

StarContests.com

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

Project Proposal v1.1

Team 8

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DOCUMENT DESCRIPTION

This document intends at providing an in-depth knowledge of the project we intend to build and the platform we intend to provide to a varied user base which encompasses people from different walks of the society. Also, this document sheds some light on the software we presume to use as the project enters its development phase.

REVISION HISTORY

Document	Date	Version	Created by	Reviewed by
Project Proposal	29 th January 2015	1.1	Prachi, Shivani, Soham, Krupal, Yash	Shivani

DOCUMENT CONVENTIONS

The following conventions would be followed throughout the document,

1. Headings: Intense, 18 , Bold, Blue
2. Subheadings: Calibri, 16, Bold
3. Body: Arial, 13, Black

INTRODUCTION –

It is not unusual to find lots of stories of rags to riches or stories about how small town people make it big. Local talent, spans the entire gamut from performing arts to sports. People, especially the school and college going students are always on the lookout for platforms to put their skills to display and to keep growing. At the same time there is no dearth of contests where they can do the same. Sports tournaments, music-dance-drama competitions, quizzes, elocutions, debates, tech competitions, crafts or cooking contests are few of the better known. For the youth today it has become more about justifying their existence rather than simply existing. There have been numerous cases where given the proper platform these people have blossomed. Contests and tournaments take place, prizes in cash and kind are given and many a times it so happens that a person who might have been interested to participate in the same would not even know about it. For people organizing such events they are always on the lookout for volunteers and sub-organizers who would be ready to take up the work. If channelled in the right path there would be no stopping this talent. This is where we come in. The idea stemmed from the realization that such a system was needed to be put in place which would

make this entire process more feasible and easy to use. So that the lack of awareness about contests in one's city or nearby or any other aspect related to it would not prove to be an impediment for people who are willing to prove their mettle.

OBJECTIVE

The objective is to effectively put in place a system , a platform that brings together organizers, participants, sub-organizers, volunteers and other entities and makes the entire process starting from hosting a contest/tournament to registration, budgeting, scheduling lucid. To make a one-stop website for anyone who is willing to participate in competitions of their interest, organizers who wish to host contests or volunteers and sub-organizers looking for work or experience. All this in the local context geographically. We are focused on trying to provide the people who do not have a proper defined system in place what they require. The contests, organization, registration, scheduling, budgeting, advertising and other facilities would be for all fields encompassing literary contests(quizzes, extempore, elocution, debates, spell-bee), performing arts(music-drama-dance), sports tournaments, tech contests(Robocop, robo wars etc.) to all other contests however unique taking place in the city or nearby. To provide organizers a platform where they can not only post about their event, but gather registrations, post live news about it, search for sub-organizers and volunteers, make their schedules/fixtures etc. and at the same time providing a platform for participants so that they do not miss anything happening around them and that getting notifications saves them precious time.

TARGET AUDIENCE

Organizers or sponsors who wish to host contests/events/tournaments, sub-organizers and volunteers looking for work/experience, people of all age groups (depending on the contests held and details provided) who are willing to participate. If a large portion of local talent. Along with the aforementioned entities are included and visit the website regularly it would be an ideal condition.

APPLICATION FEATURES AND DESCRIPTIONS

The web application would be a platform for various entities. For organizers of small to large local events to host their contest/tournament, gather registrations, find sub-organizers and volunteers to work for the same, budget the event and schedule it. For participants i.e. the local crowd to know about any and every competition taking place in their city through a notification every time something comes up, to register for the same and get pre and post event details. For sub-organizers and volunteers to search for work and carry it out efficiently with minimum hassles.

The basic structure of the user profile would be of five types,

1. Organizers
2. Participants
3. Sub Organizers
4. Volunteers
5. Guest users

A guest user would be able to see all the events and contests being held at the respective location but to register for the contest, the user should be registered on the website.

Organizers will be able to host a contest or an event, put up all the details online, regularly update the schedule, rounds, fixtures and results, get notified with all the registrations taking place on the site with the details of the participants. Participants, according to their age, interests and location get a notification about the contest, they can register online, get updates about the schedule, rounds and fixtures (calendar) and also see the results and get the pictures of the event.

