Experiment 3

Group Members:

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Topic: Resort Property Management System

Aim :

Problem Statement :
The main objective of this project is to build a resort management system that consists of all the features and functions required for effectively managing a chain of resorts and to have an online presence that makes the reservation process easier and delivers outstanding customer service. The Resort Property Management System will permit employees to manage the daily administrative tasks of the resort and ensure smooth functioning of the resort. The system will be able to handle many services to take care of all customers in a quick manner and manage daily operations and administrative tasks for achieving customer satisfaction that will help us to provide reliable and quality service time. As a solution to the large amount of file handling happening at the resort, this software will be used to overcome those drawbacks.

Tech Stack :
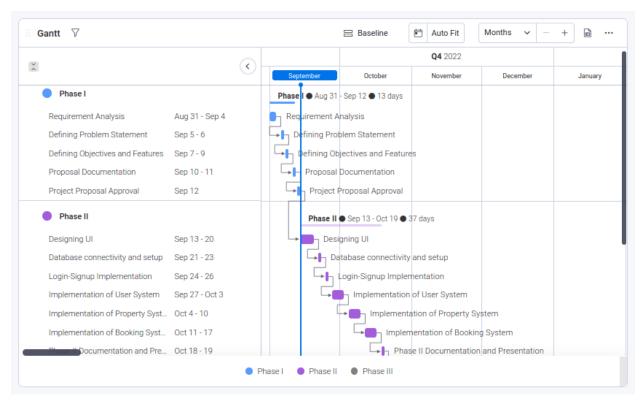Frontend : HTML, CSS, Bootstrap, Javascript
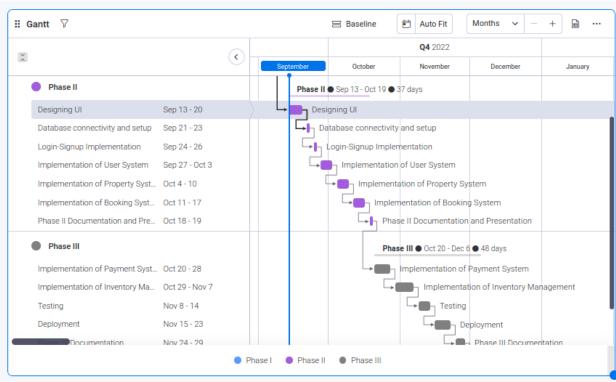Backend : Django
Database : PostgreSQL

Main Table :

∨ Phase I

	Task		Person	Priority	Status	Dependency ⓘ	Timeline
☐	Requirement Analysis	⊕	👤SS	High	Done	-	Aug 31 - Sep 4
☐	Defining Problem Statement	⊕	👤	High	Done	Requirement An...	Sep 5 - 6
☐	Defining Objectives and Features	⊕	SS	High	Done	Defining Proble...	Sep 7 - 9
☐	Proposal Documentation	⊕	SS👤	Medium	Done	Defining Objecti...	Sep 10 - 11
☐	Project Proposal Approval	⊕	👤SS	Low	Done	Proposal Docu...	Sep 12
☐	+ Add Task						
							Aug 31 - Sep 12

∨ Phase II

	Task		Person	Priority	Status	Dependency ⓘ	Timeline
☐	Designing UI	⊕	👤	High	Planned	Project Proposa...	Sep 13 - 20
☐	Database connectivity and setup	⊕	SS	Medium	Planned	Designing UI	Sep 21 - 23
☐	Login-Signup Implementation	⊕	SS	Low	Planned	Database conn...	Sep 24 - 26
☐	Implementation of User System	⊕	SS	High	Planned	Login-Signup I...	Sep 27 - Oct 3
☐	Implementation of Property Syst...	⊕	👤	High	Planned	Implementation...	Oct 4 - 10
☐	Implementation of Booking Syste...	⊕	👤	High	Planned	Implementation...	Oct 11 - 17
☐	Phase II Documentation and Pre...	⊕	👤SS	Low	Planned	Implementation...	Oct 18 - 19
☐	+ Add Task						
							Sep 13 - Oct 19

