

Product Design

Team 45

Ananya Amacherla(2019101041)

Samruddhi Shastri(2019111039)

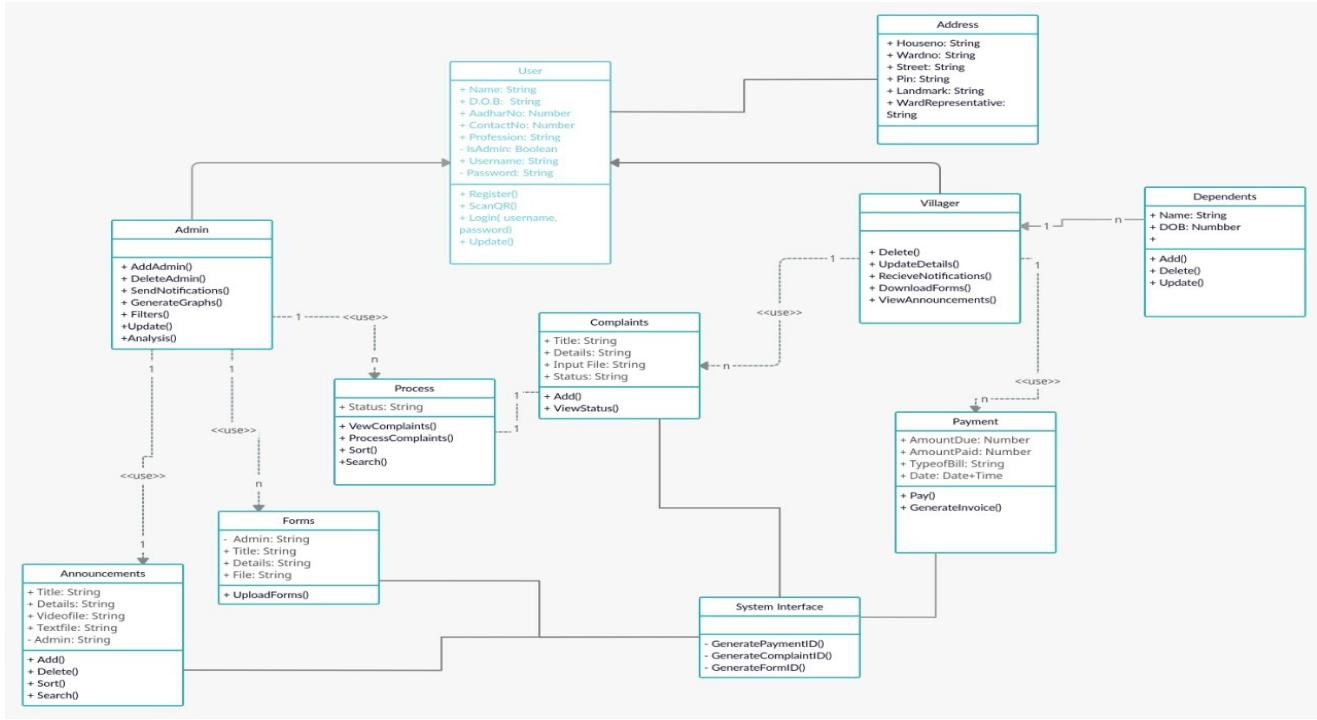
Ayush Goyal(2019111026)

Gunjan Gupta(2019111035)

Design Overview

Architectural design

- The basic decomposed modules are for Admin,Payment, Complaints,Announcements and villagers.
- The Admin module is the head of the village. He manages the village.
- The Villagers module is the people staying in the village. They can make complaints, payments, etc.
- The Complaints module stores details of the complaint such as number of complaints id and complaint status.
- The Announcements module stores various announcements admin sends .
- The Payment module carries out the necessary payments.



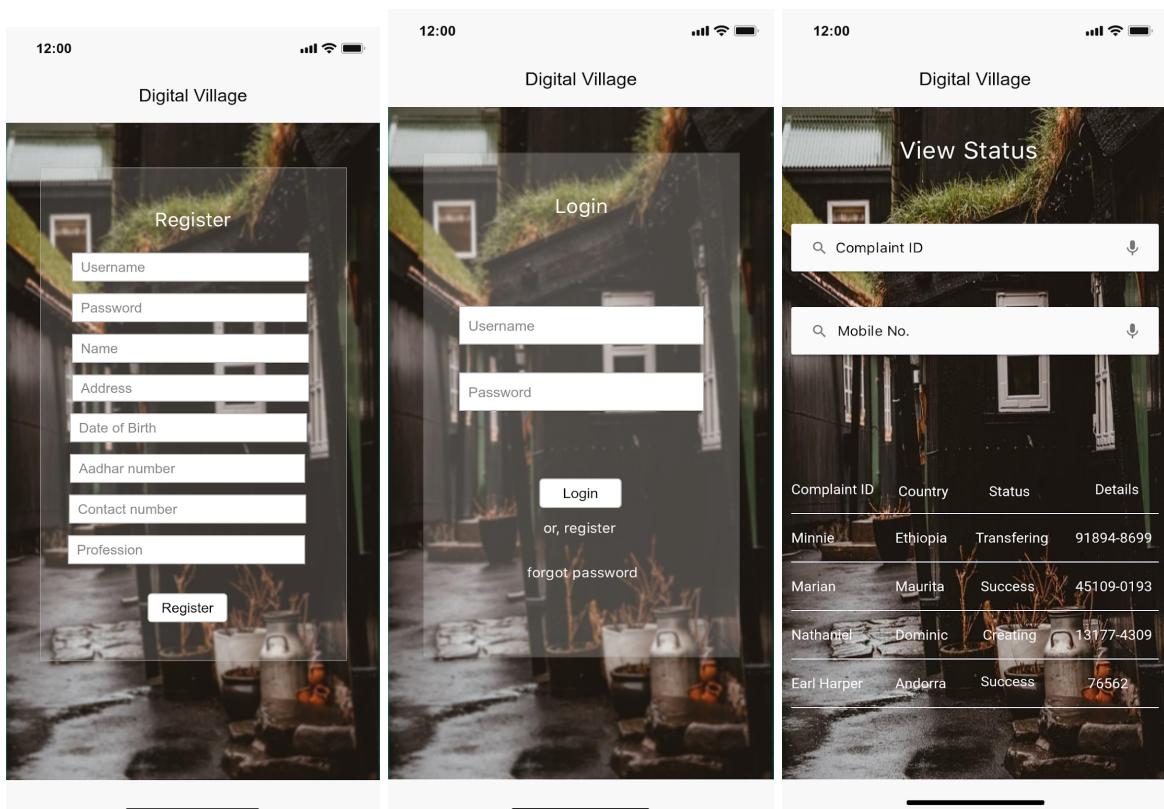
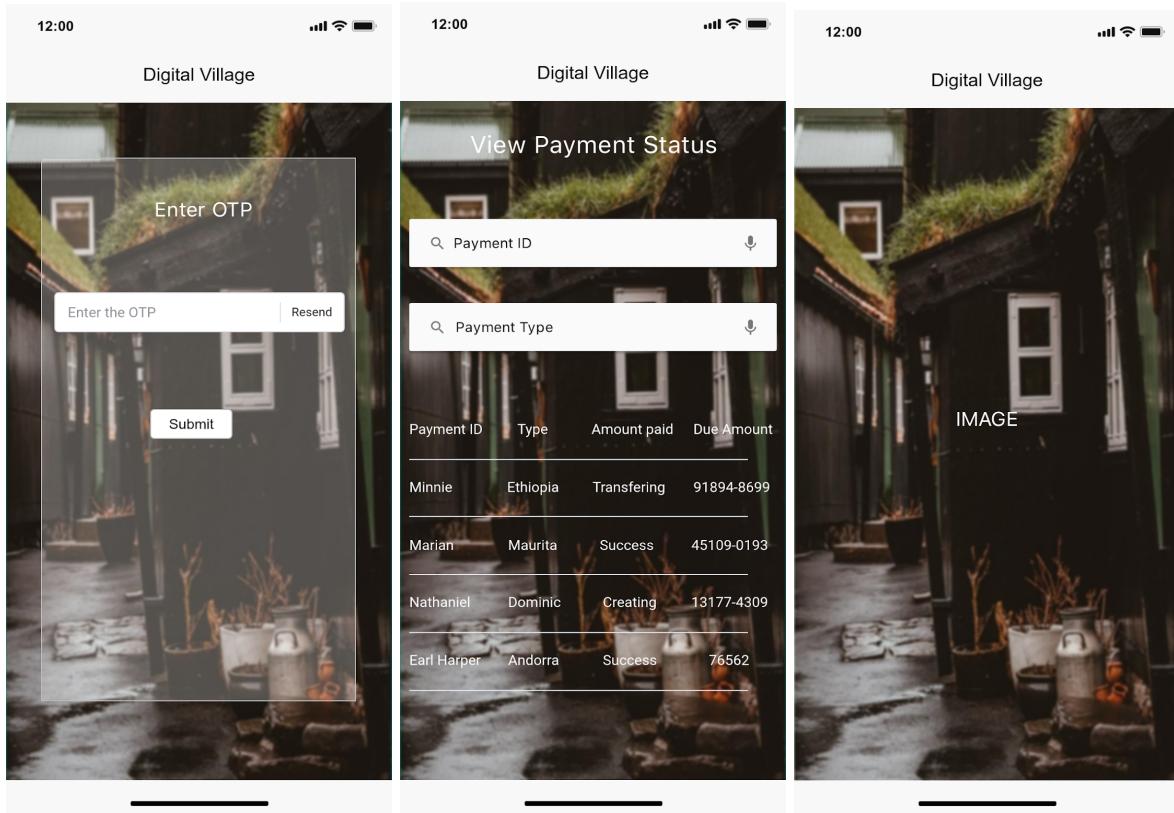
System interfaces

