WBS Level				Costs (RM)			Start Date	End Date	Duration (Days)	Predecessor (Activity Code)
Level 1	Level 2	Level 3	Level 4	Manhours	Tools/Equipment/Social Welfares	Total				
Internseek (Internship Application System)	1.1 INITIATION (RM 50,000)	1.1.1 Define Project Objectives (RM 4,000)	1.1.1.1 Define the main goals and objectives of the project.	3,600 (3 people)	Documenting Tool = 400	4,000	11/15/24	11/15/24	1	
		1.1.2 Identify Project Scope and Boundaries (RM 10,800)	1.1.2.1 Determine core functionalities	3.600 (3 people)	0	3,600	11/18/24	11/18/24	1	1.1.1.1
			1.1.2.2 Establish project constraints (time, cost, resources)	1,800 (3 people)	0	1,800	11/19/24	11/19/24	1	1.1.2.1
			1.1.2.3 Define out-of-scope functionalities	1,800 (3 people)	0	1,800	11/20/24	11/20/24	1	1.1.2.2
			1.1.2.4 Define project deliverables	3.600 (3 people)	0	3,600	11/21/24	11/21/24	1	1.1.2.3
		1.1.3 Conduct Feasibility Study (RM 12,600)	1.1.3.1 Analyze and assess the technical feasibility by evaluating the available tools and platforms	5,400 (3 people)	Hosting Tool = 600	6,000	11/22/24	11/22/24	1	1.1.2.4
			1.1.3.2 Assess resource feasibility, including budget and time	2.700 (3 people)	Budgeting Tool = 300	3,000	11/25/24	11/25/24	1	1.1.3.1
			1.1.3.3 Assess market feasibility by analyzing the target market demand and competition	3,600 (3 people)	0	3,600	11/26/24	11/27/24	2	1.1.3.2
		1.1.4 Identify Key Stakeholders (RM 6,300)	1.1.4.1 Identify people involved in the system, directly affected individual, indirectly affected individual	2,700 (3 people)	0	2,700	11/28/24	11/28/24	1	1.1.3.3
			1.1.4.2 Define the roles and responsibilities for every stakeholders	3,600 (3 people)	0	3,600	11/29/24	11/29/24	1	1.1.4.1
		1.1.5 Perform Requirement Gathering (RM 8,300)	1.1.5.1 Collect requirements from students and employers	4,800 (3 people)	Requirement collection tools = 500	5,300	12/02/24	12/13/24	10	1.1.4.2
			1.1.5.2 Define initial success criteria	3,000 (3 people)	0	3,000	12/16/24	12/16/24	1	1.1.5.1
		1.1.6 Plan User Engagement and Feedback Methods (RM 8,000)	1.1.6.1 Define key milestones for user feedback	3,000 (3 people)	0	3,000	12/17/24	12/17/24	1	1.1.5.2
			1.1.6.2 Determine the method for collecting feedback at the relevant milestones	3,000 (2 people)	Feedback collection platforms = 2,000	5,000	12/18/24	12/18/24	1	1.1.6.1
	1.2 PLANNING (RM 150,000)	1.2.1 Create Project Schedule and Timeline (RM 15,000)	1.2.1.1 Break down major milestones and deadlines	6000 (5 people)	Scheduling tool = 2,000	8,000	12/19/24	12/20/24	2	1.1.6.2
			1.2.1.2 Establish task dependencies and key deliverables	5000 (5 people)	Dependency charts = 2,000	7,000	12/23/24	12/24/24	2	1.2.1.1
		1.2.2 Allocate Resources and Budget (RM 8,000)	1.2.2.1 Define human resources and assign roles	4000 (4 people)	0	4,000	12/26/24	12/26/24	1	1.2.1.2
			1.2.2.2 Set and approve budget	3200 (4 people)	Budgeting software = 800	4,000	12/27/24	12/27/24	1	1.2.2.1
		1.2.3 Conduct Risk Assessment (RM 10,000)	1.2.3.1 Identify potential project risks	3200 (4 people)	Risk tracking tool = 1,800	5,000	12/30/24	12/30/24	1	1.2.2.2
			1.2.3.2 Develop mitigation plans for high-priority risks	3200 (4 people)	Planning software = 1,800	5,000	12/31/24	12/31/24	1	1.2.3.1
