

Nibm

UNILIFE+

By Group No:01

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BACKGROUND

The project aims to create a student and staff app that integrates with the campus's LMS and provides access to campus facilities such as the library and canteen. It also seeks to address common problems faced by students and staff by providing solutions, such as connecting with lectures and managing timetables

1. Inefficient canteen facilities

2. limited access to library resources

3. Timetable Update

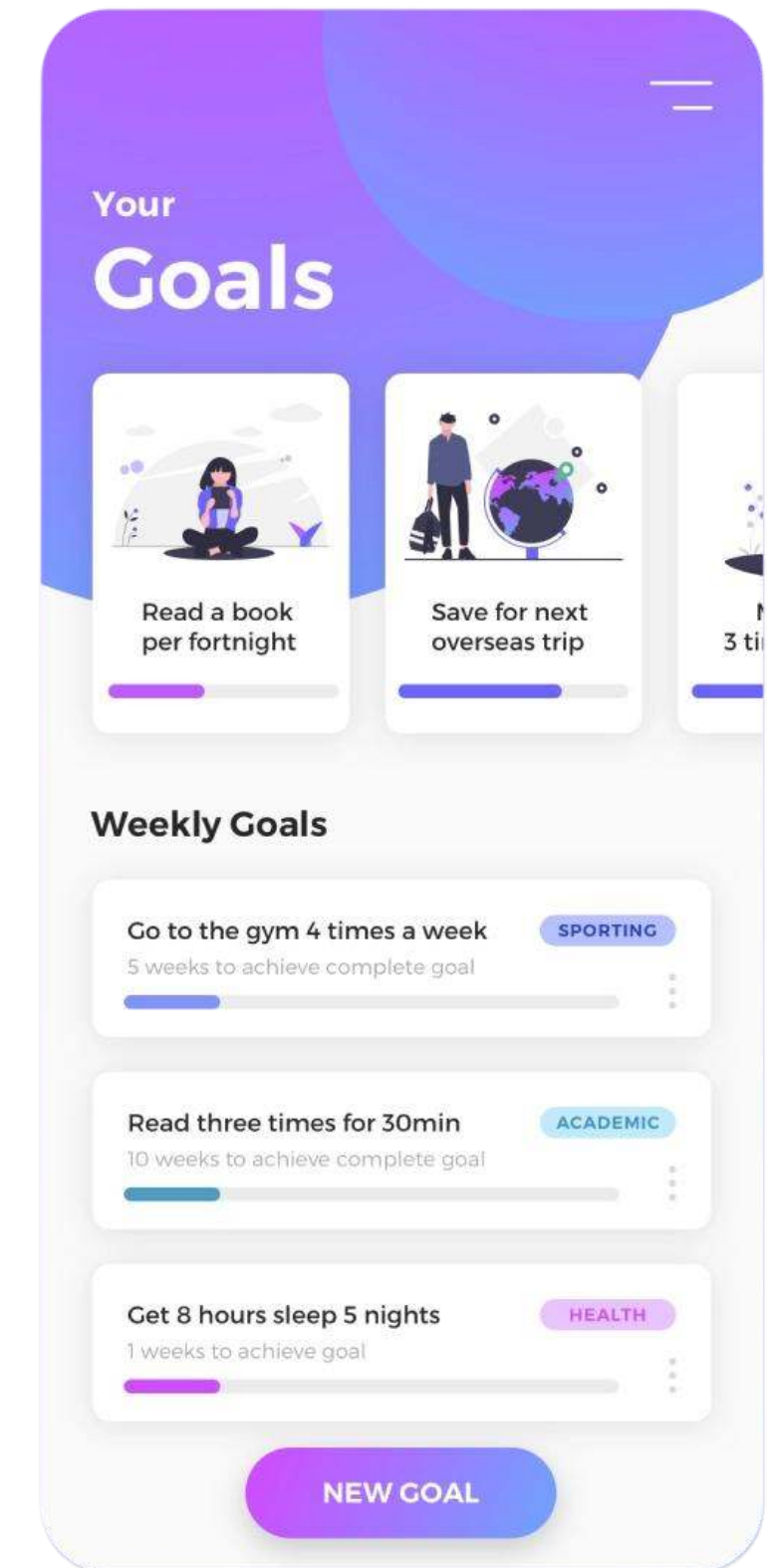
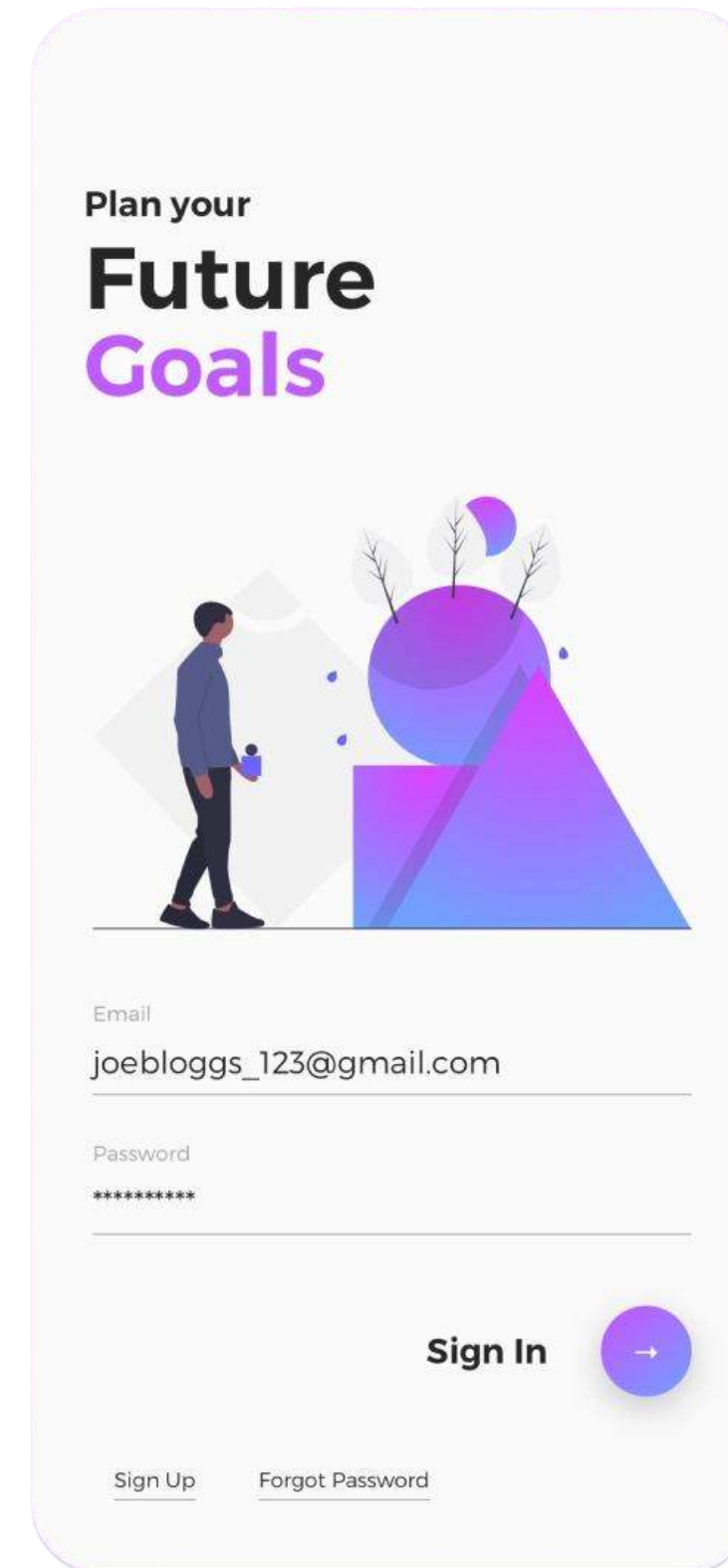
4. Learning Management Systems