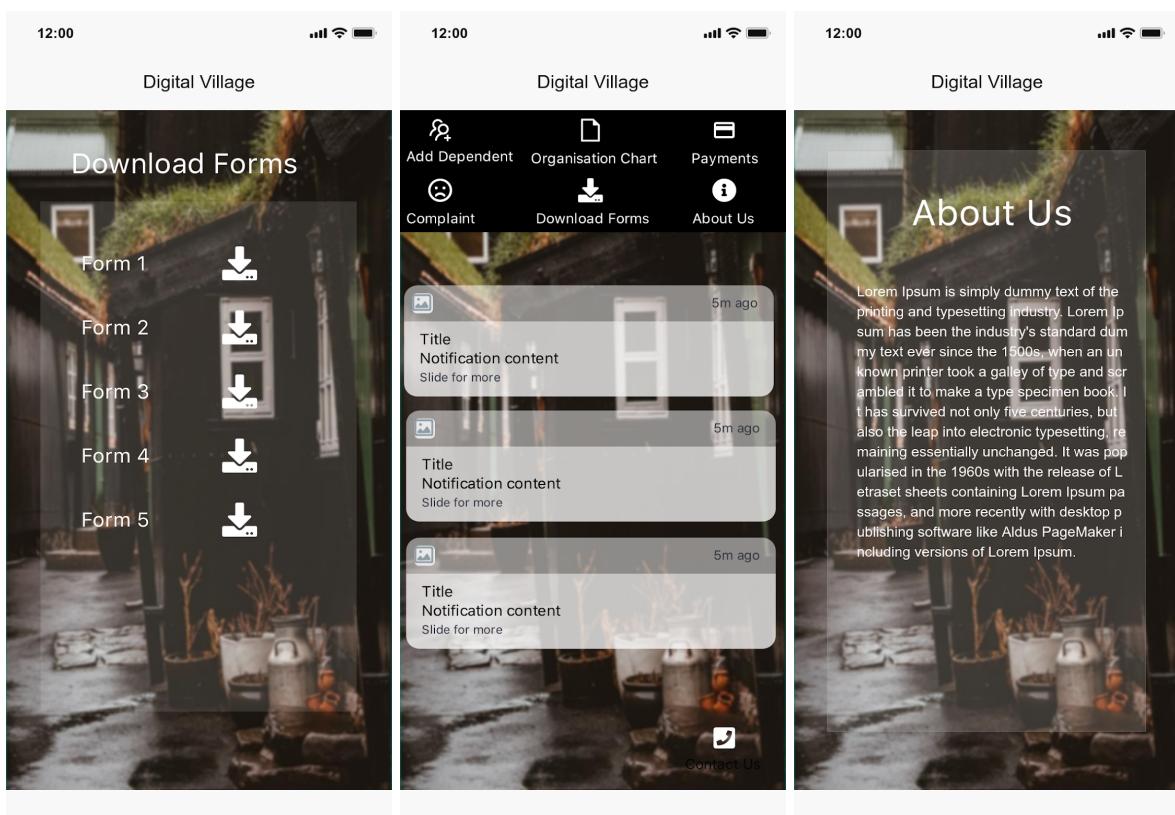
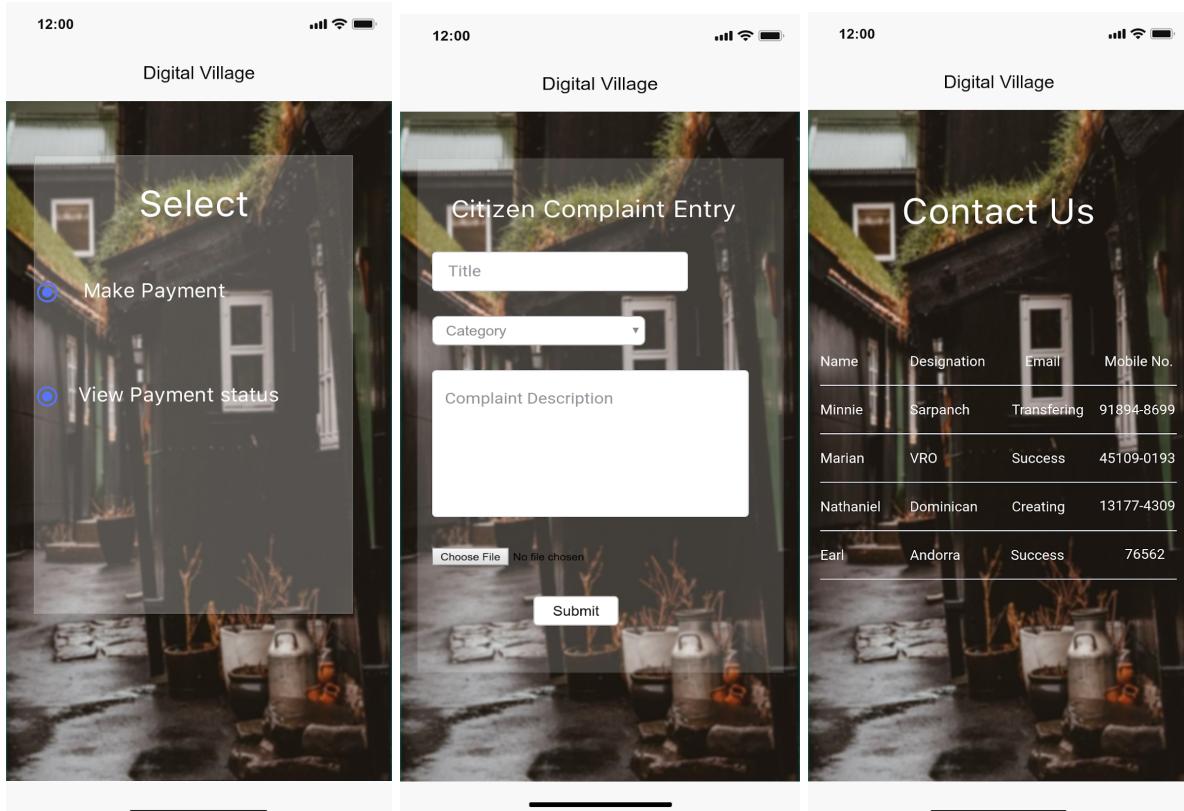
User Interface

