National University

Of Computer & Emerging Sciences

Muhammad Ashar Zafar \_ 20F0240

Muhammad Ehsan Akhtar \_ 20F0312

Muhammad Shahzaib Shafiq \_ 20F0317

BCS – 8A

Software Project Management

Assignment: 1.1

**Statement of Work**

## Introduction

|  |
| --- |
| **Name of Project** |
| *Student Support and Navigation App - SSNA* |

|  |  |
| --- | --- |
| **Contact** | **Email/Cell** |
| **Sponsor:** | N/A |
| **Stakeholder:** | 1. Supervisor (Mr. Tahir Farooq) 2. Co-supervisor (Ms. Areeba Waseem) 3. FYP Team    * Ehsan Akhtar    * Shahzaib Shafiq    * Ashar Zafar 4. Panel Members 5. Educational Institutions (Colleges & Universities) 6. Student Body |
| **Project Manager:** | Shahzaib Shahfiq |
| **Team Member:** | * Ehsan Akhtar * Shahzaib Shafiq * Ashar Zafar |
| **Contractor/Vendor:** | N/A |

|  |
| --- |
| **Background** |
| In an era defined by digital innovation and connectivity, educational institutions are constantly seeking ways to enhance the student experience both inside and outside the classroom. Recognizing the evolving needs of modern-day students, we embark on an ambitious project to create an all-encompassing mobile application tailored specifically for university communities. This project aims to revolutionize campus life by providing students with a powerful tool that not only streamlines their academic journey but also fosters engagement, communication, and convenience. Our comprehensive university mobile app project encompasses a wide range of features and functionalities, all designed to empower students with the tools they need to succeed in their academic pursuits and thrive in the campus environment. |
| **Purpose** |
| *The purpose of the SSNA project is to improve the overall experience of new batch students by providing them with comprehensive tools and resources to navigate academic life more effectively. The app aims to address common challenges such as understanding timetables, accessing course materials, and seeking guidance from seniors, offering user-friendly access to timetables, downloadable course materials, and facilitating interaction with seniors.* |

## Scope of Work

|  |  |  |
| --- | --- | --- |
| **To Be Done** | **Resources Needed** | **Time Involved** |
| Location Module | Map API | 2 months |
| UI | Figma | 2 months |
| Coding | Visual Studio Code | 2 months |
| Database | Firebase | 2 months |
| Other Modules | Visual Studio Code | 2 months |

## Location

|  |  |
| --- | --- |
| **Site** | **Duration** |
| Office | 03 hrs. |
| Remote Location | 06 hrs. |

## Schedule

|  |  |  |
| --- | --- | --- |
| **Phases** | **Start** | **Finish** |
| Requirement Analysis | 1 Aug 2023 | 1 Oct 2023 |
| Design | 1 Nov 2023 | 1 Dec 2023 |
| Coding | 1 Jan 2024 | 1 Mar 2024 |
| Deployment | 1 Apr 2024 | 1 May 2024 |

## Deliverables

|  |  |
| --- | --- |
| **Deliverable** | **Due Date** |
| UI | 10 Dec 2023 |
| Faculty Information | 20 Dec 2023 |
| Events Module | 30 Dec 2023 |
| Bus Module | 30 Dec 2023 |
| Course Material Module | 1 Apr 2024 |
| Senior Guidance Portal | 5 Apr 2024 |
| Announcement Portal | 7 Apr 2024 |
| Other Modules | 10 Apr 2024 |

## Milestones

|  |  |  |
| --- | --- | --- |
| **Milestones** | **Start Date** | **Finish Date** |
| UI | 1 Nov 2023 | 10 Dec 2023 |
| Half Project | 1 Jan 2024 | 1 Feb 2024 |
| Next Half Project | 1 Apr 2023 | 30 Apr 2023 |

## Tasks

|  |  |  |
| --- | --- | --- |
| **Activity** | **Duration** | **Team Member** |
| UI | 3 Months | Ehsan |
| Half Project | 3 Months | Ashar |
| Next Half Project | 3 Months | Shahzaib |