∨ Phase III

	Task		Person	Priority	Status	Dependency ⓘ	Timeline
☐	Implementation of Payment Syst...	⊕	👤	Medium	Planned	Phase II Docum...	Oct 20 - 28
☐	Implementation of Inventory Man...	⊕	SS	High	Planned	Implementation...	Oct 29 - Nov 7
☐	Testing	⊕	👤	Medium	Planned	Implementation...	Nov 8 - 14
☐	Deployment	⊕	SS	High	Planned	Testing	Nov 15 - 23
☐	Phase III Documentation	⊕	👤SS	Medium	Planned	Deployment	Nov 24 - 29
☐	Final Project Presentation	⊕	👤SS	High	Planned	Phase III Docu...	Nov 30 - Dec 6
☐	+ Add Task						
							Oct 20 - Dec 6

Gantt Chart :

Questions:

1. **How can the duration of the project be reduced ?**
   Ans.
   - Keep track of how time is used and eliminate time wasters. When working on your next project, set a timer for everything you do to complete a given project. Track not only your steps in project completion, but also your activities that are not project-related, but take time away from the project. For example, keep track of the time you use getting snacks or returning unrelated phone calls. At the end of the project, add up the numbers and cut or modify unnecessary steps that are taking up your time. For example, perhaps you've spent a total of two hours over a course of a month walking back and forth to the copy room to get more paper. To solve this problem, ask the office manager to stock your drawer with copy paper. While things like getting snacks may not be able to be eliminated, modify them by bringing snacks to your desk or designating snack break times for yourself.

   - Create an agenda or system to follow when working on projects. Make weekly or daily task lists, including detailed items to do; cross off each task as you accomplish it. This will not only allow you to feel good about getting something done, but will ensure that you are working on projects even when you are stumped. Putting even the smallest details -- such as printing and stapling reports -- on the agenda will also prevent you from underestimating how long some of the most mundane, low-level tasks take to be resolved.

   - Understand how you work best. Try working in a few different environments, with music on and without music, and while multi-tasking and without multi-tasking. Think about which environment feels more comfortable to you, and compare the work you got done in each. Try to reproduce the same environment for every task. For example, if you work best in the early morning, try to dedicate your mornings at work to working on projects. Leave the afternoons for meetings when you are talking about ideas rather than accomplishing them.

   - Collaborate and delegate. Work with others, and split up the project into parts by strengths. This way, people who are weak in a particular area do not have to spend days completing a project when someone who is strong in that area could have had it done in hours. Discuss strengths and weaknesses in the office or in your project teams so that you know who to contact about helping you with your project.

   - Let others know you are working on an important project, and cut out time wasted using technology such as social networking, texting and emailing. While these technologies are fun to use and may even help you communicate important

business information, you don't have to use them during time that has been allotted for working on a project. Tell people that you are generally working during a certain part of the day, and explain that you will have technology turned off, but that you will be happy to get back to this technology later in the day day or the following day. However, always make sure there is a way for others to get in contact with you, should there be an emergency. For example, you may want to keep your office phone on.

2. **What will be the impact of that on the cost of the project?**

   Ans. Total project costs include both direct costs and indirect costs of performing the activities of the project. If each activity of the project is scheduled for the duration that results in the minimum direct cost (normal duration) then the time to complete the entire project might be too long and substantial penalties associated with the late project completion might be incurred. At the other extreme, a manager might choose to complete the activity in the minimum possible time, called crash duration, but at a maximum cost. Thus, planners perform what is called time cost trade-off analysis to shorten the project duration. This can be done by selecting some activities on the critical path to shorten their duration. As the direct cost for the project equals the sum of the direct costs of its activities, then the project direct cost will increase by decreasing its duration. Reducing project time directly reduces indirect costs.