		1.2.4 Arrange Priority Features and Requirements (RM 20,000)	1.2.4.1 Rank features based on importance and feasibility	6000 (5 people)	Feature ranking tools = 2,000	8,000	01/02/25	01/02/25	1	1.2.3.2
			1.2.4.2 Align features with project objectives and stakeholder needs	5000 (5 people)	Collaboration tools = 2,000	7,000	01/03/25	01/03/25	1	1.2.4.1
			1.2.4.3 Set clear acceptance criteria for each feature	4000 (4 people)	Documentation software = 1,000	5,000	01/06/25	01/06/25	1	1.2.4.2
		1.2.5 Plan Development Tools and Frameworks (RM 20,000)	1.2.5.1 Finalise backend and frontend frameworks	10000 (8 people)	Framework testing tools = 2,000	12,000	01/07/25	01/07/25	1	1.2.4.3
			1.2.5.2 Choose necessary databases and tools	6000 (8 people)	Database software = 2,000	8,000	01/08/25	01/08/25	1	1.2.5.1
		1.2.6 Design System Architecture, Relevant Diagrams (RM 47,000)	1.2.6.1 Create Entity-Relationship diagrams for database structure	8000 (8 people)	Diagramming tools = 2,000	10,000	01/09/25	01/10/25	2	1.2.5.2
			1.2.6.2 Design Context Diagram, Use Case Diagram, Sequence Diagram, Activity Diagram	12000 (10 people)	Diagramming software = 3,000	15,000	01/13/25	01/22/25	8	1.2.6.1
			1.2.6.3 Create Use Case Description, Data Dictionary	9000 (7 people)	Dictionary software = 1,000	10,000	01/23/25	01/29/25	5	1.2.6.2
			1.2.6.4 Design the high-level architecture of system	10000 (8 people)	Architecture tools = 2,000	12,000	01/30/25	01/31/25	2	1.2.6.3
		1.2.7 Create prototype (RM 30,000)	1.2.7.1 Design user interfaces using Figma	15000 (12 people)	Figma license = 3,000	18,000	02/03/25	02/20/25	14	1.2.6.4
			1.2.7.2 Link the relationship between each interface	10000 (8 people)	Interface mapping tools = 2,000	12,000	02/21/25	02/26/25	4	1.2.7.1
	1.3 EXECUTION	1.3.1 Set Up Development Environment and Version Control	1.3.1.1 Establish development environment and workspace configuration				02/27/25	02/28/25	2	1.2.7.2
			1.3.1.2 Set up version control and repositories				02/27/25	02/28/25	2	1.2.7.2
		1.3.2 Install Required Dependencies	1.3.2.1 Configure environmental variables				03/03/25	03/03/25	1	1.3.1.2
			1.3.2.2 Set up modules used in development				03/04/25	03/04/25	1	1.3.2.1
		1.3.3 Implement Database	1.3.3.1 Design and create database schemas				03/05/25	03/07/25	3	1.3.2.2
			1.3.3.2 Connect relational database connections				03/10/25	03/10/25	1	1.3.3.1
		1.3.4 Develop User Authentication and Access Control	1.3.4.1 Implement login and registration functionality				03/11/25	03/25/25	11	1.3.3.2
			1.3.4.2 Add session management and access level permissions				03/26/25	03/28/25	3	1.3.4.1
			1.3.4.3 Implement password reset and account recovery				03/31/25	04/01/25	2	1.3.4.2
		1.3.5 Design Frontend Layout and Navigation	1.3.5.1 Develop UI Components Based on Prototype Design				04/02/25	05/06/25	24	1.3.4.3
			1.3.5.2 Develop the User Interface Using Previously Developed Components				04/02/25	05/06/25	24	1.3.4.3
			1.3.5.3 Define Navigation Flow and Structure, and Implement Navigation Logic				05/07/25	05/09/25	3	1.3.5.2
			1.3.5.4 Design the Interface to Be Responsive				05/12/25	05/14/25	3	1.3.5.3
		1.3.6 Develop Backend Functionalities and Key Features	1.3.6.1 Set Up Database Models and Relationships				05/15/25	05/16/25	2	1.3.5.4