5. Connect with lecturers



GOALS

- I. Improve access to canteen service by reducing right in time and enabling ordering of meals.
- II. Enhance access to physical and e-library resources by providing a user-friendly interface for searching and requesting materials.
- III. Efficient and effective timetable management by providing produce and personalized schedule future with notification full update.
- IV. Centralized that form for accessing, Course Material's, discussion, assignments, and goals by integrating the app with the college's LMS.
- V. Enhance the overall college experience for the student by offering a convenient and efficient app that integrates key campus facilities and optimize the learning process.



Scope

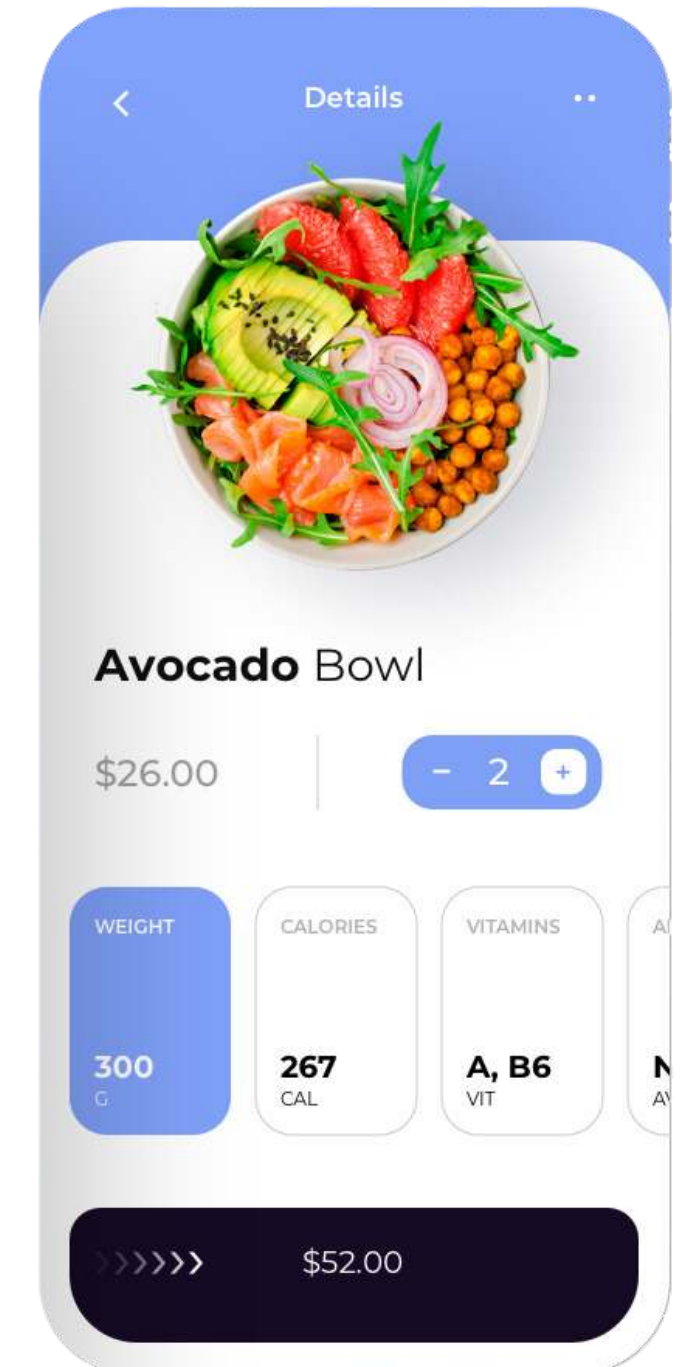
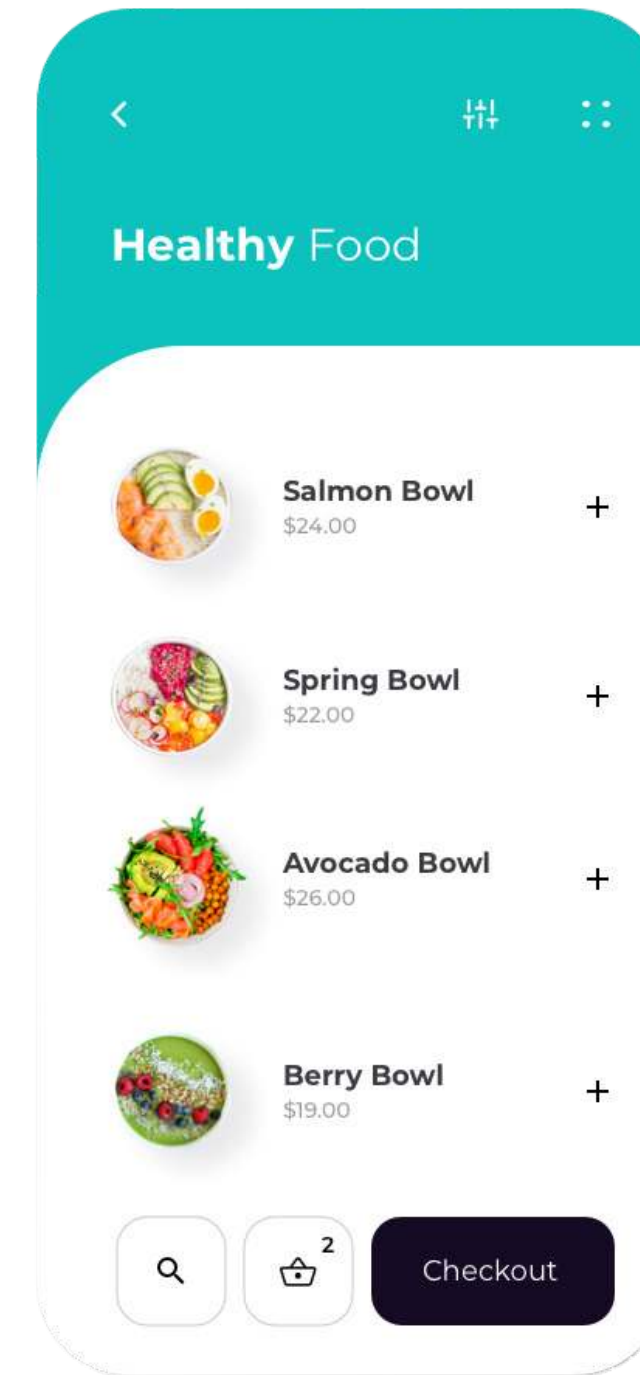
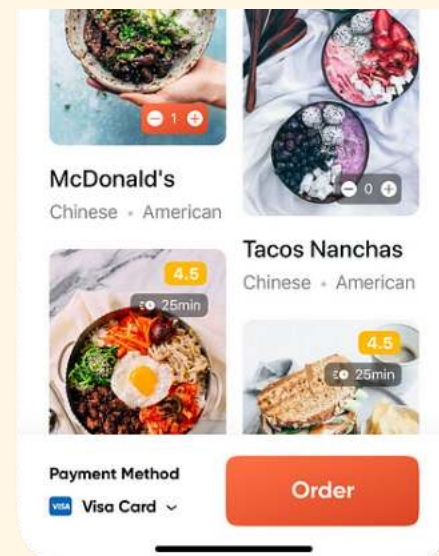
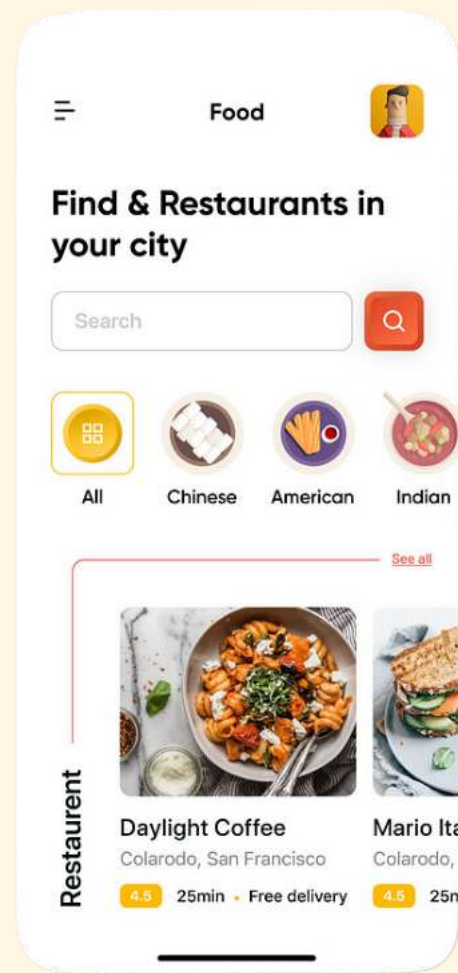
The scope of this project includes developing an app for college students and staffs that integrates with the college's LMS and provides access to the Canteen, library resources, timetable management, contact lectures. The end result of their project will be a fully functional and we're friendly app that enhance the college experience for students by improving access to external facilities and helping their academic journey.