1. Organizers -

- After registering on the website, organizers are able to organize any event of particular category (i.e. music, sports, drama, dance, fashion show etc.)
- By using our website they can put up all the details of the contest/event, get registrations online, get sub-organizers and volunteers, communicate and send notifications to them on my committee.
- Organizers would also be able to assign the tasks to sub-organizers who in turn update the daily tasks done. Also, they can manage budget by updating the bills about expenses, etc.

2. Participants -

- After registering participants (i.e. players/singers/dancers/actors etc.) get the updates and notifications of ongoing or upcoming tournaments/events so that they can participate in them. In this way they get the platform for entering into various competitions and showing their respective talents.
- They can see the venue and schedule of the events.
- Participants can register as a team, in that condition only the captain will register for the whole team.
- Participants will also be able to get regular updates and discuss about the updates in a general forum of the contest.

3. Sub Organizers -

- Given, the tasks list by organizers, they will regularly update their daily budgets, expenses, bills etc.
- Organizers and sub organizers will be able to chat in a group.

4. Referees/Judges – (Future Scope)

- After registering they would be notified about the events of their respective interest and requests by their organizers if any in those particular events.
- In this way they get a chance to perform duty in their interested field.

5. Guest Users –

- They will be able to access the details of events schedule, news feed, pictures and videos of events etc. of particular category.
- They can subscribe for notifications.

In this way this web application provides a platform to a lot of talent which is existing in every corner of the country who don't get a platform to showcase their talent in their particular fields of interests.

CHALLENGES

1. Technical -

- Since the website will be available for different types of users having different access rights and requirements will be required; we require a complete understanding of the input and a comprehensive User interface design, also according to the comfort of the users. Any flaw in the design may lead to undesired information pass on to the users and uncomfortable user interface would repel the users from the website.
- For the maintenance of the website, the client should have complete knowledge of the website. Hence, the software will require clear extensive documentation at the source level.
- Unavailability of team members and client organization due to various events including annual fest of our college - synapse, exams, placement activities, various projects and assignments of other courses which will impact the delivery of the project on a timely basis and the team will try the best to meet the deadlines with an efficient product finally.

2. Social -

- After the product delivery, the social challenges come into part. Initially, for getting the users to the site, we would have to contact events and contests organizers and club, art galleries, special interest groups who are organizing competitions like Sports, Drama, Dance, art, etc. We would be able to convince them for hosting their contest on our website for increasing their participation. So for doing this we will sell our event organizer account for free till our website don't get enough users and organizer start believing on the site that this is the place where they can get enough participation for just posting an event. After our website gets known we will make event organizer account premium.

- We are making websites for the local event organizers who don't have their own websites for their event so we are providing nice platform for them to keep in touch with local participants who are highly interested in participating in such events. So we have to design our GUI such that it's easily accessible and for event manager to upload all required details for the event easily.

- Biggest challenge is the verification process. When some organizer organizes an event somehow we need to verify that it's not fake and not trying to fool people so we need to ensure about such things because if such thing happens we will start losing our users. Same thing goes for users if event organizer gets registrations but its fake registration we will start losing our premium account users (event managers). So it's the biggest challenge for us to maintain both sides and keep our site running. For now, this verification can done by both the parties through e-mails or contact no. There is no other method for now which can be used for authentication. We are asking the organizers as well as other users to put in varied details, so that we can limit bogus accounts as far as possible.

TOOLS AND TECHNOLOGIES

1. For front-end of our website we shall use html, css and JavaScript programming languages.
 - **HTML** or Hypertext Mark-up Language is the standard mark-up language used to create Web pages.
 - **CSS** is Cascading Style Sheets is a style sheet language used for describing the look and formatting of a document written in a mark-up language.
 - **JavaScript** is an easy-to-use programming language that can be embedded in the header in web pages. It can enhance the dynamics and interactive features of page by allowing to perform calculations, check forms, write interactive games, add special effects, customize graphics selections, and create security passwords and more.
2. For back-end we shall use PHP and Xampp (for DB).

- **PHP** is a server-side scripting language most efficient designed for web development. More than 80% of all the websites use PHP as server side programming language.
- **XAMPP** is a free and open source cross-platform web server solution stack package, consisting mainly of the Apache HTTP Server, MySQL database, and interpreters for scripts written in the PHP and Perl programming languages.

