

TEAM MEMBERS

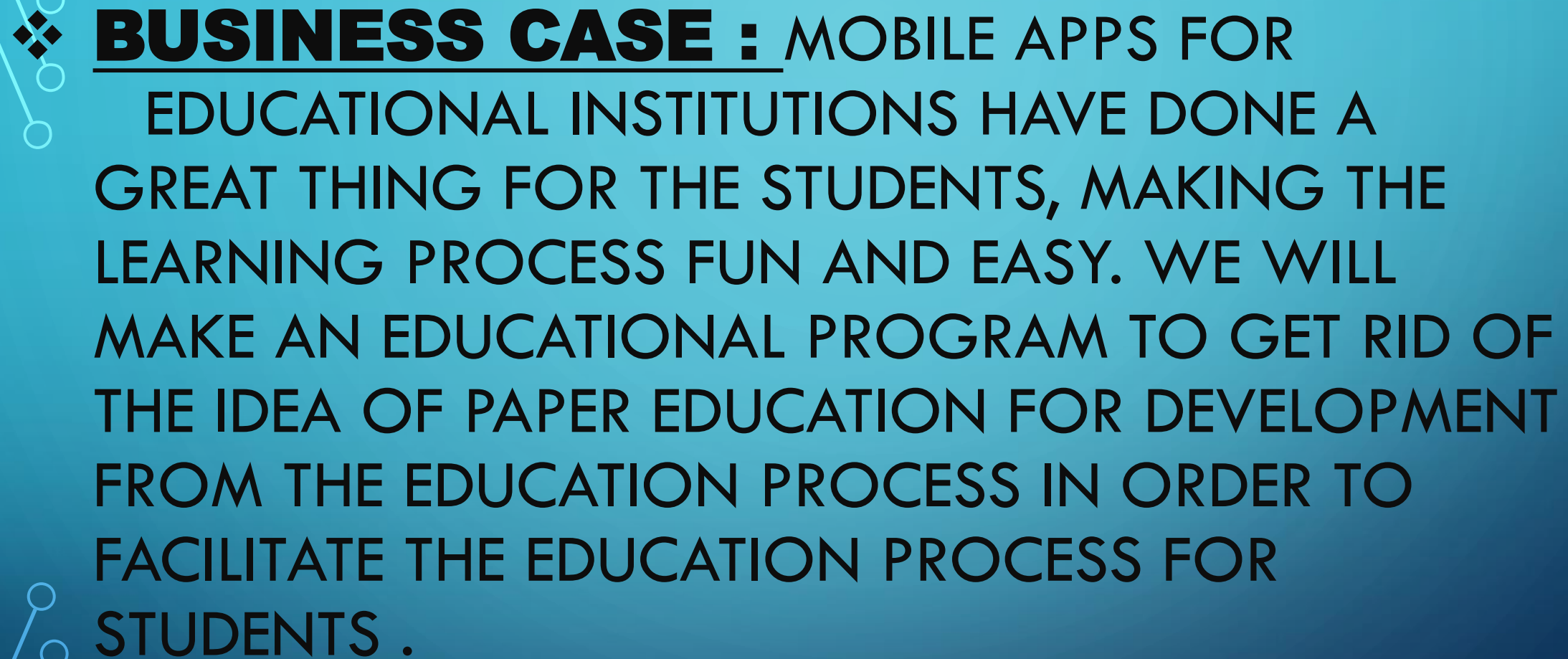
- 1- طه حمادة محمد محمود
- 2- شادي جمال يوسف بسطا
- 3- سرايامون برسوم بخيت حبيب
- 4- طارق عبد العزيز محمد عبد العزيز
- 5- شهاب محمد مختار ذكي
- 6- عبد الرحمن عاطف محمود عيسى

❖ **Project Name** : Educational App.

❖ **Project Sponsor** : The Ministry of Education.

❖ **Project Manager** : Eng. Mohamed Salah.



❖ **Purpose of the project** : Helping student to study easier.

The background is a solid blue gradient. In the corners, there are white line-art illustrations of circuit boards or neural networks, with lines connecting to small circles.