The app is categorized as 1)Canteen
2)Library
3)Time table
4)LMS
5>Contact lectures

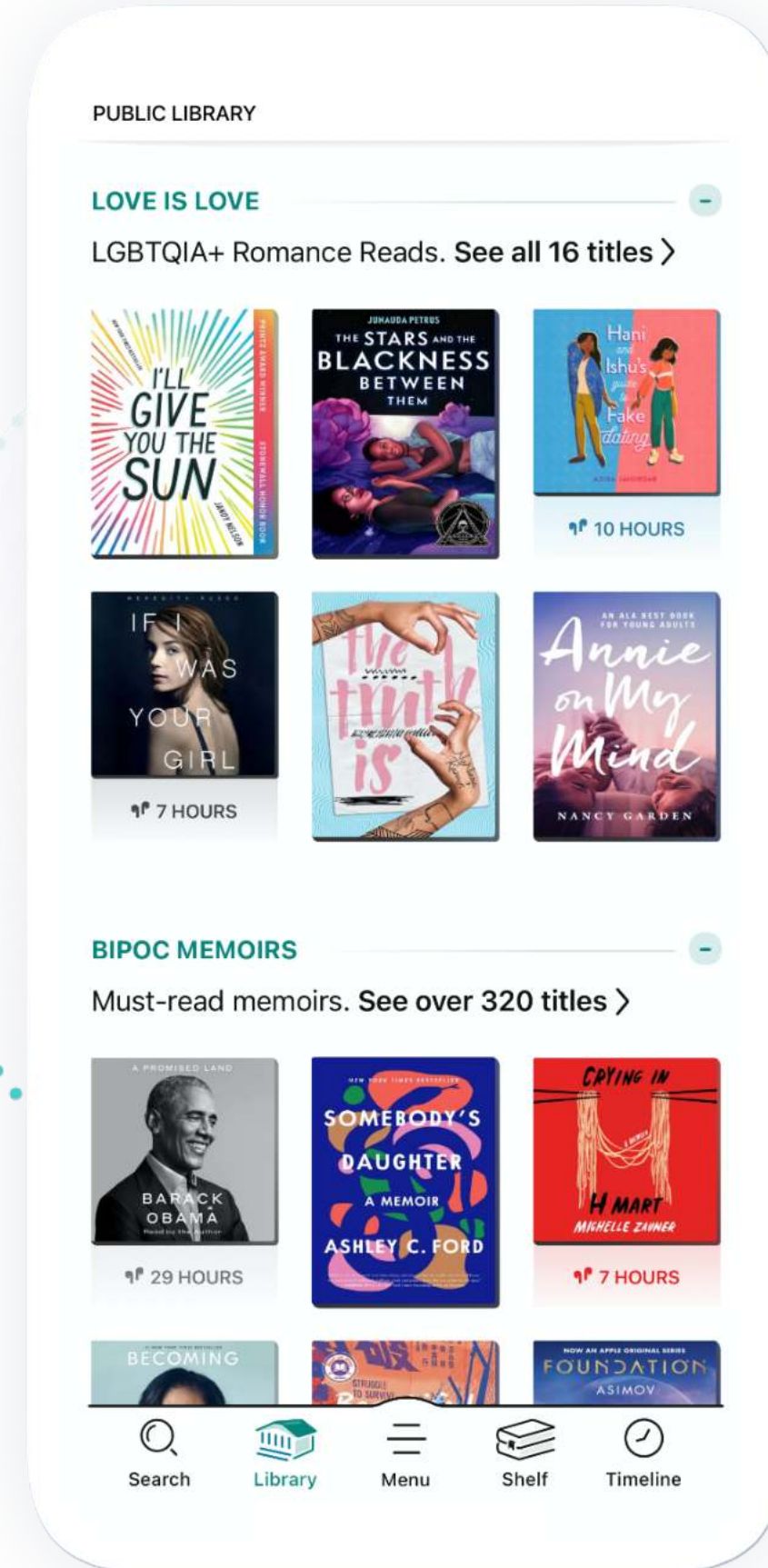
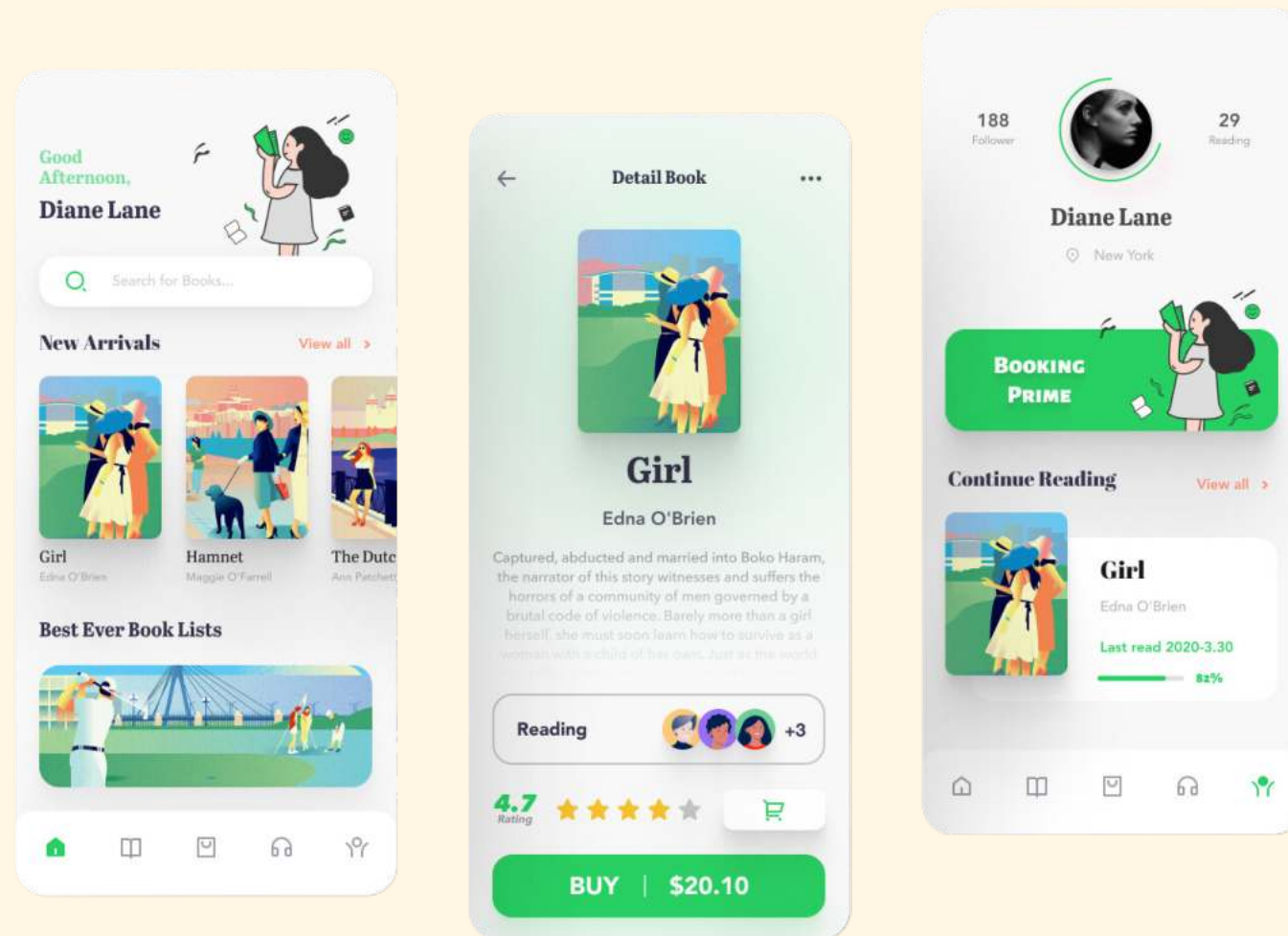
CANTEEN