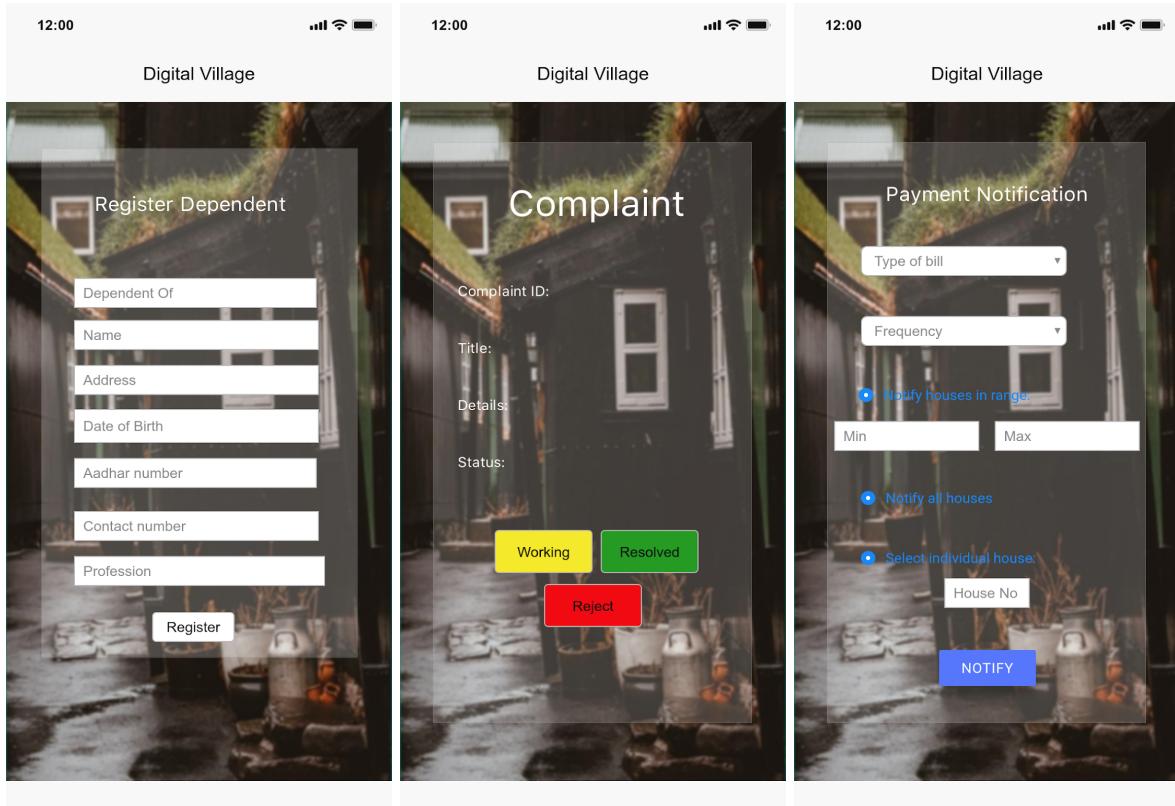
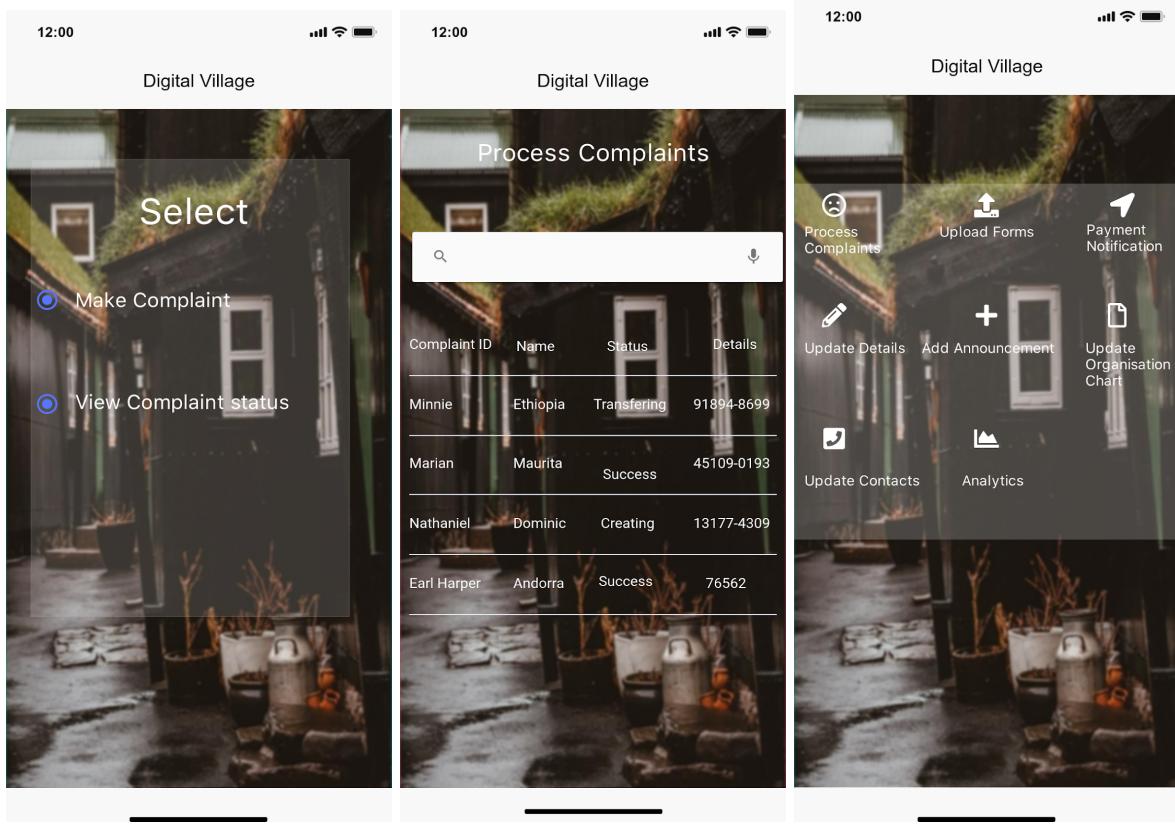
The user interface wireframes are as mentioned below. Each of the wireframes that follow are explained below -