|  |
| --- |
| **Reporting and Communications** |
| * **Regular Progress Reports**: Scheduled progress reports will be prepared on a monthly basis, detailing the status of various project components, including development, testing, user feedback, and implementation. These reports will outline accomplishments, issues encountered, and action plans for addressing any challenges. * **Key Milestone Updates**: Significant milestones, such as the completion of app development, beta testing, and official launch, will be highlighted in dedicated updates. These updates will provide a comprehensive overview of the progress made and any adjustments to the project timeline or scope. * **Risk and Issue Management**: Reports will include an assessment of potential risks and issues impacting the project, along with mitigation strategies and contingency plans. This will ensure transparency and proactive management of challenges that may arise during the project lifecycle. * **User Feedback and Iterative Improvements**: User feedback from beta testing and early adopters will be collected and analyzed to inform ongoing improvements and refinements to the app. Progress reports will include summaries of user feedback and details of any enhancements implemented based on that feedback. * **Financial and Resource Updates**: Financial expenditures and resource allocations will be tracked and reported to ensure adherence to budgetary constraints. Any deviations from the budget will be explained, along with measures taken to optimize resource utilization. * **Stakeholder Engagement**: Reports will document stakeholder engagement activities, including meetings, workshops, and feedback sessions. This will demonstrate the involvement of stakeholders throughout the project and their influence on decision-making processes. * **Performance Metrics and KPIs**: Key performance indicators (KPIs) will be established to measure the success of the project in achieving its objectives. Progress reports will include updates on relevant KPIs, such as user adoption rates, engagement metrics, and student satisfaction scores. * **Interactive Discussions on this Platform**: In addition to traditional reporting methods, interactive discussions will be facilitated on this platform to engage stakeholders directly and address any questions or concerns they may have. This will provide an opportunity for real-time communication and collaboration, fostering a sense of transparency and accountability. |

## Standards and Testing

|  |  |  |
| --- | --- | --- |
| **Test** | **Team Member** | **Due Date** |
| UI-UX Testing | Ehsan | 3 Dec 2023 |
| 50 Percent Modules QA | Ashar | 1 Jan 2024 |
| 50 Percent Modules QA | Shahzaib | 2 Feb 2024 |

## Define Success

|  |
| --- |
| Stakeholders and sponsors involved in the university mobile app project would likely define a successful completion based on various criteria aligned with the project's objectives and intended outcomes. Here's a breakdown of what they might deem as successful completion:   * **User Adoption and Engagement**: One crucial measure of success would be the level of adoption and active engagement among the university community, particularly students. Stakeholders would look for high download rates, regular usage patterns, and positive feedback indicating that the app is meeting the needs of its users. * **Improved Student Experience**: The primary goal of the project is to enhance the overall student experience. Stakeholders would assess success based on how effectively the app addresses common challenges faced by students, such as navigating academic schedules, accessing resources, and connecting with peers and mentors. * **Enhanced Communication and Collaboration**: The app should facilitate seamless communication and collaboration within the university community. Success would be measured by increased interaction among students, faculty, and staff, as well as improved accessibility to important information and resources. * **Convenience and Efficiency**: Stakeholders would expect the app to streamline various processes and tasks for students, making academic life more convenient and efficient. This could include features like easy access to timetables, course materials, campus maps, and academic support services. * **Positive Impact on Student Success**: Ultimately, the success of the project should contribute to improved student outcomes, such as higher academic performance, increased retention rates, and greater overall satisfaction with the university experience. Stakeholders would look for evidence that the app is helping students succeed academically and personally. * **Scalability and Sustainability**: Success would also be measured by the app's ability to scale and adapt to changing needs over time. Stakeholders would want to ensure that the app remains relevant and effective in the long term, with provisions for updates, maintenance, and future enhancements. * **Financial and Operational Viability**: From a practical standpoint, stakeholders would assess the project's success based on its financial and operational performance. This includes factors such as adherence to budget and timeline, as well as the efficiency of project management and resource utilization. * **Positive Reputation and Brand Image**: A successful project would contribute positively to the reputation and brand image of the university. Stakeholders would expect the app to reflect well on the institution, both internally among the university community and externally among prospective students, alumni, and other stakeholders. |

## Requirements

|  |
| --- |
| *BS Computer Science*   * *Visual Studio Code* * *React Native* * *Java Script* |

## Payments

|  |  |  |
| --- | --- | --- |
| **Who** | **How Much** | **Payment Due** |
| Vendor 1 | N/A | N/A |
| Vendor 2 | N/A | N/A |
| Vendor 3 | N/A | N/A |

## Closure

|  |  |
| --- | --- |
| **Document** | **Signed Off** |
| Report 1 | Supervisor |
| Report 1.2 | Supervisor |
| SRS 1.0 | Supervisor |
| SRS 1.1 | Supervisor |
| SRS 2 | Supervisor |

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**THANK YOU** 😇

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_