



## Group Project - Fall 2022

## CPIS-334 Introduction to Software Project Management

Coordinator(s) Dr. Usman Khan

9974

Student ID	20005034
Student Name	Anfal Sultan Alshehri
Section	A1A

Obtained Marks

SO Max Obtained Marks

3 30



Anfal Sultan Alshehri(leader 2005034 Areej Abdullah Suleman 1916786 Mai Mohamad Khalil 2010295



#### KING ABDUL AZIZ UNIVERSITY

# COLLEGE OF COMPUTING AND INFORMATION TECHNOLOGY DEPARTMENT OF INFORMATION SYSTEM

## PROJECT MANAGEMENT CPIS-334 LAB Fall term 2022

**Project Worksheet** 

**Detailed Project Schedule (MS** 

Project)

فاطمة حبيب:Course Instructor

وعد الشهري:Lab Instructor

Project Name

Online Bakery shop

Name	ID	Section
Anfal Sultan Alshehri(leader		A1A
Areej Abdullah Suleman		A1A
Mai Mohamad Khalil		A1A

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#### 1. Purpose of the Project (Project Initiation)

The purpose of this project is to build online bakery shop website. That will receive order from customer, keep the customer on update about the state of order, prepare order, and deliver order to the customer.

The shop will receive order from customer and notify the baker to make the order .After that the delivery man will pick up the order and deliver it to the customer .

The customer will make order and receive it after 24h of make order.

#### 2. Goals and Objectives (Project Charter & Scope Statement)

#### 2.1. Project goals:

- Allow customer to make and modify order in 24/7.
- Faculties the process(ordering, receive order, delivery order).
- produce user-friendly website to gain more clients and have strong reputation.
- Deliver order to the customer in the shortest duration of making bakery.

#### 2.2. Project objectives:

- Design UI for (customer, manager, deliver man).
- Store user information and save it from any threat .
- Provides maps to show the area covered by the shop.
- Provides multiplicity way for payment.
- Notify users (customer to the state of order, staff to the order to make ,deliver man to the orders must be delivered).
- Produce healthy, tasty, and affordable bakery.

#### 2.3. Project charter

Project title: Bakery online shop

Project Start Date: 10/31/2022 Projected Finish Date: 4/26/2023

Budget Information: The finder has allocate the budget 175,000\$. The main cost of this project will be on developing software.

Project Mangers: Anfal Alshehri(966)566076745, anfal@gmail.com

Mai Mhammed (966)570506403, Mai@gmail.com

Areej Abdullah (966), Areej@gmail.com

Project Objective: Produce user friendly interactive online bakery. That has many interfaces for each user (customer, baker, delivery-man)that will deliver the users need(ordering, make order, deliver order). With provided map for delivering the orders. The shop will store the users information in safe database. Moreover it will notify the users about any actions.

#### Main Project Success Criteria:

- Scope: Bakery store cover Jeddah city and all kind ice-cream Bakery.
- Quality: Finish project with high quality product software and Healthy, Tasty bakery.
- Cost: Finish project without break outrun budget 75,000\$.
- Time: Finish project with the project finished date.

#### Approach:

- Provide map to trace the delivery order.
- Build the database that contains all the customers' orders information.
- Design and develop flexible user-friendly interface for all users .
- Provide online payment methods.
- Notify users with the state of order.
- Test the performance of online shop to ensure that the software is errorless.

Roles and Responsibilities									
Name	Role	Position	ContactInformation						
Esraa	Sponsor	CEO	Yohan@mail.com						
Abdulrhman	Project manger	Management	Abdr@mail.com						
Areej	Project manger	Management	Areej@mail.com						
Anfal	Project manger	Management	Anfal@mail.com						
Mai	Project manger	Management	Mai@mail.com						
Abdullah	Risk Analyst	Management	Jotaro@mail.com						
Dema	Software Engineer	Programmer	Dema@mail.com						
Jana	Software Engineer	Programmer	Mai@mail.com						
Dana	Software Engineer	Programmer	Dana@mail.com						
Sultan	HR manger	Management	Sultan@mail.com						
Zienah	Finance manger	Management	Zienah@mail.com						
Dania	System designer	Designer	Dania@mail.com						
Hton	Quality control manger	Management	Hton@mail.com						

## 2.4. Scope statement

The project will require to purchase web servers that will support networking , Web and mobile app ,and maps. Also purchase a encryption software to save user information .