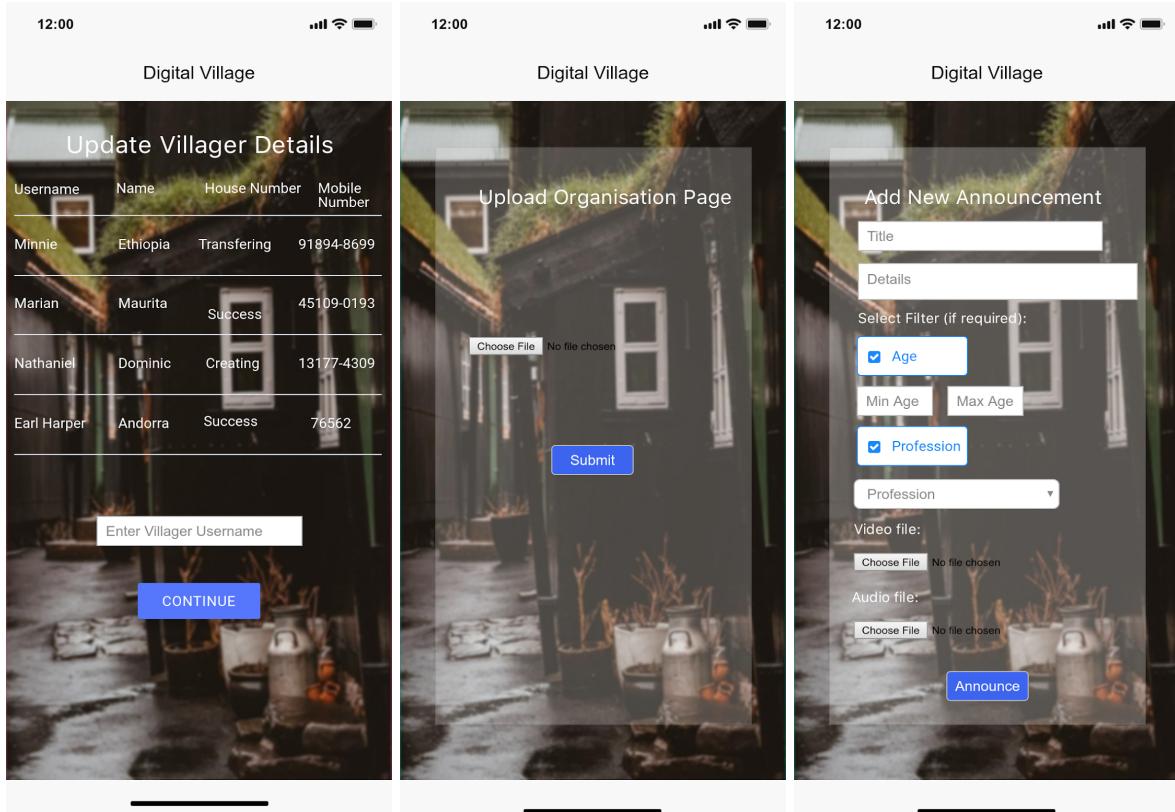
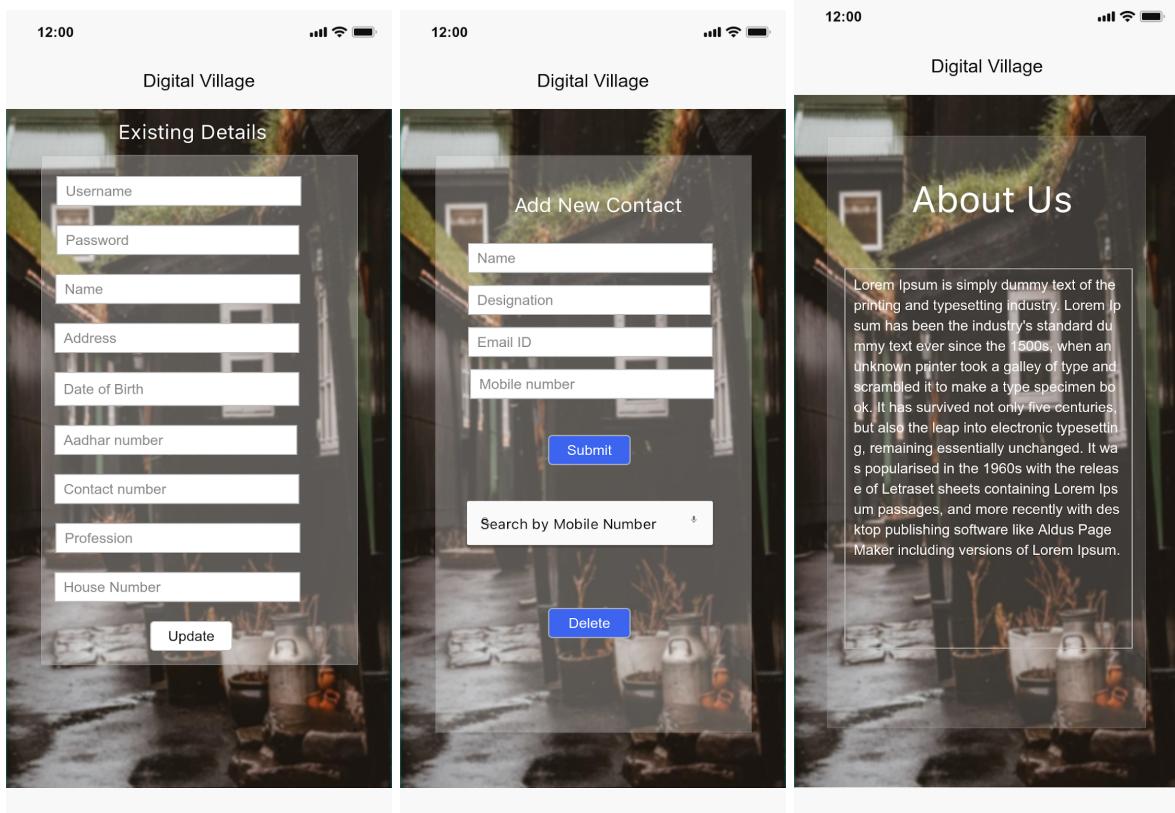
- An easy Login and Registration page for villagers
- Register using Aadhar QR scan
- Add Admin
- Enter OTP page
- Add Announcements for admin
- View Announcements
- Make complaints
- View all complaints
- Process complaints
- Add forms
- Download forms
- Make payments
- View dues
- Organisation page
- ContactUs
- AboutUs

