

SOFTWARE ENGINEERING

Assignment 1 - Project Plan

Registration of Students

3.0 Project Overview

By this project we are going to reduce the work of Company ABC by making an application which will handle the huge data of the students. It would help the organization to manage the activates. It will reduce the paper work which is create more complicated in the organization and make work more reliable. It also reduce the pressure of the higher authority to conduct more and more meeting.

4.0 Objective and Solution Scope

4.1 Objective

The objective of this project is to provide the application and the easy way thing that would help the organization to reduce the problem face by it. And also help the organization to reduce the paper work which creates more problems.

4.2 Solution Scope

The ABC Group which run several schools across the country to store and update the data of the group become more complicated to written down all of it in the paper. Data can be easily lost or may not be accurately correct since everything is hand written. An application that would help them store their data and update when necessary would greatly reduce their work and updating their status to their superiors would be so

much simpler. This application would not only reduce their work load but also save time and would produce a more accurate and well organised status update when necessary.

4.3 Possible Solutions

1. Provide a useful application to keep track of all data and update all the necessary needs of the company ABC in a well manner.
2. Provide a File for all the schools to keep the records of all in different-different Files which reduce the possibility of loss of the records.
3. Provide the internet facilities for all the organization by which we can track all the update in time to time.
4. Provide well time limit to the organization for showing the update so, that at last moment all will be clear.

Assumption

We can assume that above solution will meet the requirement and reduce the problem face by the ABC Group in all the possible way.

Features

1. Easy to handle or use.
2. Reduce paper work.
3. Reduce communication charge for Staff.
4. Fast
5. Reduce the Losses of Data.
6. Less chance of Mess-up of Data.

Risk

Software choose is not reliable and there is chance of loss of data if the System will crash or software will not properly work. And, if we talk about keeping the records in files if any disasters happen we cannot retrieve or get the records back. If anything submit through internet will be a risk if get by the other people.

Impacts

If the software/Application will work correctly it will give all impact through by it. It reduces all the problem and also internet reduce the staff work.

4.4 Possible solution chosen

Possible Solution	Reasons
Designing a flexible software	So as to meet the current and changing needs in the future
Provide the File	To keep data in different
Provide Internet	To Keep in contact and update daily.
Provide easy services	Example: calculator, excel sheet. To keep all data safe and accurately

5.0 Deliverables

Item	Description
Application software	Used for Maintaining students records
Files	To maintain different school record in different files
Internet	To contact in online and try to reduce daily physical contact and to keep update the data's.
Easy materials Example: calculator , Excel sheet etc.	To maintain accurate and clean data.

6.0 Approach

This project is divided into 4 phases:

1. Planning: This include studying the organisation's requirements and then carefully plan on how the application is to be designed.
2. Designing: After planning, the blueprint of the application is designed.
3. Coding: After the designing is completed, the code for the application is implemented.
4. Testing: After the coding is completed, the last phase is to test the functionality of the application and check for errors.

7.0 Challenges

1. Geographically dispersed project teams.
2. Spending too much time in status meetings
3. Working with cutting edge technologies, components(Unstable)
4. Dealing with software that has been built poorly
5. Establishing and maintaining a productive culture.
6. Accommodating a large set of customers
7. Wasting time looking for project documents or assets

8.0 Quality Goals

1. Usability: Understand ability, learnability, operability
2. Reliability: Maturity, fault tolerance, recoverability
3. Efficiency: Time behaviour, resource utilisation

4. Maintainability: Analysability, changeability, stability, testability

5. Functionality: suitability, accuracy, security

9.0 Process Model

In the time Analysis Agile process is used. To proceed the process in step by step.

10.0 List of task/activities/WBS

1. Manager: Manage the overall activities of the school management project.
2. Architecture: Designing the blueprint of the school management project.
3. Programmer: Responsible for coding.
4. Writer: Responsible for writing the report.

11.0 People and Roles

Role	Skills
Manager	Maintaining a good work environment and organising the team
Architecture	Designing the blueprint of the project
Programmer	Writing the codes for the application
Writer	Keeping track and making a report of the project

11.1 Resources Used

Phase	Duration	Resources	Description
Planning	3hours	Pencil and paper	For writing down the plans
Designing	6 hours	Pencil, paper, laptop	For designing the plans
Coding	15 hours	Laptop	Writing codes for the design
Testing	5 hours	Laptop	Testing the program

11.2 Cost Spending Plan (with diagrams)

Resources	Cost
Technological Platform	60,000
Design	10,000
Miscellaneous	5,000

12.0 Quality Control Approach

The application is planned in a way to meet all the requirements of ABC group in their daily work and maintaining and updating their data easily through internet. It is designed in a way so that the application can be flexible and can be upgraded according to the growing needs of the organization. It is also designed to be user friendly i.e. it will be easy to manage and operate the application for the users.

13.0 Tools Required

1. Pencil and paper
2. Systems
3. Technological Platform
4. Internet