

GROUP 11 (L01) - A system to award scholarship to university students

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Submission Date: February 28, 2020

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Project Description

Problem

Scholarships are awarded to support a student's education. Every scholarship has a different set of requirements. There are so many scholarships available, it is hard to track all of them and also determine which scholarships a student can apply for. A system should be created to ensure all the information regarding scholarship application, deadline, document requirement, grade requirement, student status requirement is readily available. Students should be able to search for all the scholarships that they can apply for quickly.

Solution Description

A software that awards scholarships to university students is to be created. The different levels of scholarship are -

- Within a department
- Across a department
- Across faculties
- University wide
- Nation wide

A student can apply for a total of six scholarships per year and three per term. At a time a student can avail only one scholarship. The scholarships are awarded to a student, if he/she meets the eligibility criteria. There are different kinds of scholarships available for students dependent on the level of study - undergraduate, graduate, master, post-graduate, PhD.

The software should be able to filter the scholarships a student can apply for according to his/her level of study, grades and courses finished. The software will be GUI based. The student must be able to access the scholarship GUI using his/her institution's email address and password. The students must be able to fill out and submit an application form to apply for a scholarship on the scholarship GUI. After the application form has been processed by a scholarship coordinator, the decision regarding the scholarship will be indicated.

Benefits

The web-based system will make sure that the student can easily access all the scholarships he/she can apply for instead of manually searching for them. It will show the status of the application submitted which would help students know whether the application was accepted or declined. It would ensure that only one scholarship is availed at a time. It would also limit the number of scholarships a student can apply for.

Targeted Audience

The current university students, scholarship coordinator, departments, donors and faculties are the targeted audience of this software.

Project Team

Team Goals

- Getting a A or A+
- Satisfying customer's requirements
- Creating a user-friendly software
- Work as a self-organizing team
- Hold a team meeting at least once a week (Tuesday 2-3pm)
 - Everyone will talk
 - If a member won't be able to attend the weekly meeting, he/she must inform others at least one day before the meeting
 - Finish his/her part by the next meeting
 - If a member is having problems with his part, he/she must inform the team lead
- Be courteous and kind to each other
- Resolve conflicts by communicating effectively
- Finish most of the work for the components at least a day before the due date
- Rough timeline that will be followed:

Steps	Time(2020)	March 1- 5	March 5- 12	March 12 - 20	March 20 - 30	March 30- April 3	April 3 - 14
1	Initial Setup						
2	Decide on major components and start creating a prototype						
3	Finish the prototype and resolve any major problems						
4	Evaluate the prototype and add any missing core features						
5	Add additional functionality - increase exciting features						
6	Change the prototype to the final software by adding the changes required by the customer						
7	Schedule Team meetings						

Team Roles

Code Reviewer: Cam

Team Lead: Shamim

Scrum Master: Cam

User Interface Expert: Soumya

Developer: Cam, Tiffany, Soumya, Shamim

Quality Assurance analyst: Tiffany

Tools

Communication tool: Discord, Ucalgary - email

Other Tools: GitHub, Eclipse

Signature

Attended requirements gathering meeting:

Tiffany Tang

Cam Hermann

Soumya Praveen Kumaria

Shamim Khalili