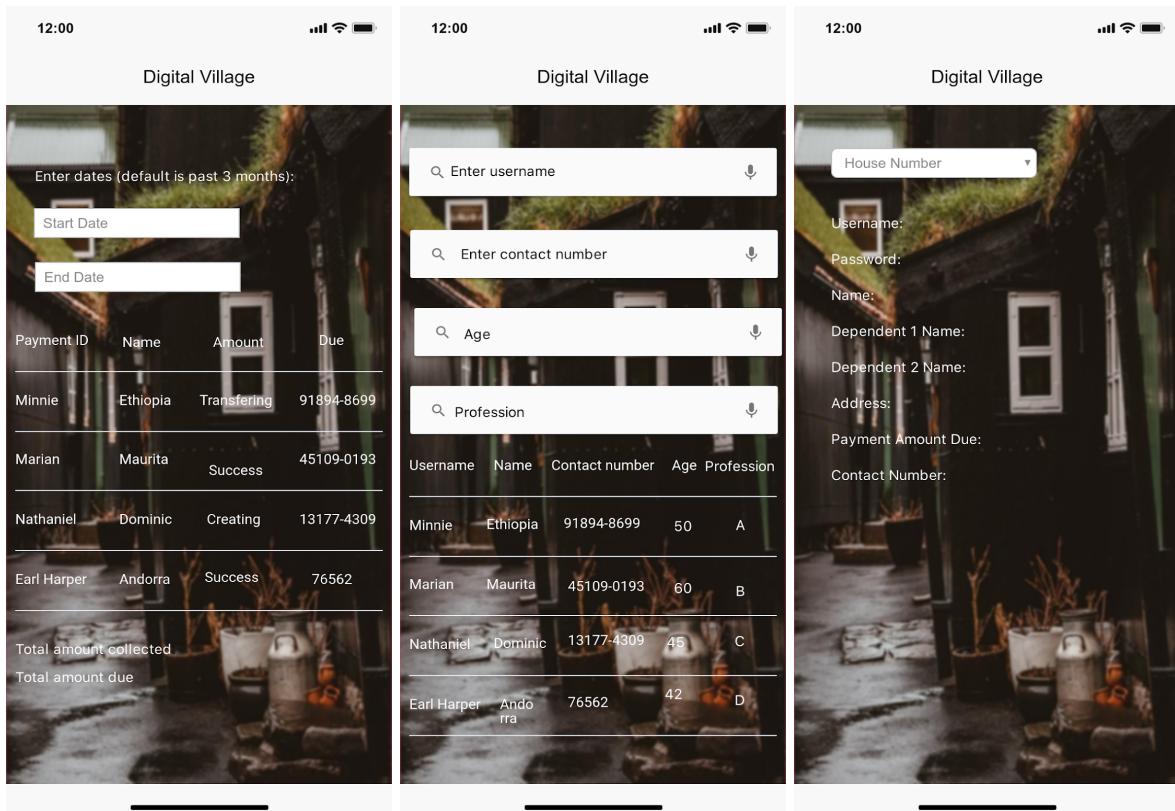
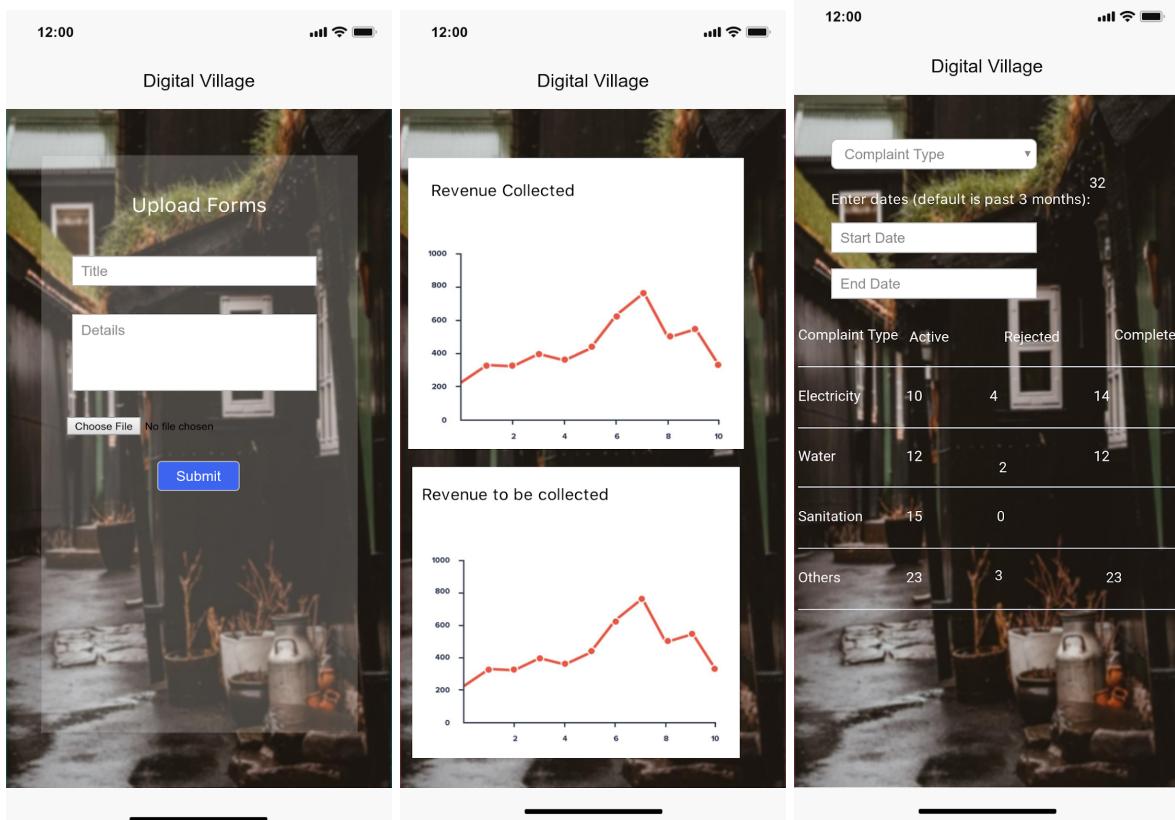
- Homepage
- Add Dependents
- Update Details
- Update Contacts
- Update Organisation chart
- Analytics
- Graphs based analysis
- Revenue Based analysis
- House details
- User Details













