StarContests.com

If it's not here it's not happening.

Termination Analysis v1.0

Team 8

Instructor - Prof. Asim Banerjee

GROUP MEMBERS

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REVISION HISTORY

Version	Document	Created By	Reviewed By	Date
1.0	Termination Analysis	Shivani Thakker, Rachit Mishra	Krupal Barot	8 April, 2015

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Purpose

Project management process is the backbone of a software development process, it specifies all the activities that need to be done by the project management to ensure that the cost and quality objectives are met. Termination analysis is the last phase of project management process, performed when the development process is over. The main purpose of this document is to provide information about the development process, deliverables and sum up the learning done during the course of this project.
One of the main goals of this document is to set some rules for future project teams and make them aware about the deviations of the project. The document also lists out the work done by members and gives a conclusion for the entire software development process.

General Information

Project Name	StarContests.com
Commencement Date	5 January, 2015
Termination Date	11 April, 2015
Team Number	Group 8
Institute	DA-IICT
Course	IT-314 Software Engineering
Course Instructor	Prof. Asim Banerjee
Teaching Assistant	Tushar Gadhiya
Client	Eventos Animosta
Team Leader	Prachi Kothari

PROJECT DELIVERABLES CHECKLIST

1.	Project documentation and other items prepared, collected, and archived	YES
2.	Feasibility Report (for accepted idea)	YES
3.	Feasibility Report (for rejected Ideas)	YES
4.	Project Proposal	YES
5.	Project Plan	YES
6.	Survey, Interviews and results	YES
7.	Software Requirements Specifications(SRS)	YES
8.	Draft User Manual	YES
9.	SDLC	YES
10.	System Test Plan	YES
11.	Traceability Matrix	YES
12.	E-R diagram	YES
13.	Relational Model	YES
14.	Architectural Design Diagram	YES
15.	Data Dictionary	YES
16.	Sequence Diagrams	YES
17.	Data Flow Diagrams	YES
18.	Activity Diagrams	YES
19.	Use Case diagrams	YES
20.	Quality Assurance Plan	YES
21.	Configuration management Plan	YES
22.	Risk Management Plan (RM3P)	YES
23.	Gantt Chart	YES
24.	COCOMO (Cost Analysis)	YES
25.	Coding Standards	YES
26.	Source Code	YES
27.	Test Cases	YES
28.	Test Report	YES
29.	Termination Analysis	YES
30.	Installation Manual	YES
21.	Meeting Log (Minutes of meeting)	YES
32.	Time Sheets	YES

DEVIATIONS

Based on some modifications and turns our project took, this section aims at providing a description about the deviations our project took from the timeline when we first proposed it in the form of the project proposal document till now when we are about to enter the testing phase.

Reason for deviation -

Due to some inevitable obstacles or hurdles in our path while developing this project, on the down side, we fell short of providing some features but on the up side, we compensated that by providing some additional features.

On the down side, based on the project proposal,

1. We proposed that the results of an event hosted by the organizer would be put up on the website itself for the participants to have a look. This feature could not be accommodated as proposed. As of now, this feature is under future scope
2. We proposed the idea that the participants could register as a team on the condition that only the captain will register for the whole team. The proposal of this feature took a deviation and we couldn't accommodate this feature in our web platform.
3. Another characteristic we proposed was about the referees or the judges. The referees and the judges would be notified about the events of their respective interests and requests by the organizers if any in those particular events. The product we have developed doesn't has this feature of taking the referees and judges into account.

On the up side, additionally we supplemented our proposal with a few features,

1. We provided an additional feature in the forum section where apart from just giving the organizers and the sub-organizers/volunteers an access to have a chat, we gave them the advantage of viewing the chat thread in a separate table in the forum page where

they get to in the My Committee thread. To post a reply or to initiate the discussion on a new topic, all they have to do is fill out the details. In this way, we micro-managed the forum section and provided different functionalities for posting or replying.

2. Also, our platform provides a user friendly GUI. We weren't very sure that we could do that when the project was in the requirements phase.

3. A person who intends to sub-organize or volunteer an event fills the form and the organizer of that particular event gets an email. Only if the organizer approves, the requests of persons to sub-organize and volunteer are facilitated.

Learning Derived

1. At the start of the project, everyone seemed intimidated by the course and the size of the work to be done. But, we decided to divide the work and do everything according to a well planned manner. Our leader called for meetings regularly and every member was present for meetings and paid attention. Team members were always on time for the meeting (+/- 5 minutes) and participated well. A basic principal was decided upon from the beginning and was followed responsibly to the end - Deadlines should be adhered to. This helped us in finishing phases without much hustle and we could finish the project on time without major hiccups.