User accounts for campus students and staff to access the canteen service will be created by the program office.



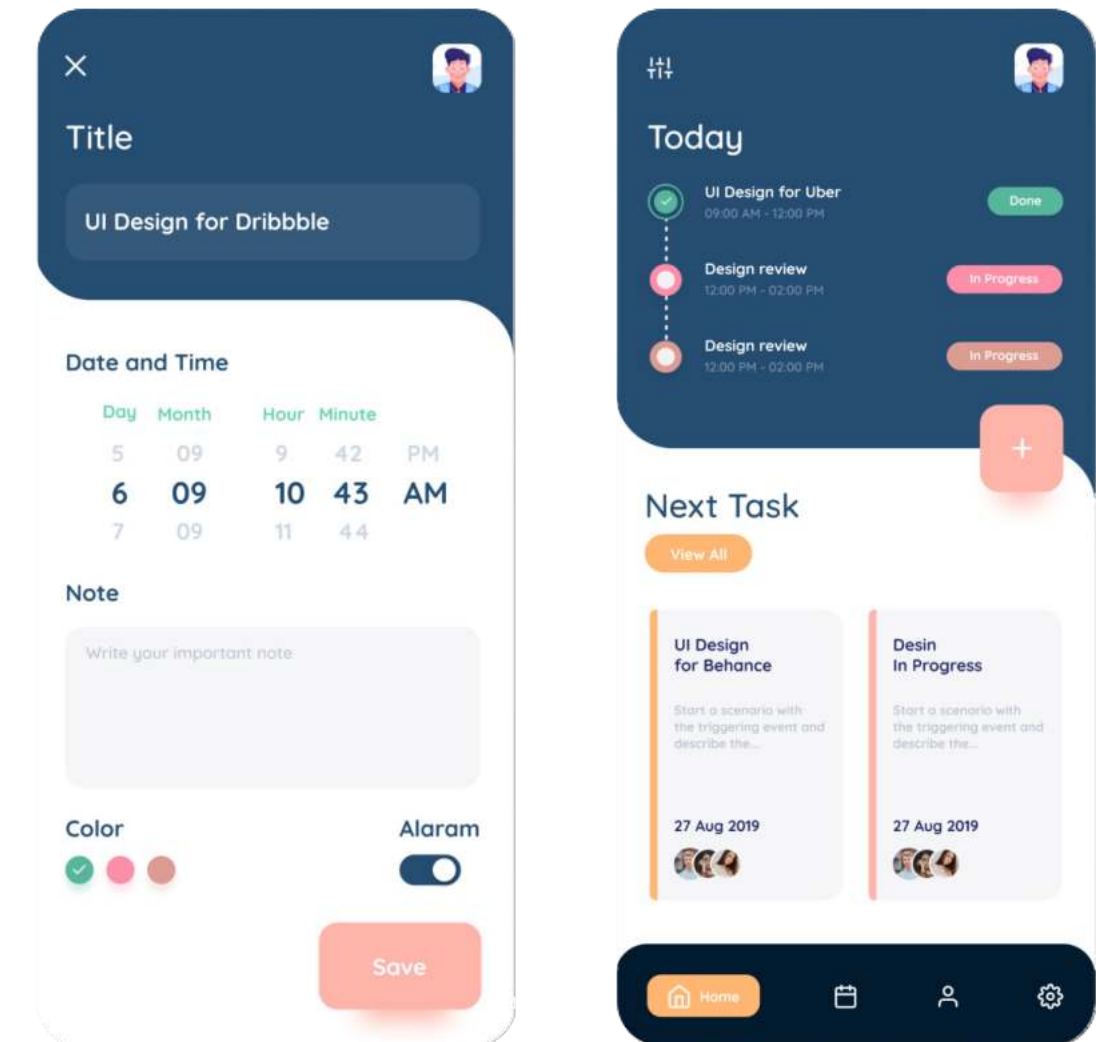
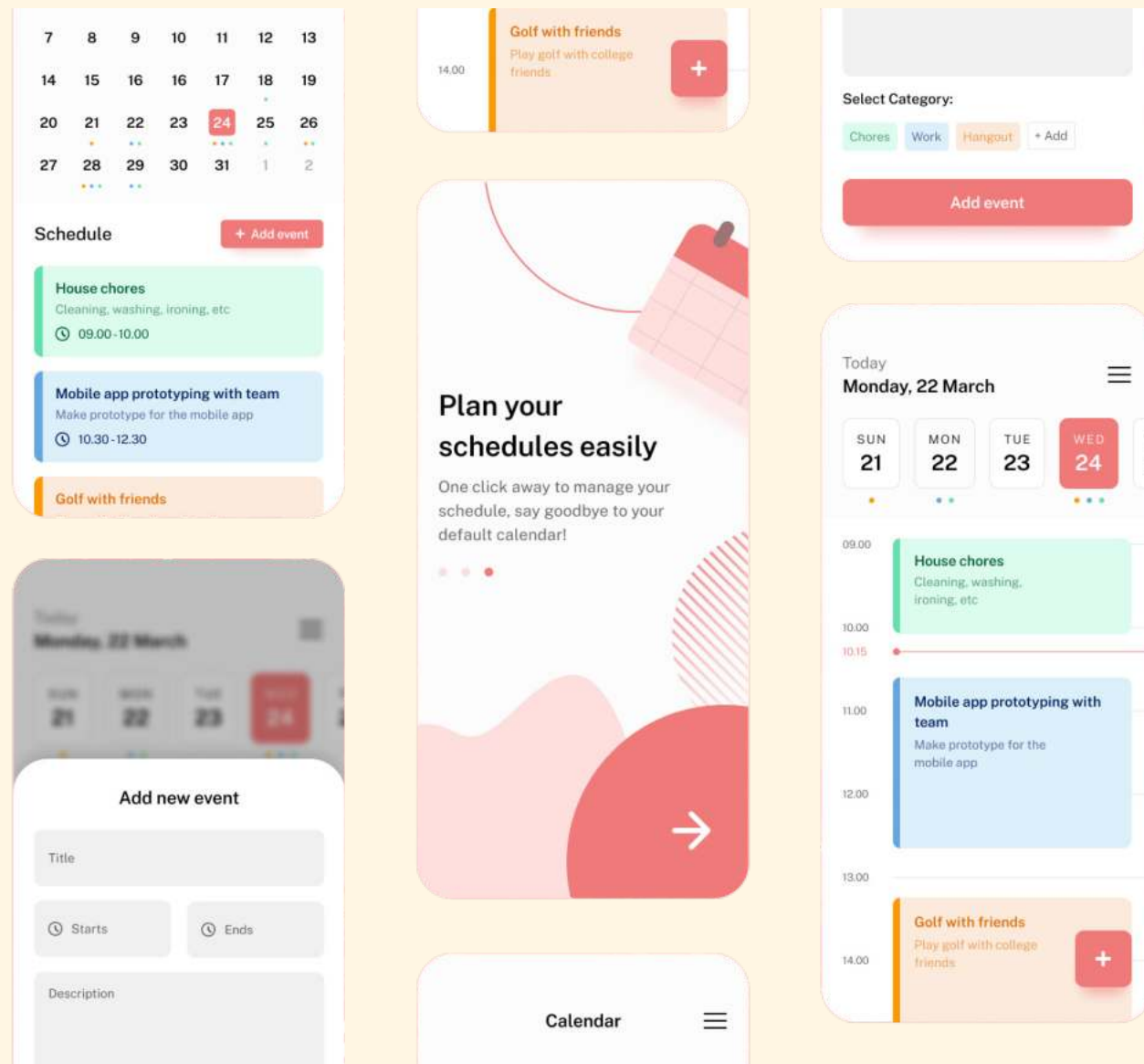
LIBRARY