❖ **BUSINESS CASE :** MOBILE APPS FOR EDUCATIONAL INSTITUTIONS HAVE DONE A GREAT THING FOR THE STUDENTS, MAKING THE LEARNING PROCESS FUN AND EASY. WE WILL MAKE AN EDUCATIONAL PROGRAM TO GET RID OF THE IDEA OF PAPER EDUCATION FOR DEVELOPMENT FROM THE EDUCATION PROCESS IN ORDER TO FACILITATE THE EDUCATION PROCESS FOR STUDENTS .



❖ KEY DELIVERABLES OF THE PROJECT :

- 1) FACILITATE ACCESS TO INFORMATION .
 - 2) GET RID OF THE PROBLEM OF WASTING PAPERS AND THEIR ABUNDANCE .
 - 3) LOW COST AND EASY ACCESS TO INFORMATION .
 - 4) LESS VISITS TO OFFICES AND SEARCHING FOR DATA .
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TIME LINE OF PROJECT :

- 1) IN THE FIRST 4 DAYS , THE TEAM OF PROGRAMMERS WILL COLLECT INFORMATION ABOUT THE MATERIALS , AND WILL MAKE A CODE OF APP BASICS .
- 3) IN SECOND 5 DAYS , THE TEAM OF PROGRAMMERS WILL MAKE A APP INTERFACE .
- 4) IN THIRD 4 DAYS , THE TEAM OF PROGRAMMERS WILL UPLOAD THE DATA OF MATERIALS AND UPLOAD THE APP FOR USERS
- 5) IN FOURTH 5 DAYS , THE MARKETING COMPANIES WILL POSTS ADS ABOUT APP



❖ **PROJECT RESOURCES :**

1) TEAM OF PROGRAMMERS

2) MARKETING COMPANIES, AND INTERNET
MARKETS (LIKE GOOGLE PLAY) .



❖ Budget :

50,000 \$ (includes programmers , marketing companies) .

❖ Constraints:

- 1) The project must take time less than 16 days
- 2) The project must not exceed 50,000 \$.

❖ Assumptions :

- 1) The project does not take more than 16 days.
- 2) The cost no more 50,000 \$.



❖ RISKS :

1) GLOBALLY CHILDREN OVER THE AGE OF 11 HAVE THEIR OWN SMARTPHONES, AND TEENS TOO. BUT WITH DOCTORS AND OTHER PROFESSIONALS CONSTANTLY REMINDING PARENTS NOT TO ALLOW TOO MUCH SCREEN TIME .

2) DIFFICULTIES WITH FREE ACCESS TO THE INTERNET IN SOME REGIONS, NECESSARY FOR USING CONVENIENT WORK OF APPLICATIONS ON GADGETS.





3) CAPITAL FINANCIAL COSTS FOR LAUNCHING A HIGH-QUALITY MOBILE APPLICATION.

4) IF YOU ARE UNABLE TO WORK WITH A TECHNICAL DEVICE, OTHER DIFFICULTIES MAY ARISE IN THE STUDY OF THE MATERIAL, AS WELL AS IN ITS ASSIMILATION.

5) LOSS OF CONCENTRATION WHEN READING VOLUMINOUS TEXT EXCERPTS THAT ARE NOT AVAILABLE IN SOME MOBILE APPLICATIONS.



	Manager	Developer	Designer	Software engineer	Network engineer	Mentor	Ad maker
Building code architecture	A	C		P	P	R	
Database building	A			C		P	
Data cloud storage	A				C	R	
The design	A		C				
Technical support	P	P			P	C	
Ad maker	R						C
A = Approves R = Reviews P = Participant C = Creator							



PROJECT SCOPE :

1 - DESCRIPTION OF THE SCOPE OF THE PROJECT

THIS APPLICATION IS USED AS A BASIC EDUCATION PLATFORM SO THAT IT WILL BE AVAILABLE TO ALL CUSTOMERS. USE IT OVER THE NETWORK. THE APPLICATION WILL SHOW YOU ALL THE APPROVED COURSES THAT HELP YOU IN ALL THE MATERIALS. IN ADDITION TO THE PRESENCE OF QUIZZES ON EACH PART OF THE CURRICULUM. ITS USERS CAN KEEP THE VIDEOS ON THE PLATFORM SO THAT THEY CAN WATCH THEM WITHOUT AN INTERNET CONNECTION.