#### 3. Work Breakdown Structure (WBS)

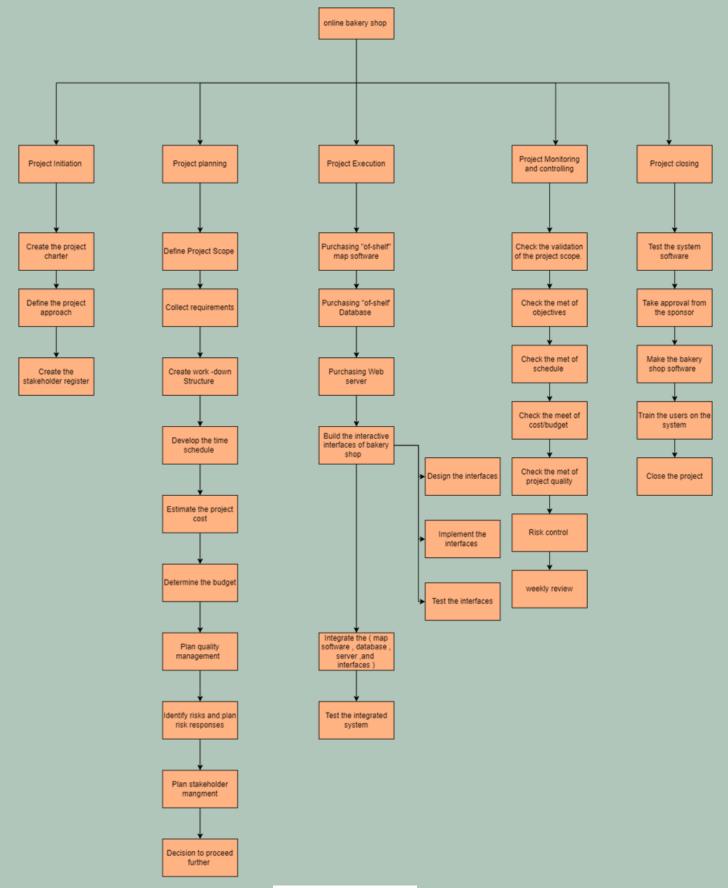


Figure 1:WBS

4. Use of Precedence Diagram Method (PDM) to construct project schedule network diagram (Project Scheduling).

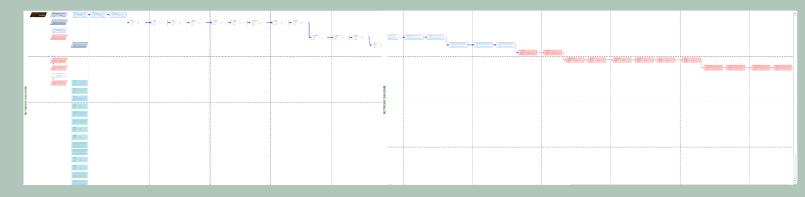
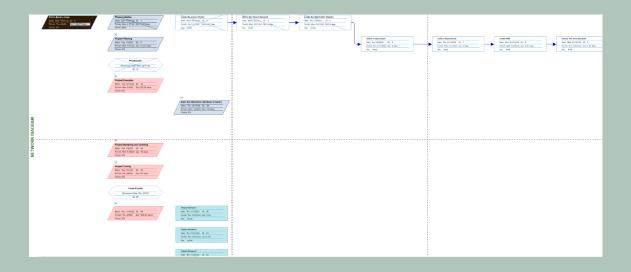
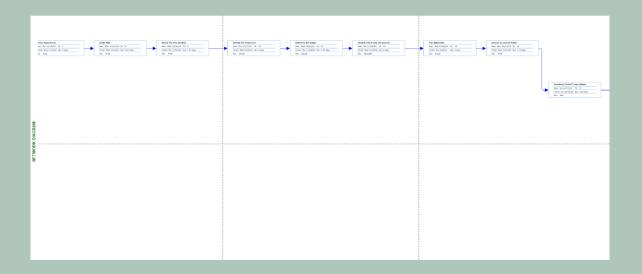


Figure 2PMD







#### 5. Staffing Procedure and Plan (HR Management).

- Design advertisements that identify the job skills and experiences required in the project.
- Post the advertisements in social media and employment platforms like Linked In.
- Review applicants' CVs and nominate those who have the required skills and experience.
- Conducting an interview with the nominated applicants, evaluating and selecting them according to the appropriate employment criteria for the project.
- Signing a contract of employment with qualified personnel.
- Involve employees in a meeting with the stakeholders to understand the scope and all other aspects of the project.