The app development team will create the necessary infrastructure and database to support the physical library features, including assigning unique identifiers to each book.



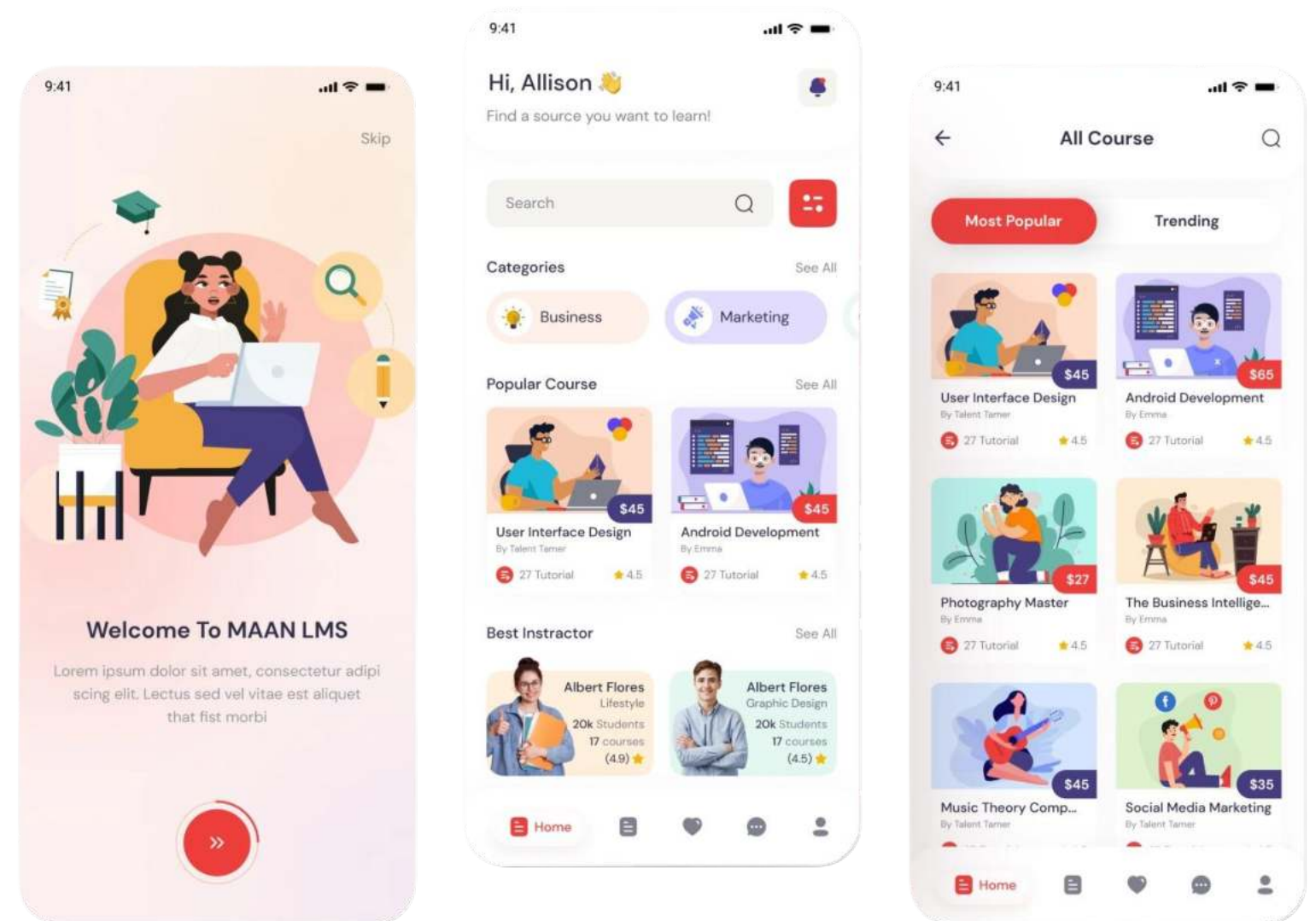
TIME TABLE

The timetable process of the app involves generating the college class timetable, assigning courses to specific time slots and locations, providing access to the timetable for students and faculty, updating the schedule as needed, sending reminders for upcoming classes, tracking class attendance, resolving scheduling conflicts, and collecting feedback.