APIs

1. User (dvUser, userDetails, userAddress, userRole)
 - update()
 - register()
2. Complaints
 - add()
 - viewStatus()
 - updateStatus()
 - view()
3. Announcement
 - add()
 - view()
4. Payment reminders
 - pay()

- sendreminder()
- viewreminder()

5. Forms

- uploadForms()
- downloadForms()

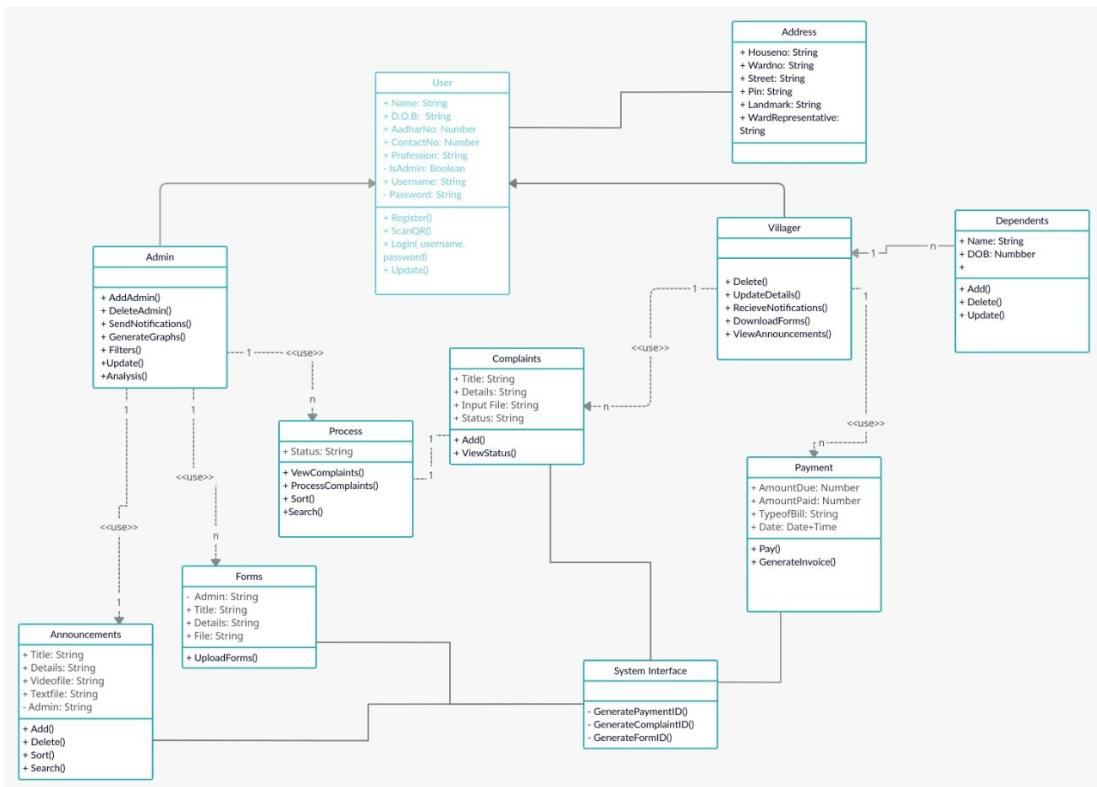
6. Roles

- add()
- update()

7. Ward Representatives

- add()
- update()

