DEVELOPING ADVANCED SCHEDULE APPLICATION FOR STUDENTS

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CSSE - 1803 SWD3

THE PROBLEM DESCRIPTION

- Today, university students have a large number of classes and programs that need to be conveniently distributed throughout the day. In addition to classes on the course, many students have additional activities outside the classroom, they can be additional languages, programming courses or preparation for the Olympics, etc. Therefore, there should be a mobile application that, in terms of functionality, fully covers all the listed problems.

PROPOSED SOLUTION

- I am going to design a universal application for phones that will help the student to distribute all the necessary tasks and courses as efficiently as possible throughout the day. The student will be able to create a detailed schedule for the entire week, write notes, review current tasks, or plan future ones. This application is planned to be developed for two leading platforms - iOS and Android, which will allow it to be as mobile and universal as possible.

WHAT DO YOU NEED FOR YOUR PROJECT

- - Budget/cost. How much money (Approximately) ?
  - $ 3,000 for the entire development cycle.
  - Salary - 1500 dollars (if you take into account 3 people participating in the development).
  - $ 1,000 (licensed software and additional hardware costs).
  - $ 500 for incidentals.
- - Time. What time do you need to finish your project (Approximately) ?
  - I assume that 6 months is enough to develop a project of this scale.
- - Resources. What resources do you need for your project? How many people? And so on and so forth…
  - This development is designed for 3 people – front-end developer, back-end developer and project manager. The resources that we need are software for implementation in a programming language. Development will take place remotely, so we do not take into account the rental of hardware and office in the budget.
- - Project Risks.
  - I identify three main risks in the design and implementation of this project - the return on investment in the market (cost risk), performance, and technology risks.