all the future work done in this project would be sincere, honest and would be held to proper standards explained throughout this project, to me or my team (members) or my team leader by the project mentor.

We recognize that this project is a huge learning opportunity for me as well as my team members and we would do my utmost to not put any stakeholders in a position of jeopardy or cause problems/worries/delays, with/without justifiable intent or reason from our side for that matter.

We understand that the stakeholders in this project would be putting in a lot of effort and time that would ultimately benefit everyone. We agree to acknowledge and respect the virtues of our team and our mentor and understand that they would as well in return.

6.Progress

Work	Status
Synopsis Submission	Completed
Project Designing	Completed
UI Design and backend implementation	Partial completed
Final Submission	pending

7. References

- [React documentation](#)
- [Node Documentation](#)
- [Mongo db documentation](#)
- [code with uncle bob \(blog\)](#)
- [Stack Overflow](#)
- [bootstrap documentation](#)