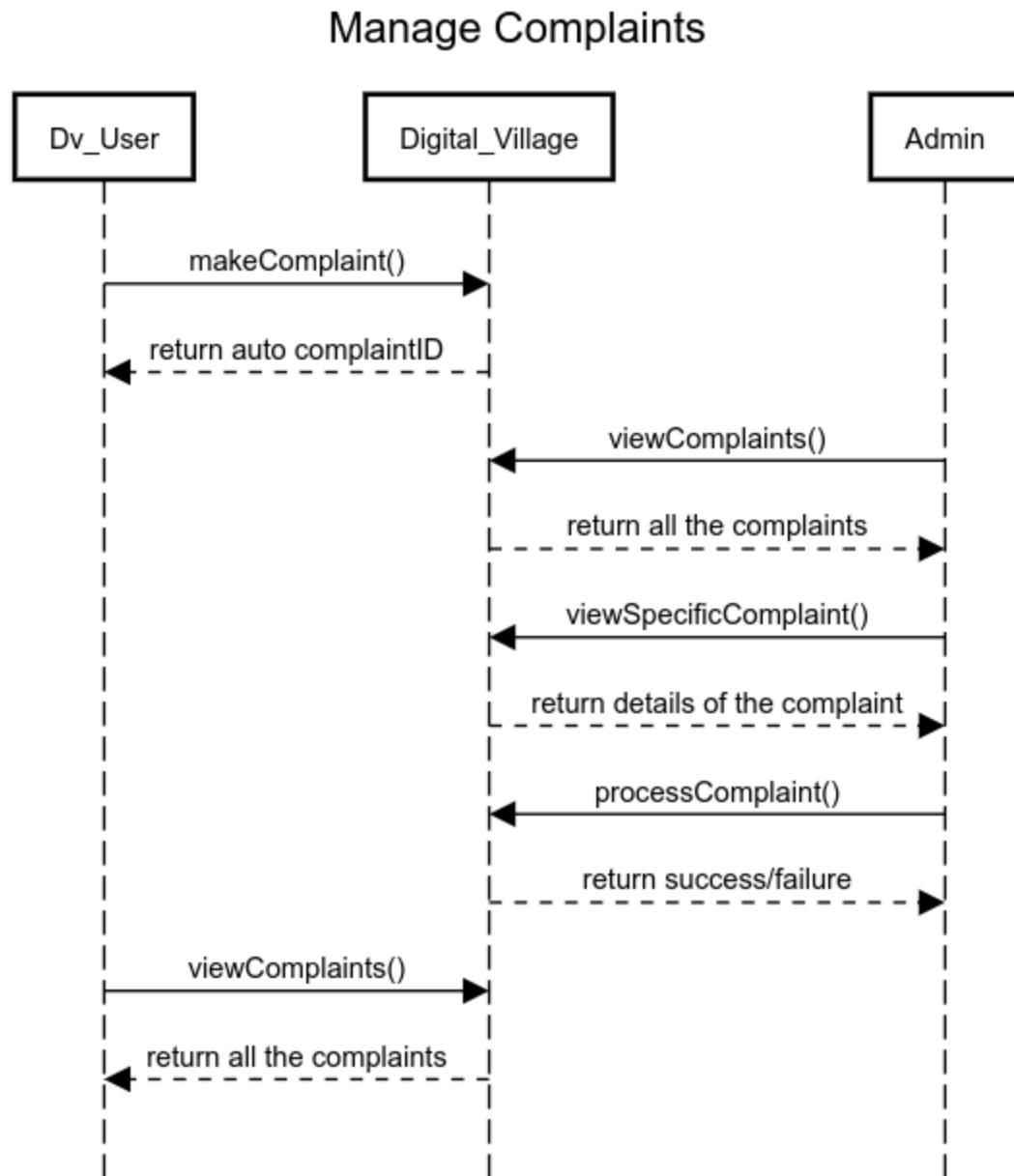
Model



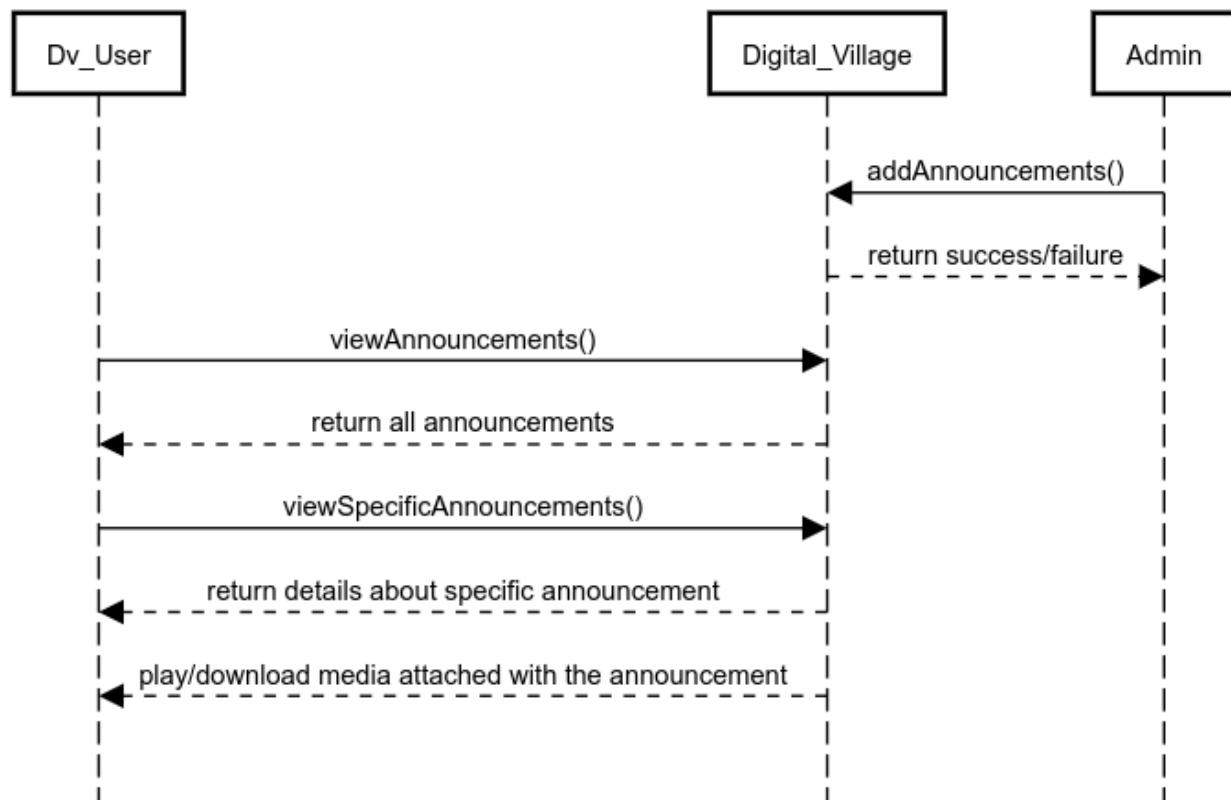
1. User	<p>Class state</p> <p>Stores user_id, username, password, firstname, lastname, aadhaar no, mobile no, dob, user address and loginrequired.</p> <p>Class behavior</p> <ul style="list-style-type: none"> • update() • register()
2. Complaints	<p>Class State</p> <p>Stores complaint_id, name, description, attachment link, status, notes and category.</p> <p>Class behavior</p> <ul style="list-style-type: none"> • add() • viewStatus() • updateStatus() • view()
3. Announcement	<p>Class state</p> <p>Stores announcement id, name, description, validtill, format and link.</p> <p>Class Behaviour:</p> <ul style="list-style-type: none"> • add() • view()
4. Payment reminders	<p>Class State</p> <p>Stores payment id, category, name, description, frequency, amount, generated(yes/no) and year.</p> <p>Class behaviour:</p> <ul style="list-style-type: none"> • pay() • sendreminder() • viewreminder()

5. Forms	<p>Class State</p> <p>Stores form id, name, attachment link and description</p> <p>Class Behaviour</p> <ul style="list-style-type: none"> • uploadForms() • downloadForms()
6. Roles	<p>Class State</p> <p>Stores role id and name.</p> <p>Class Behaviour:</p> <ul style="list-style-type: none"> • add() • update()
7. Ward Representatives	<p>Class State</p> <p>Stores ward representative id, user id and ward number.</p> <p>Class Behaviour:</p> <ul style="list-style-type: none"> • add() • update()