2 - PROJECT ACCEPTANCE CRITERI :

FACILITATING ACCESS TO INFORMATION: EASY TO USE: E-LEARNING VIA THE APPLICATION. THERE ARE SHORT TESTS VIA THE APPLICATION. BEAUTIFUL USER INTERFACE

3 - PROJECT EXCLUSION :

THE EXCEPTION IS THAT THE PROGRAM IS PAID. EXCLUDING STUDENTS WHO ARE NOT ENROLLED IN UNIVERSITY.

4 - PROJECT DELIVERABLES :

THERE ARE THINGS THAT MUST BE TAKEN INTO ACCOUNT WHEN BUILDING PROGRAM AS INTERNET , GREAT INFORMATION ABOUT THE PROGRAM, REPORTS AND PLANS FOR THE PROJECT .

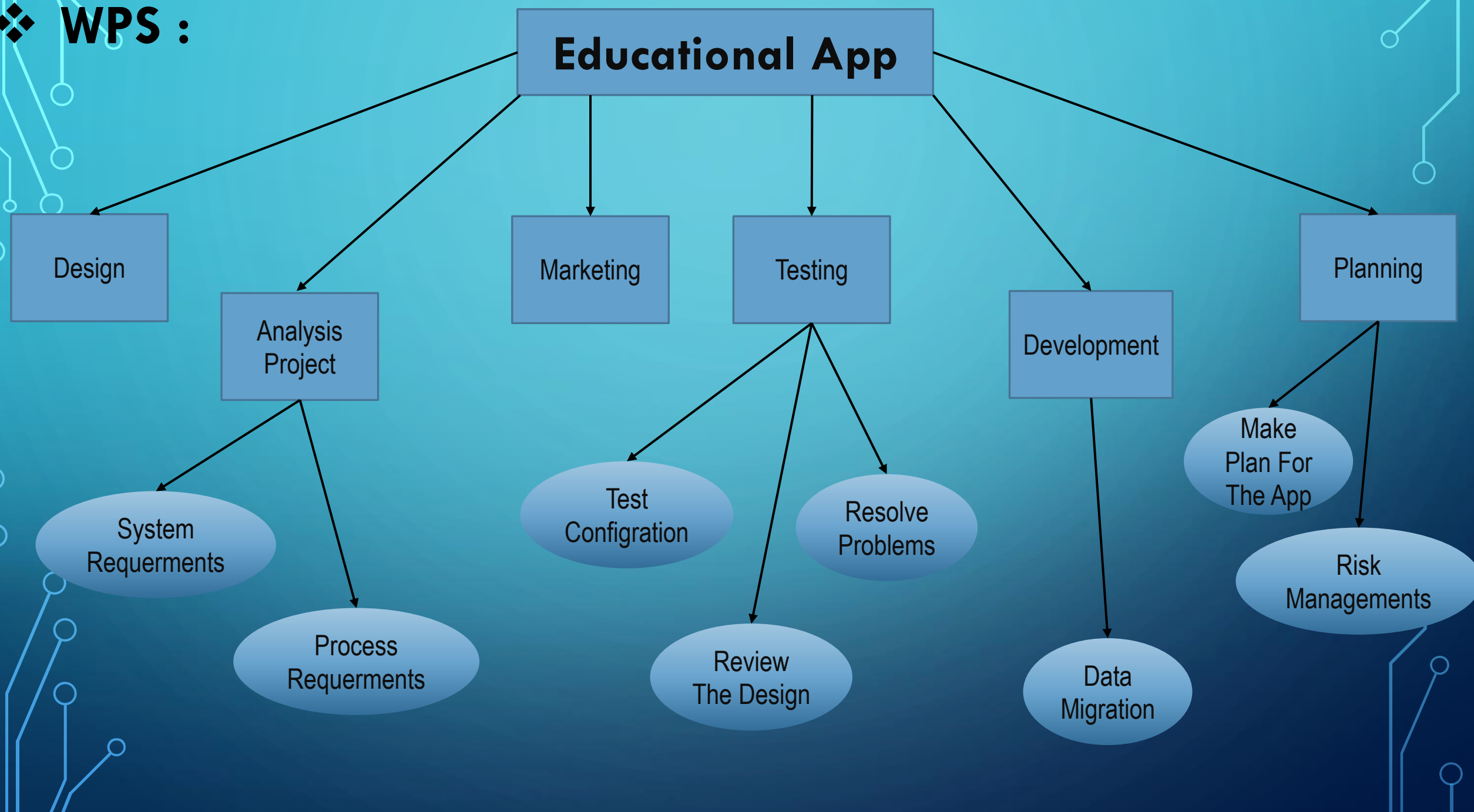
5 - PROJECT CONSTRAINTS :