3. For group work,

GitHub is a web-based Git repository hosting service, which offers all of the distributed revision control and source code management (SCM) functionality of Git as well as adding its own features. In this we can edit the code and change the code for our requirement. The main feature of this tool is that we can work in group and make different branch for different feature and after testing we can merge with the main or master branch.

ASSUMPTIONS

1. Our client has a domain server to host the website.
2. The information posted on the website by the participants as well as the organizers is authentic.
3. Users (both the organizers and the participants) will be familiar with the use of computers.

SCOPE

1. The present scope of this application is the various users with different fields of interests can register themselves for the contests being hosted by the organizers and get all the updates about them. The scope limits itself to registering, which can be extended with a payment gateway in future. Also, for the sub-organizers, the scope is varied involving various aspects such as to do lists, budgeting, and event management.
2. This project intends to accommodate interests of various groups, teams or clubs who have sprung up in different areas in different cities and who are genuinely passionate in a field such as sports, dance, music, drama, arts, etc. and wish to participate in upcoming contests around their city.

3. A lot of people who were surveyed were convinced by the idea that this project to get notified about each and every happening in their field of interest. This application has a great scope in terms of user base as we have extensive fields of interests for the people to access the details of contests in their field of interests.

4. Based on the assumptions of the survey, we could deduce that this project has a vast scope expanding beyond limited areas or cities.

FUTURE SCOPE

The application has a huge scope to evolve with many other features such as with online registration, online payment gateway can be implemented along with a proper authentication (using better technology) of the users (both the organizers and the participants). Also, this website can be accompanied with a mobile application which will prove very useful for the users as they can get notified easily. In future, we can also extend with a feature.

LIST OF DELIVERABLES

The following documents will be submitted by the end of the project

1. Software as the final product for the organization.
2. User Manual to help user understand the software and its working.
3. Reports that would be required at various stages of the Software Engineering process.

PLANNING

Phase description -

The team will organize and divide the work in small groups of members according to the skill set of the team members, which will enable the team to carry out the work in parallel and systematic fashion. The work will be majorly divided according to the following phases:

1. Requirement analysis phase - The team will identify and analyse the requirements for the project. All the requirements will be identified through quantitative and qualitative results obtained by doing surveys and interviews with the varied user base

of the application. The team will also refer to the existing applications providing information about the events and how to evolve with the features that we have proposed. During this phase, the team members will develop the skills required to implement the project idea and in this phase, the members will share each other's skills and learn from teammates.

2. Development phase - The team will propose the most suitable and proper design architecture as per the requirements stated in Requirement analysis document. The team will identify the different modules required for the design and invocation relationship between them, also the team will do the detailed description of each module. Basically a page wise design methodology will be followed.

3. Coding and unit testing phase - Coding will be done by following the coding standards and continuous interactions between the team members, who will be working simultaneously on the different modules identified in the development phase. This phase will also be accompanied with the skill development phase in which the team members will share each other's skills and learn different technologies. The modules will be tested by the members themselves. The group will be divided in a manner that the members involved in coding one module will test another module created by another set of members. The code will be well documented so that anyone not associated with the project can understand it.

4. Integration and system testing - The team will integrate the modules to make the final website to be tested by the members. The website will be sent to members of the organization for acceptance testing and deployment.

SCHEDULES AND MILESTONES

29-01-2015 – Project Proposal and Feasibility Study will be delivered

5-02-2015– Project functionalities and user survey will be compiled

10-02-2015– Project requirements will be delivered

4-03-2015– Project design will be presented

8-04-2015– Project Implementation will be completed

15-04-2015– Project testing will be completed

PROJECT TRACKING AND QUALITY CONTROL

1. Management within the group - The project will be monitored by conducting timely meetings among the team members. Sub - groups will be allotted specific tasks which will arise in the development of the project. At the end of each module or phase, the progress will be evaluated and accordingly there will be proper planning. Minutes are maintained for every meeting. Regularly contacting the mentor to check if the progress is at pace.
2. Requirement Management and updated design - Requirement specification document will contain all the requirements specified in requirement phase .The former and also correspondingly the design will be closely monitored in every phase and will be updated according to the need of the project.
3. Quality Control - To maintain the quality of each deliverable, a review process will be followed for each deliverable. During the requirement phase, to ensure the quality of SRS, there will be regular questionnaires and interviews. During the coding phase, proper coding conventions will be followed.