HIGHER TECHNICAL INSTITUTE

COURSE IN COMPUTER STUDIES

DIPLOMA PROJECT

A MULTIMEDIA SYSTEM FOR THE CYPRUS STRUGGLE MUSEUM

CS/192

IOANNOU ARISTOS
POLYCARPOU SAVVAS

17 JUNE 1998

HIGHER TECHNICAL INSTITUTE | PROJECT NO. 2786

A Multimedia System for the Cyprus Struggle Museum

Polycarpou Savvas
Ioannou Aristos

(Summary)

The Computer Studies department of Higher Technical Institute has assigned us the development of a multimedia system for the Cyprus Struggle Museum in order to get our diplomas. This project seemed to us very challenging and interesting. On the other hand we were sure from the first moment that we had a lot of work to do in order to satisfy the requirements and conditions of the project.

The main purpose of our work is to develop a user friendly system with easy navigation, good quality images, videos, sounds. The project must deliver the expected content to the user in a readable form and interface must be so transparent to the user in order to push him focus only into the info delivery.

The project content must be enough to satisfy a big range of user, especially tourists that visit Cyprus.

TABLE OF CONTENTS

TITLES	PAGE
Summary	1
Introduction	2
1. Investigation Phase	
1.1 Initial Investigation Report	
Introduction	3
1.1.1 Information about the people	3
1.1.2 Information about the Museum	4
1.1.3 Consideration of the system	5
Conclusion	6
1.2 Feasibility Study	
Introduction	7
1.2.1 Recommendation	7
1.2.2 Technical Feasibility	8
1.2.3 Financial Feasibility	13
1.2.4 Schedule Feasibility	16
1.2.5 Operational Feasibility	17
Conclusion	17
2. Analysis and General Design Phase	
2.1 Existing System Review	**18**
2.2 New System Requirements	**19**
2.3 New System Design	**20**
2.4 Implementation and Installation Planning	
2.4.1 Preliminary Implementation Plan	22
2.4.2 User Training Outline	27
2.4.3 Preliminary Installation Plan	27
3. Detail Design and Implementation Phase	
3.1 Technical Design	
Introduction	28
3.1.1 Detailed Design Specification Document	28

3.2 Test Specification and Planning
Introduction 29
3.2.1 Program Test Specification 29
3.2.2 Test Plan 31
3.3 User Training **36**
3.4 System Test **37**

4. Installation Phase
4.1 System Installation **38**

5. Review Phase
5.1 Development Recap **39**
5.2 Post Implementation Review **40**

Appendices
Appendix A – Time Table & Gantt Chart
Appendix B – Context Diagram & Data Flows Diagrams
Appendix C – Rough Sketches
Appendix D – Leaders
Appendix E – Hanged
Appendix F – Holocaust
Appendix G – Murdered
Appendix H – Battles