COMPANY RULES AND POLICIES: *BUDGET 50,000. *TIME OF SUBMISSION.

6 - PROJECT ASSUMPTIONS :

THIS APPLICATION CAN RUN ONLY ON THE IOS, ANDROID AND DISK TOP OPERATING SYSTEM .

❖ **WPS :**



DICTIONARY OF WBS

1.1 Analysis Project

Item	Description
Package ID	1.1.1
Package Name	System Requerments
Description	Collect Materials and Meeting with team work , Manger , Stakeholder and Sponser
Responsible Team Member	Manager and Team Members
Start Date	1 jun 2022
End Date	2 jun 2022
Budget	8000\$

Item	Description
Package ID	1.1.2
Package Name	Process Requerments
Description	Determine the materials needed for each stage
Responsible Team Member	Developer and Software Engineer
Start Date	2 jun 2022
End Date	4 jun 2022
Budget	4000\$

DICTIONARY OF WBS

1.2 Planning

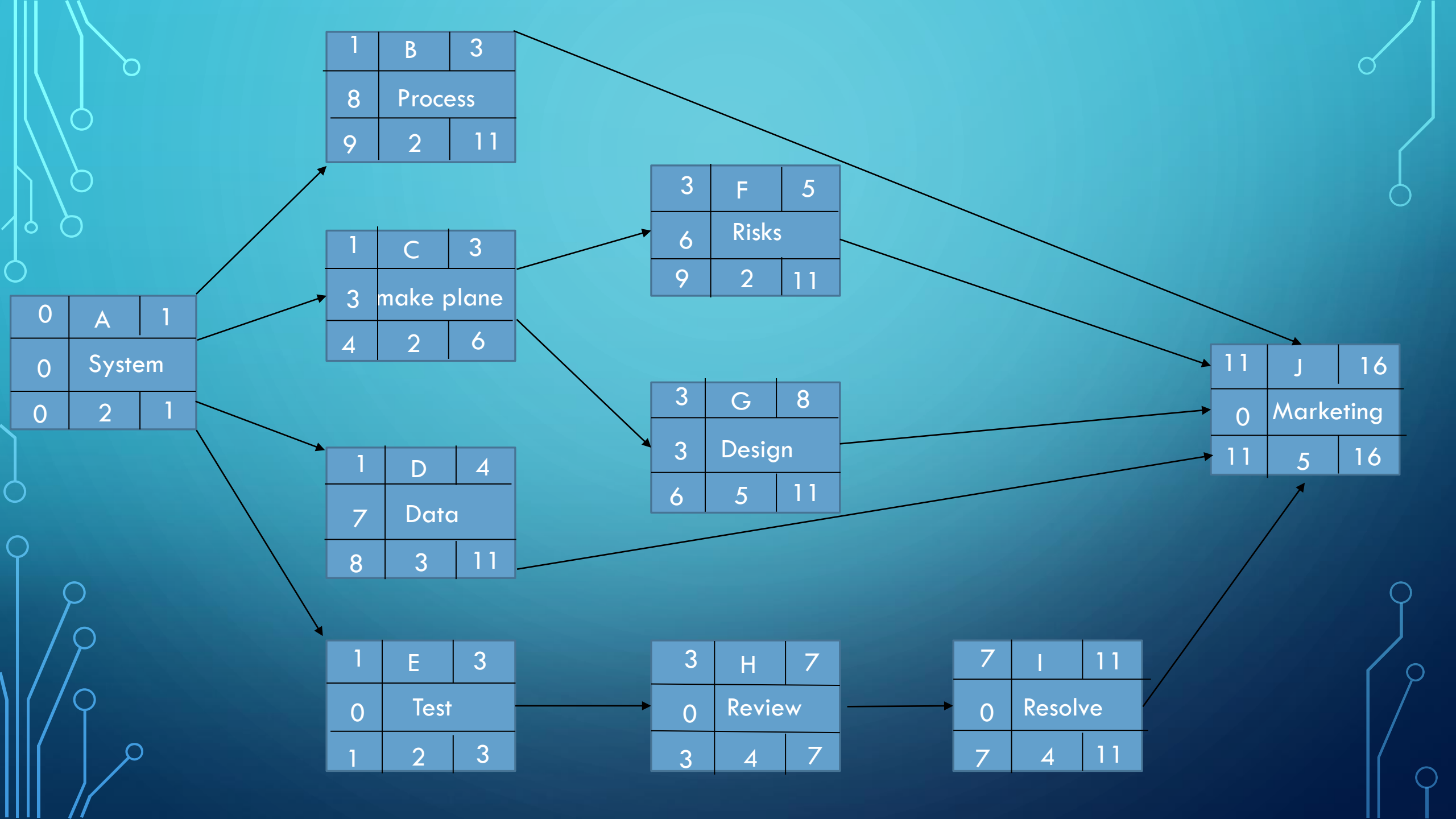
Item	Description
Package ID	1.2.1
Package Name	Make plan for the app
Description	Planning the idea of the application and the method of implementation
Responsible Team Member	Manager and Team Members
Start Date	2 jun 2022
End Date	4 jun 2022
Budget	5000\$

Item	Description
Package ID	1.2.2
Package Name	Risk Managements
Description	Determine the materials needed for each stage
Responsible Team Member	Manager and Team Members
Start Date	4 jun 2022
End Date	7 jun 2022
Budget	9000\$

DICTIONARY OF WBS

1.4 Development

Item	Description
Package ID	1.4.1
Package Name	Data Migration