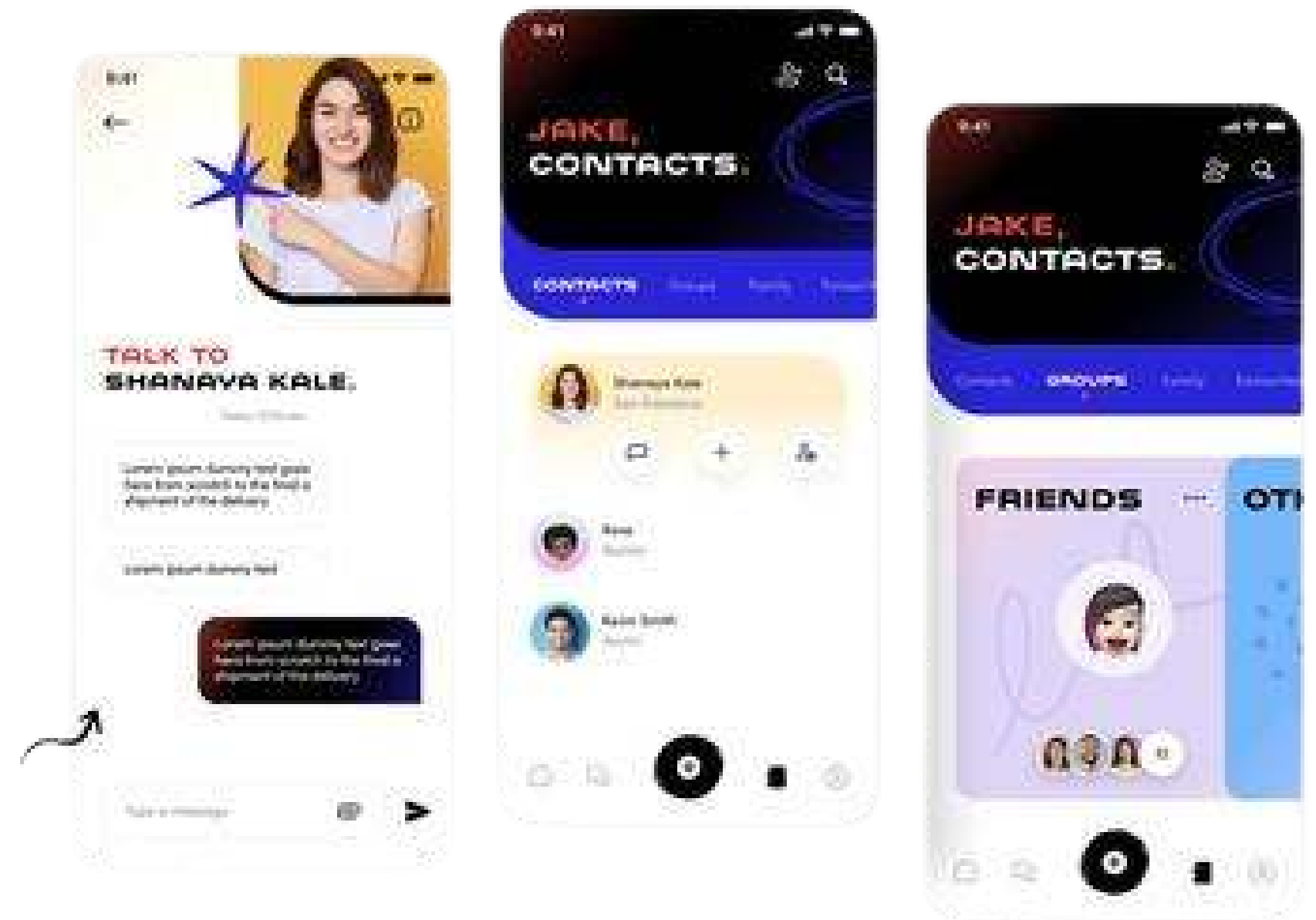
LEARNING MANAGEMENT SYSTEMS

Accounts are registered on the app using college-issued credentials or by creating new accounts. The app is connected with the college's LMS system to access course-related information.



