

National University of Computer and Emerging Sciences

Software Engineering

"Deliverable {1} – {Project Proposal}"

STUDENTS NAME	REGISTRATION NUMBERS
Muhammad Raees Shujaan Azhar	21I-0406
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DEGREE PROGRAM:	BSCS
Section:	G
SUBJECT NAME:	Software Engineering
DATE OF SUBMISSION:	February 16, 2024
SUBMITTED TO:	Ms. Sidra Khalid
MARKS:	
REMARKS:	
TEACHERS SIGNATURE:	

Team Introduction

1. Team Name

NexGen; Powering the Future

2. Team Logo



3. Team Picture



4. Team Biography



Muhammad Raees Shujaan Azhar is an experienced developer and AI enthusiast. His projects are user-centric and innovative. A natural leader, he inspires his team with his passion for AI and Deep Learning. Always learning, he contributes to open-source projects in his free time. Shujaan is a visionary, shaping the future of technology.



Syed Muhammad Omer Khalid is a Computer Science student passionate about AI and machine learning. Currently mastering Kotlin and Flutter for app development, they actively pursue projects and certifications to broaden their skills. With a focus on staying updated with the latest tech trends, they are poised to make impactful contributions to the field.

5. Github Accounts

- a. Muhammad Raees Shujaan Azhar: www.github.com/shujaanazhar
- b. Syed Muhammad Omer Khalid: https://github.com/Omerkhalid-1

6. Team Agreement

- **Methods of Communication:** Our primary methods of communication will be phone calls and text messages. We will also use email for formal communication and sharing of documents. For quick discussions and updates, we can use messenger apps.
- Communication Response Times: We expect all team members to respond to phone calls and texts within a few hours during the day. For emails and messages on the messenger app, a response within 24 hours is acceptable.

- Meeting Attendance: All meetings are mandatory for team members.
 Meetings will be held face-to-face when possible, and on Google Meet when an in-person meeting is not feasible. The schedule for meetings will be decided collectively, taking into account everyone's availability.
- Running Meetings: Meetings will be held at a location convenient for all
 or online via Google Meet. The person who calls the meeting will be
 responsible for setting the agenda and taking minutes. The minutes will be
 shared with all team members after the meeting.
- **Meeting Preparation:** The preparation needed for a meeting will depend on the reason the meeting was called. All team members are expected to come prepared, having done any necessary reading or research.
- Version Control: We will use a version control system for our projects.
 The rule is that no two team members should work on the same file at the same time to avoid conflicts. What each team member needs to work on will be decided in the meetings. Commit messages should be clear and descriptive, explaining what changes were made and why.
- Contingency Planning: In the event a team member drops out, the remaining team members will redistribute the tasks among themselves. If a team member consistently misses meetings, we will have a discussion with them to understand the issue and find a solution. In case of academic dishonesty, the matter will be reported to the relevant authority. We believe in maintaining a high standard of integrity in our work.

This agreement ensures that all team members have a clear understanding of their responsibilities and expectations, which is crucial for the success of our team.

Project Title

"Final Year Project Management System"

Problem Statement

Final year projects are a critical component of most degree programs. They provide students with an opportunity to apply the knowledge and skills they have acquired throughout

their studies. However, managing these projects can be a complex task. It involves various stages, including project proposal submission, supervisor allocation, progress tracking, document management, communication, evaluation, and feedback. Currently, these processes are often handled manually or through disparate systems, leading to inefficiencies, miscommunication, and difficulties in tracking progress and performance.

Problem Solution

The proposed solution is to develop a comprehensive Final Year Project Management System. This system will automate and streamline the management of final year projects, making the process more efficient and effective. The system will include features for project proposal submission, supervisor allocation, project tracking, document management, communication, evaluation, and feedback. It will also include user management features to manage different types of users (students, supervisors, administrators) and their respective access rights. Furthermore, the system will be designed to integrate with other systems used by the institution, such as grading systems or learning management systems. This will ensure a seamless experience for all users and improve the overall management of final year projects.

This solution will not only simplify the management of final year projects but also enhance the learning experience for students by providing them with a structured and supportive environment to carry out their projects. It will also provide supervisors and administrators with the tools they need to effectively oversee and evaluate these projects.

Product Features

Following are some of the basic features of our project:

- Project Proposal Submission: Allows students to submit their project proposals for review and approval.
- **2. Supervisor Allocation:** Facilitates the allocation of supervisors to each project based on expertise and availability.
- **3. Project Tracking:** Tracks the progress of each project, including milestones, deadlines, and completed tasks.
- **4. Document Management:** Provides a centralized location for all project-related documents, such as reports, presentations, and code.

- **5. Communication Tools:** Includes features for communication between students, supervisors, and administrators, such as messaging, video conferencing, and notifications.
- **6. Evaluation and Feedback:** Allows supervisors and external examiners to evaluate projects and provide feedback.
- **7. Report Generation:** Generates reports on various aspects of the projects, such as progress, grades, and completion status.
- **8. User Management:** Manages different types of users (students, supervisors, administrators) and their respective access rights.
- **9. Integration with Other Systems:** Integrates with other systems used by the institution, such as grading systems or learning management systems.

Project Timeline Breakdown

Iteration 1 (Weeks 1-2)

Module	Deliverables	Features	User Stories
Project Proposal	- Basic UI for proposal submission	- Form for submitting proposals	As a student, I can submit a project proposal
User Management	- User authentication and basic profile setup	- User registration	As a user, I can register for an account
Communication	- Basic messaging system	- Send and receive messages	As a user, I can send messages
Roles:	Name	Role	

Omer Khalid	Requirement engineer	
Shujan Azhar	Developer	

Iteration 2 (Weeks 3-4)

Module	Deliverables	Features	User Stories
Supervisor Allocation	- UI for supervisor allocation	- Matching algorithm for supervisor allocation	As an administrator, I can assign supervisors
Project Tracking	- UI for project tracking	- Tracking milestones and deadlines	As a student, I can track project progress
Document Management	- Basic document upload functionality	- Upload and categorize documents	As a student, I can upload project documents
Roles:	Name	Role	
	Omer Khalid	Developer	
	Shujan Azhar	Tester	

Iteration 3 (Weeks 5-6)

Module	Deliverables	Features	User Stories
Evaluation & Feedback	- UI for project evaluation and feedback	- Evaluation forms	As a supervisor, I can evaluate projects and monitor the progress.
Report Generation	- Basic report generation functionality	- Generate progress reports	As an administrator, I can generate reports
Integration	- Integration with evaluation system	- Automatic grade updates	As an administrator, I can integrate systems
Roles:	Name	Role	
	Omer khalid	Lead	
	Shujan Azhar	Developer	

Prototype