## 6. Organizational chart and histogram (HR Management)

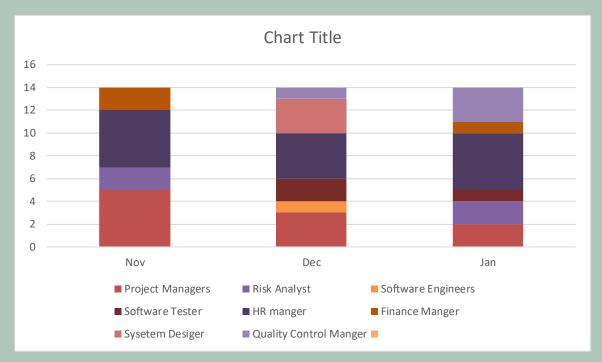
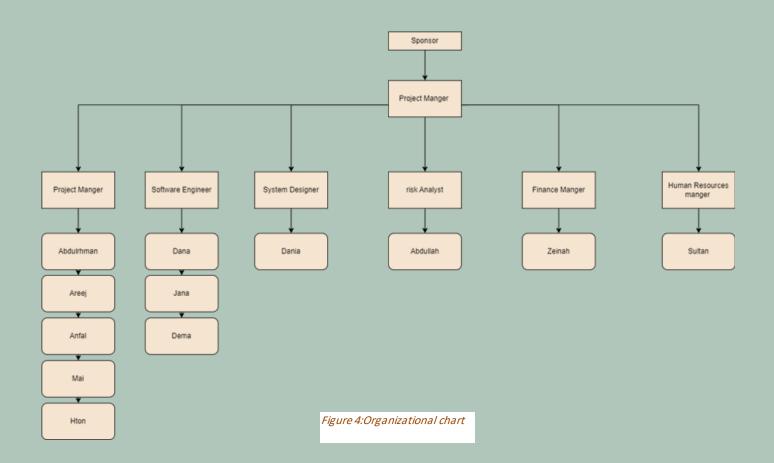


Figure 3 HR management Histogram



#### 7. Major Project Milestones (Demonstrate using MS Project)



Figure 5:1Milestones



Figure 6:2Milestones

## 8. Detailed Project Schedule (MS Project)

## 1. General project information

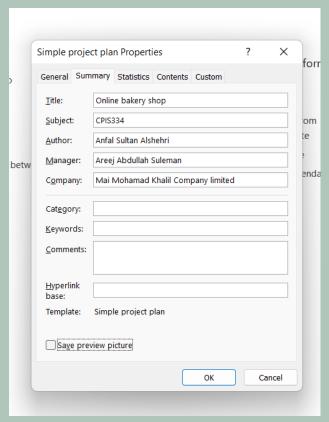


Figure 7:Project Information

#### 2. Project calendar.

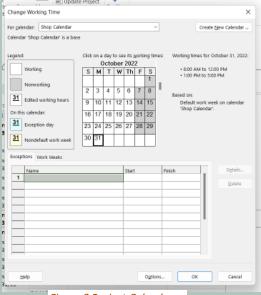


Figure 8:Project Calendar

#### 3. Summary tasks (phase).

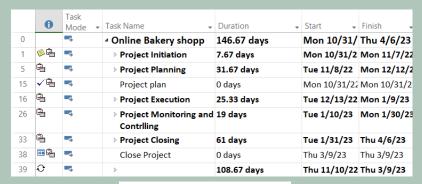


Figure 9:Summary Tasks Project

#### 4. Subtasks and duration

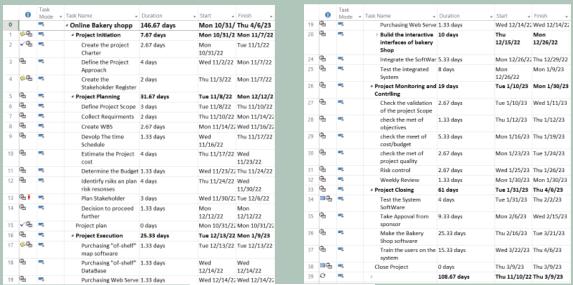


Figure 10:Subtask and Duration

#### 5. Relationships between task

#### SS:

	4	=5	Integrate the SoftWar	5.33 days	Mon 12/26/22	Thu 12/29/22	23FS-2 days
25	4	-3	Test the integrated System	8 days	Mon 12/26/22	Mon 1/9/23	24SS

Figure 11:SS Relation

#### FF:

3	<b>-</b> 5	Define the Project Approach	4 days	Wed 11/2/22	Fri 11/4/22	2
4	-3	Create the Stakehokder Register	2.67 days	Thu 11/3/22	Fri 11/4/22	3FF