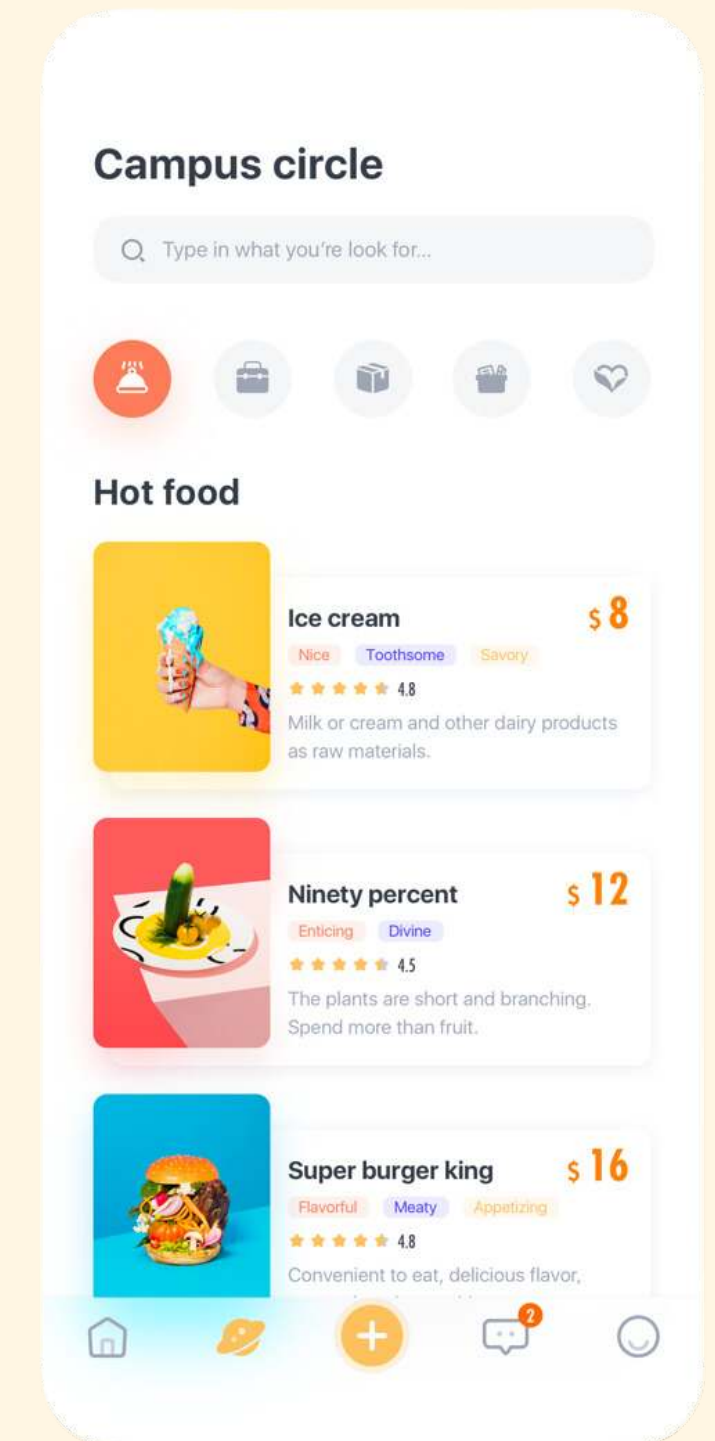
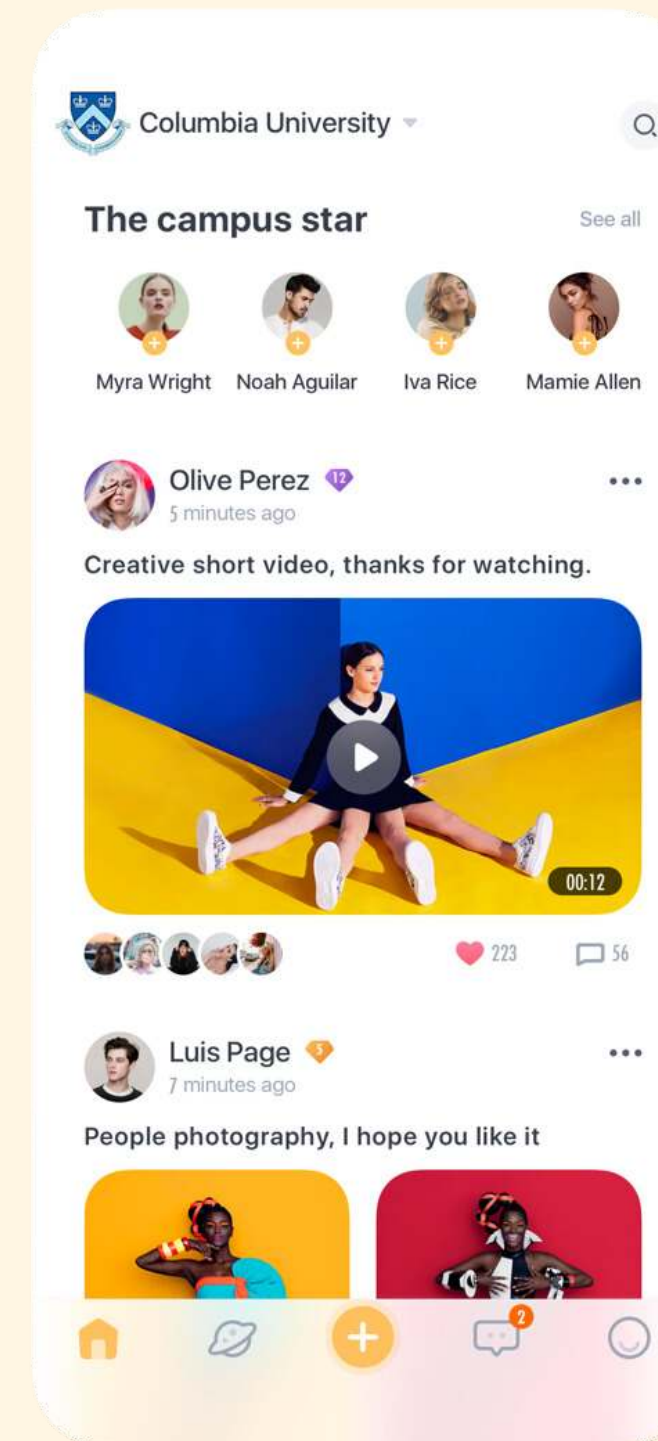
CONNECT LECTURES

Contact lectures are scheduled
by faculty members through the
app.



KEY STAKEHOLDERS

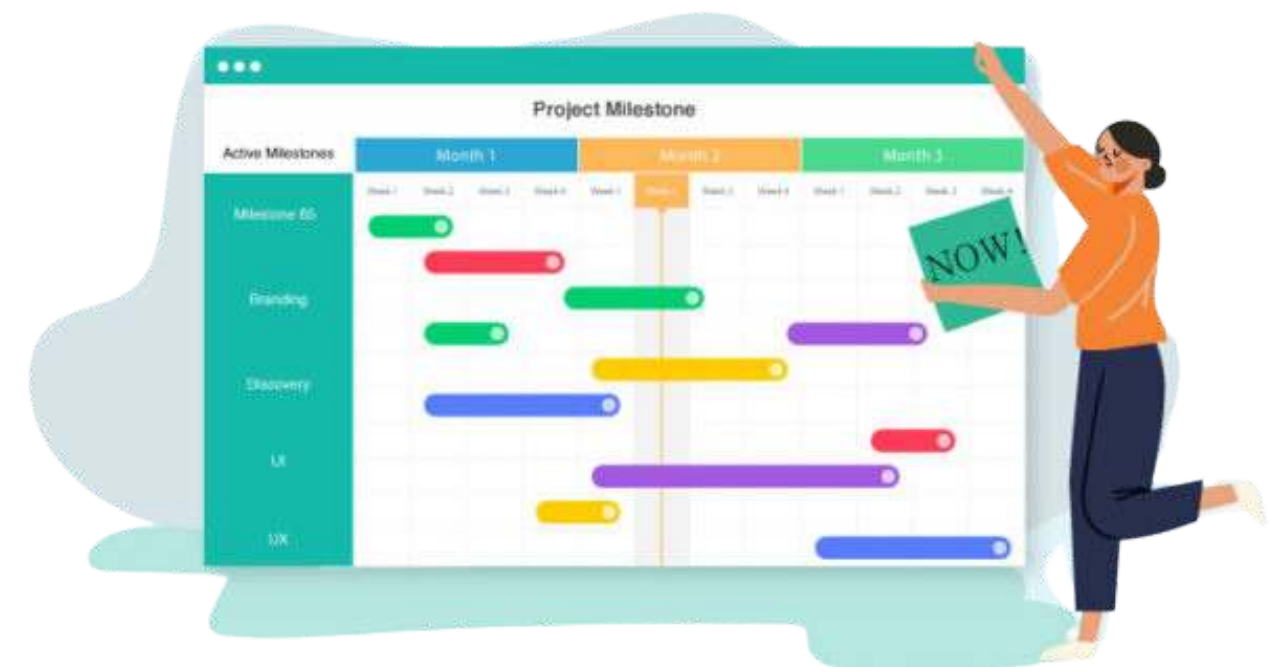
- Client : Students and staff
- Sponsor : Virtusa, Mobitel
- Project manager : Nipun Maduranga
- Project team members : Oshada Jayaweera, Sajidh Ahamed, Navini Wijethunga, Sachini Wijayasekar, Nipun Maduranga , Sachini Madhushika





PROJECT MILESTONES

- 1.project initiation
- 2.App design and development
- 3.Integration with LMS and external systems
- 4.testing and quality assurance
- 5.deployment and release
- 6.maintanance