2. Any member in the group (except 1 or 2 of them) did not have a thorough prior knowledge of the coding language we had decided upon - PHP, so even though we had started the skill development along with the end of the requirements phase, we had to delay the coding phase by 4-5 days (due to holidays and PHP learning yet to complete). So, the skill development, we gathered should be started immediately after the technology and tools to be used are decided upon.
3. Initially, we would divide the work of a particular document among 5-6 members which we thought would make the process easy. But it made it cumbersome, by different editing styles and always deciding a time to meet. We came to a

conclusion that a document should be created by maximum 2-3 people and this was followed eventually during the later phases of the software development life cycle.

4. Passing a document or a page created (on the website) in front of fresh eyes (people who had not created it) was found to be very useful. These people came up with points, that people who had created it had not come across so that they could be rectified. This role was played by the reviewers and the Teaching assistant (mentor). He always gave valuable insights and pragmatic suggestions on how to improve our project.

5. The most valuable learning everyone took from the project development process is that 'Organized Team-work could take us places.' We experienced that if everyone chips in for the work (regardless of their comfort zone) any amount of work would not seem too big. Taking in everyone's suggestions in the team also proved helpful. Also, we made it a point to make sure that every member works in every phase.

Future Scope of Project

The group has from the beginning of the process tried to implement every feature pointed out in the SRS and we have succeeded in doing that to a large extent. Features or tasks that we would put under future scope of the project would be,

- Better, improved GUI of the product.

- Authentication and security protocols to be implemented to make the website more robust and efficient.

- Android/iOS mobile application for the same.

- To make the website live , premium accounts and advertisements for revenue generation.

- Making registrations as team possible (present scope allows only the captain to register on behalf of the entire team). Also, provide for participants who do not have a team to find teams that are short of people.

- Post-contest follow-up including results, pictures etc.

-Rating for all the entities (organizer, sub-organizer, participants, volunteers) based on their past performances.

Work Products and Member Involvement

Work Products	Members Involved
Feasibility Report (accepted idea)	Shivani Thakker Prachi Kothari Rachit Mishra Archit Gajjar
Feasibility Report (rejected ideas)	Yash Jain Hardik Beladiya Dhaval Chaudhary Soham Darji Krupal Barot Archit Gajjar
Project Proposal	Yash Jain Prachi Kothari Shivani Thakker Soham Darji Krupal Barot
Project Plan	All Members
Requirement gathering (survey, interviews and results)	All Members
Requirement Analysis(SRS)	Shivani Thakker Hardik Beladiya Dhaval Chaudhary Yash Jain

System test Plan	Soham Darji Krupal Barot Prachi Kothari Rachit Mishra
SDLC	All Members
Gantt Chart	Yash Jain Rachit Mishra
Draft User Manual	Dhaval Chaudhary Soham Darji
Traceability Matrix	Archit Gajjar Krupal Barot
E-R diagram	Prachi Kothari Shivani Thakker Dhaval Chaudhary
Relational Model	Prachi Kothari
Architectural design Diagram	Krupal Barot Soham Darji
Data Dictionary	Shivani Thakker
Sequence Diagrams	Rachit Mishra
Use Case Diagrams	Yash Jain
Data Flow diagrams	Soham Darji
Activity Diagrams	All Members
Quality Assurance Plan	Archit Gajjar

Configuration Management	Krupal Barot
Risk Management	Rachit Mishra
Cost analysis (COCOMO)	Archit Gajjar
Coding standards	Hardik Beladiya
Source Code	All Members
Test Cases	Shivani Thakker Rachit Mishra Prachi Kothari
Test Report	Shivani Thakker Rachit Mishra
Termination analysis	Shivani Thakker Rachit Mishra
Installation Manual	Krupal Barot Yash Jain
Meeting Log (Minutes of Meeting)	Shivani Thakker Krupal Barot Rachit Mishra Yash Jain
Time Sheets	All Members

CONCLUSION

Apart from the skills developed, experience gathered and the final product made, a lot of positives were derived from the entire software development process. The major take-away was the spirit of working in a team, how to let-go, how to make your point and how to work with co-operation in a group where everyone has an opinion and a point of view. Of course, it gave us a sneak-peak into how projects would take course in the industry and what kind of work ethic and amount of work would be required. We learned the value of time and how sticking to deadlines is for the good in the longer run. We learnt that not only the final output as a product is important, but the overall process of making documents, working under software engineering principles and discipline work is also necessary. Most importantly we learnt the value of planning ahead of time to deliver a good working product to our client. We made wonderful friends while working together for hours and in that process learned a lot from each other.