- Project name: code school

- Project sponsor: Ministry of Higher Education.

- Project manager: Eng/alaa.

- Purpose of the project: The application provides all the information about the College of Computing, information and details about each major in the college and also provides all courses and practical exercises for each field.

Business case: *This application will provide students of higher education enrolled in faculties of computers and information all the necessary information for the faculty in terms of:*

First: All sufficient information about the college requirements in terms of laptop specifications.

Second: All sufficient information about each major, what skills are needed to adhere to it, what subjects will be studied, and what jobs this department provides after graduation.

Third: After the student has become fully aware of all the fields and departments in the college, the materials in each department, and the skills required for each department, then the student can choose the department that he feels fits his ambitions, skills and capabilities with conviction and full knowledge of the field he pursues throughout his life and can He innovates and develops himself in this field.

After the student knows what field he will study, the role of the application is to provide the following:

* Provide study plans for each field and the application is always keen that the student is fully aware of what he is studying and what he will study after completing what he is studying so that the student always has a plan in his head and this will save him a lot of time because then he has a plan, it is only when Studying is an empty mind to study only and not distracted by thinking what will I study next and where I will find this course and this is the goal of the first application to save the student's time and collect everything he wants in one place..

After the student has a plan, it is time for the application to provide the courses required to be studied in order to become a professional in the restricted field, and the application approach is to take the student's hand from zero to professionalism.

* After completing the study, the role of the application comes to provide practical exercises on what the student has studied, and this is considered the most important role in the application because there is no minimum benefit from studying without practical exercises. More and also one of the characteristics of the application is that the student is not allowed to study the next course except by passing the practical exercises of the course that precedes it until he proves to us that he understood the courses and brought him practical benefits.

Project scope:

1-The application will provide the student with all the information about the College of Computers and Information and each department in it.

2-The application will provide the student with all the information and specifications of the laptop used in each field, as each field needs certain capabilities, and this is for the student to determine the field that he will study.

3-The application provides study plans for each field.

4-The application provides the student with all the necessary courses for the field to be studied.

5-The application will provide a lot of practical exercises on the courses he studied in his field.

Key deliverables of the project:

The ambition and the primary, first and last goal of this application is that the student of the College of Computing and Information be fully and fully aware of everything in the college in terms of departments and specializations, and that he be a well-trained and well-prepared student in his field for immediate work after graduation.

Project milestons (Time line of project):

-In the first week, the engineers in charge of the application will provide all the information necessary to create the application in terms of the necessary courses, practical exercises, and everything related to the program in terms of constructive materials and construction.

-And from the second week until a month has passed from the beginning of construction
The engineers will create the application.

-After you have created the application, it is time to test the application.

1- A team of course teacher.

2- A team of programers.

3- Device of reciever .

Budget: 1000$.
Staff:
- A team course teacher.

- A team of programmers.

Vendor:
The Ministry will announce it through educational platforms such as (Microsoft teams, model,etc)
☐ Budget:

100,000 $ (includes servers, project licenses, developers, designers, training)
☐ Constraints:

1-The project must take time less than 4 monthes.
2-The project must not exceed 100,000 $.

☐ Assumptions:

1- The project does not take more than 4 monthes.

2- The cost no more 100,000$.

☐ High level risks:

1- Damage in the receivers.

2- Increase in the cost.

3- The lack of efficiency sufficient in the receiver or the teams.

4- Not to satisfy the users of product.

Team Members

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-Essam alaa.