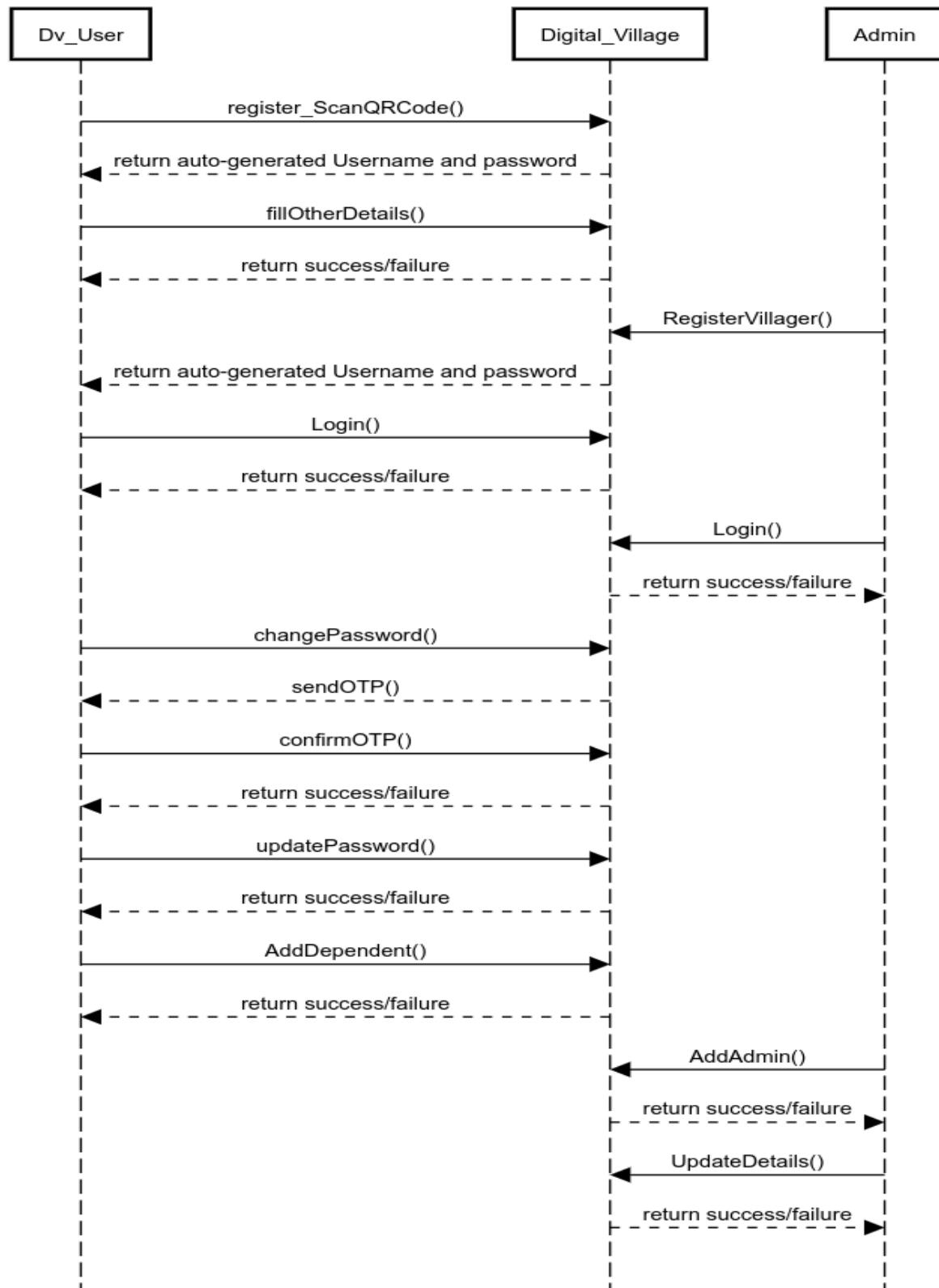
Sequence Diagram(s)

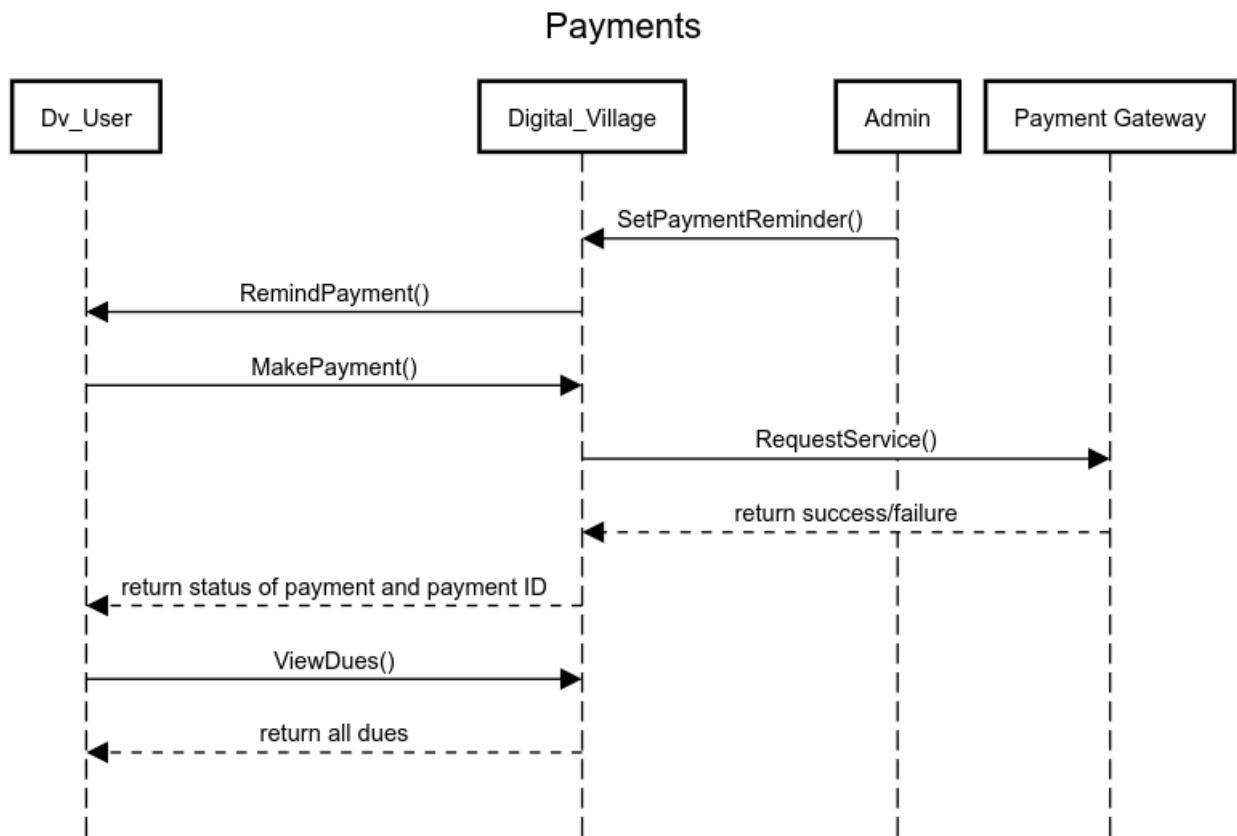


Announcements



User Authentication





Design Rationale

Current design was done keeping the relatively less educated and tech friendly type of the user in mind. The app icons were made big and main focus was easy navigability around the app.