			1.3.6.2 Implement the CRUD functionality in the controller				05/19/25	06/16/25	21	1.3.6.1
			1.3.6.3 Define the corresponding routes for each CRUD operation				06/17/25	06/23/25	5	1.3.6.2
			1.3.6.4 Define the task schedule to automatically update the internship posting status based on the posting's start and end date				06/24/25	06/26/25	3	1.3.6.3
			1.3.6.5 Implement a messaging feature to enable communication between students and employers.				06/27/25	07/15/25	13	1.3.6.4
	1.4 CONTROLLING & MONITORING	1.4.1 Conduct Unit Testing for Individual Components	1.4.1.1 Write and run test cases for core functionalities				07/16/25	07/29/25	10	1.3.6.5
			1.4.1.2 Document test results and fix identified issues				07/30/25	07/31/25	2	1.4.1.1
		1.4.2 Perform Integration Testing for Feature Interactions	1.4.2.1 Test interdependencies among modules				08/01/25	08/08/25	6	1.4.1.2
			1.4.2.2 Record and troubleshoot any integration issues				08/11/25	08/13/25	3	1.4.2.1
		1.4.3 Conduct System Testing on Whole Application	1.4.3.1 Run complete system tests to ensure full functionality				08/14/25	08/18/25	3	1.4.2.2
			1.4.3.2 Conduct end-to-end testing across major user scenarios				08/19/25	08/22/25	4	1.4.3.1
		1.4.4 Conduct User Acceptance Testing (UAT)	1.4.4.1 Create Google Form for UAT Testing				08/25/25	08/25/25	1	1.4.3.2
			1.4.4.2 Execute UAT with End-Users and Collect Detailed Feedback				08/26/25	09/12/25	14	1.4.4.1
			1.4.4.3 Make improvements based on collected feedback				09/15/25	09/19/25	4	1.4.4.2
		1.4.5 Execute Load and Performance Testing	1.4.5.1 Test application response time under high load				09/22/25	09/23/25	2	1.4.4.3
			1.4.5.2 Optimize code or queries to improve performance				09/24/25	09/25/25	2	1.4.5.1
			1.5.1.1 Conduct usability testing sessions with users				09/26/25	10/06/25	7	1.4.5.2

1.5 CLOSING	Task	Subtask			Start	End	Dur	Pred
	1.5.1 Conduct Usability Testing	1.5.1.2 Collect qualitative and quantitative feedback from users			09/26/25	10/06/25	7	1.4.5.2
		1.5.1.3 Implement improvements based on usability feedback			10/07/25	10/09/25	3	1.5.1.2
	1.5.2 Deploy Final Version to Production	1.5.2.1 Migrate system to live server and set up domain			10/10/25	10/13/25	2	1.5.1.3
		1.5.2.2 Verify deployment setup and accessibility			10/10/25	10/13/25	2	1.5.1.3
	1.5.3 Prepare Handover Documentation	1.5.3.1 Compile project documentation			10/14/25	10/16/25	3	1.5.2.2
		1.5.3.2 Archive code, assets, and resources in repository			10/17/25	10/17/25	1	1.5.3.1
	1.5.4 Create User Manual and Support Documents				10/20/25	10/22/25	3	1.5.3.2
	1.5.5 Gather Post-Implementation Feedback	1.5.5.1 Monitor user experience and address issues			10/23/25	10/29/25	5	1.5.4
		1.5.5.2 Document user suggestions for future maintenance			10/23/25	10/29/25	5	1.5.4
	1.5.6 Perform Final Review and Close-Out Report	1.5.6.1 Review project goals, outcomes, and any discrepancies			10/30/25	10/31/25	2	1.5.5.2
		1.5.6.2 Generate project close-out report with lessons learned			11/03/25	11/03/25	1	1.5.6.1
	1.5.7 Collect Final Sign-Off from Stakeholders				11/04/25	11/04/25	1	1.5.6.2
	1.5.8 Formally Close Project				11/05/25	11/05/25	1	1.5.7
						Total Duration (Days) :	**250**	