Description	the process of moving data from one location to another
Responsible Team Member	Systems Engineer
Start Date	2 jun 2022
End Date	5 jun 2022
Budget	6500\$



RISKS MANAGEMENT :

1) WHAT ARE THE RISKS THAT CAN FACE YOUR PROJECT ?

AS MENTIONED IN THE PROJECT CHARTER .

2) HOW TO DEAL WITH THESE RISKS ?

- Parents should advise their children to reduce sitting in front of mobile phones .
- The Ministry of Communications must provide the Internet to those who do not have access to the Internet .
- The student must have a high quality mobile phone.

3) DEMONSTRATE HOW TO MONITOR YOUR PROJECT?

customise your setup to best fit your team. Easiest way to manage your projects and tasks. Manage all your team's work in one place and improve accountability. Try for free! Progress Reports. Give Teams Better Clarity. Boost Team Accountability. Stay on Track.

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ID	Dur	Task	Budget	1	2	3	4	5	6	7	8	9	10	11	12	T
1	1	System	2	2												
2	2	Process	5	2	3											
3	2	Make plane	4		1	3										
5	3	Data	5			1	3	1								
6	2	Test	3						1	2						
7	2	Risks	2							1	1					
8	5	Design	8	2	1							2	2	1		
9	4	Review	7									2	1	1	3	
10	4	Resolve	6		2	2		1	1							
11	5	Marketing	8							2	1	1	2		2	
Total			50	6	7	6	3	2	2	5	2	5	5	2	5	50
Cumulative				6	13	19	22	24	26	31	33	38	43	45	50	50

Series 1