PROJECT BUDGET

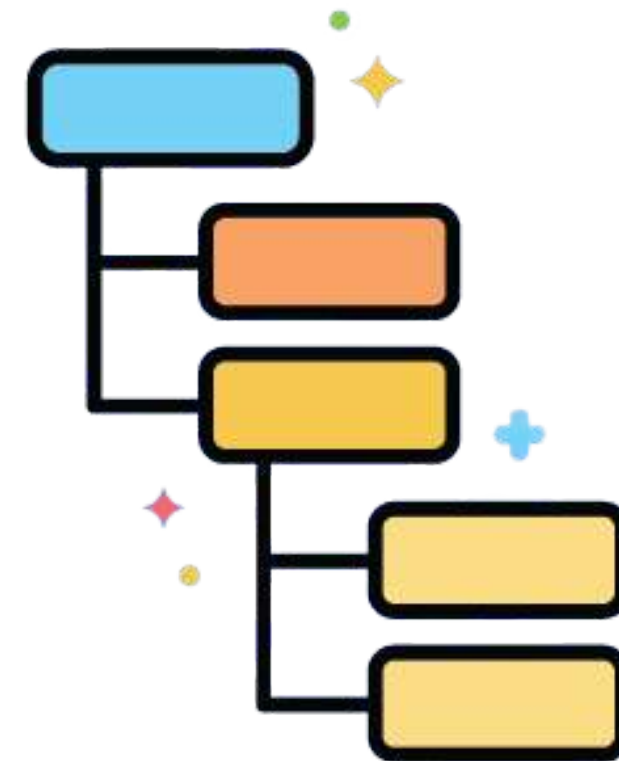
Non-Recurring Expenses 5,000,000
Recurring Expenses (Monthly) 2,000,000
Total cost = 7,000,000



Non-Recurring Expenses	Amount	Recurring Expenses (Monthly)	Amount
1. Development Costs: App design and development, Backend infrastructure setup, LMS integration.	1,300,000	1. Hosting and Infrastructure: Cloud hosting services, hosting, Content Delivery Network	300,000
2. Testing and Quality Assurance: Testing tools and software, Test devices and simulators, External testing services.	1,500,000	2. Maintenance and Support: Bug fixes and feature enhancements, technical support, Server and database maintenance	500,000
3. Deployment and App Store Fees: Developer account registration, App store submission fees.	1,500,000	3. Marketing and User Acquisition: Digital marketing campaigns, User acquisition campaigns, Analytics and performance tracking tools.	500,000
4. Marketing and Promotion: App marketing campaigns, Digital advertising, App store optimization (ASO).	800,000	4. Subscription Services: Third-party API integrations, Push notification services, Analytics and data reporting services.	300,000
		5. Canteen Management Expenses: Payment gateway fees, Transaction processing fees, Maintenance of canteen system	200,000
		6. Library Management Expenses: Digital library resources, Integration with library, Maintenance of library system	200,000

CONSTRAINTS, ASSUMPTIONS, RISKS AND DEPENDENCIES

Dependencies in Project Management



CONSTRAINTS AND ASSUMPTIONS

•Constraints

Resource Availability, Technical Challenges, Stakeholder Expectations, Budget Constraints, External Dependencies, Communication and Collaboration, Regulatory requirements, Changes in External Factors

•Assumptions

Availability of technology, Adequate financial resources, Availability of skills, Necessary integration capabilities



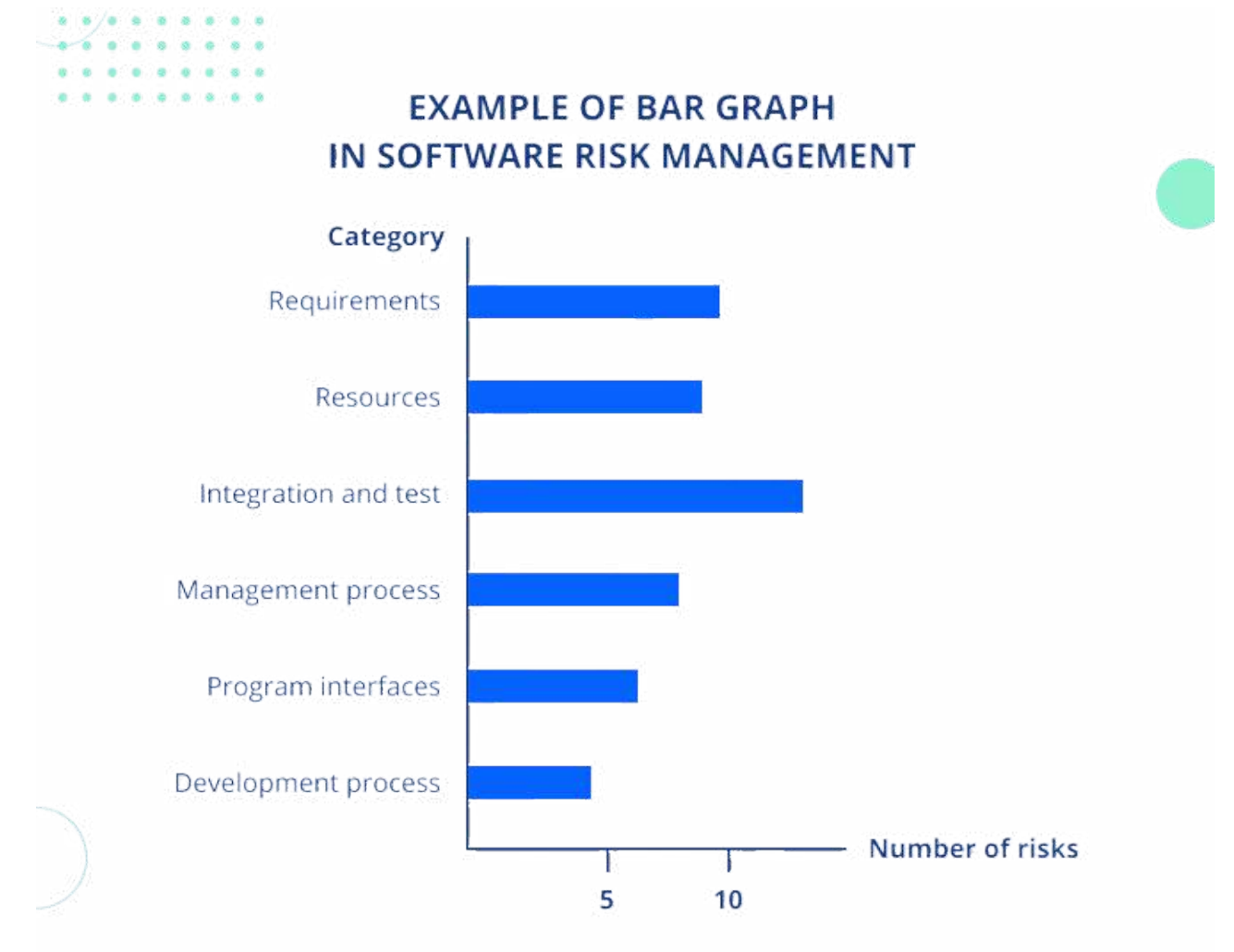
RISKS AND DEPENDENCIES

•Risks

Technical challenges and issues, Budget over runs, Legal issues, Communication issues

•Dependencies

Technology, Stakeholder, Internet connection, Budget, Time LMS, Library, Time Table, Canteen , Lecture panel



THANK YOU!

Group members

- Oshada Jayaweera
- Sajidh Ahamed
- Navini Wijethunga
- Sachini Wijayasekar
- Nipun Maduranga
- Sachini Madhushika