Figure 12: FF Relation

6. Project Recurring task

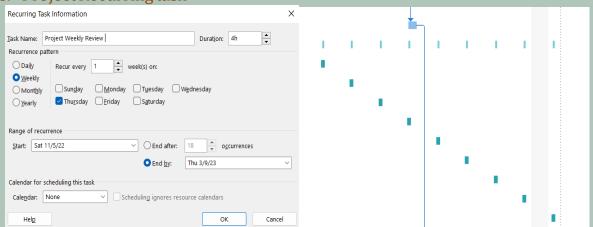


Figure 13:Project Recurring Task

### 7. Project Recourses.

	Θ	Resource Name	* Type *	Material	<ul> <li>Initials</li> </ul>	Group *	Max. ▼	Std. Rate *	Ovt. Rate *	Cost/Use *	Accrue +	Base •
1		Electirical	Work		E		100%	\$65.00/hr	\$0.00/hr	\$35.00	Prorated	Standard
		Contractor										
2		UI software	Cost		U						End	
3		HardWare	Material		Н			\$1,500.00			Prorated	
4		Map of shelf	Work		M		100%		\$0.00/hr		Prorated	Standard
5		Data Base	Work		D			\$554.00/hr	\$0.00/hr		Prorated	Standard
6		Web server	Work		w		100%	\$78.00/hr	\$0.00/hr		Prorated	Standard
7		Esraa	Work		E	finder	100%	\$0.00/hr	\$0.00/hr	\$0.00	Prorated	Standard
8		Abdulrhman	Work		A	Mangment	100%	\$547.00/hr	\$0.00/hr	\$0.00	Prorated	Standard
9		Abdullah	Work		A	Mangment	100%	\$190.00/hr	\$0.00/hr	\$0.00	Prorated	Standard
10		Dema	Work		D	Programm.	100%	\$100.00/hr	\$0.00/hr	\$0.00	Prorated	Standard
11		Sultan	Work		S	Mangment	100%	\$130.00/hr	\$0.00/hr	\$0.00	Prorated	Standard
12		Zienah	Work		Z	Mangment	100%	\$100.00/hr	\$0.00/hr	\$0.00	Prorated	Standard
13		Dania	Work		D	Designer	100%	\$50.00/hr	\$0.00/hr	\$0.00	Prorated	Standard
14		Hton	Work		H	Mangment	100%	\$30.00/hr	\$0.00/hr	\$0.00	Prorated	Standard
15		Anfal	Work		A	Mangment	100%	\$800.00/hr	1,000.00/hr	\$0.00	Prorated	Standard
16		Areej	Work		A	mangment	100%	\$687.00/hr	\$700.00/hr	\$0.00	Prorated	Standard
17		Mai	Work		M	mangment	100%	\$89.00/hr	\$657.00/hr	\$0.00	Prorated	Standard
18		Printer	Material		P			\$34.00		\$0.00	Start	
19		RentOffice	Material		R			\$54.00		\$0.00	End	
20		Ink printer	Material		I			\$56.00		\$0.00	Prorated	
21		Mroining Coffe	Cost		M						Start	
22			Work				100%	\$0.00/hr	\$0.00/hr	\$0.00	Prorated	Standard
23		Jana	Work		J	Programm:		\$53.00/hr	\$0.00/hr	\$0.00	Prorated	Standard
24		Dana	Work		D	Programm	100%	\$34.00/hr	\$0.00/hr	\$0.00	Prorated	Standard

Figure 14:Recourses

#### 8. Tasks Constraints.

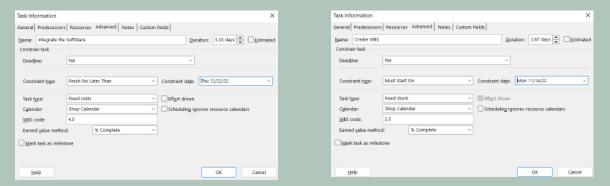


Figure 15:Task Constraints

#### 9. Task type.

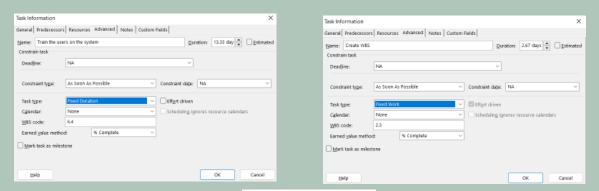


Figure 16:Tasks Types

## 10. Rescores with multiple rate pay depended on takes.

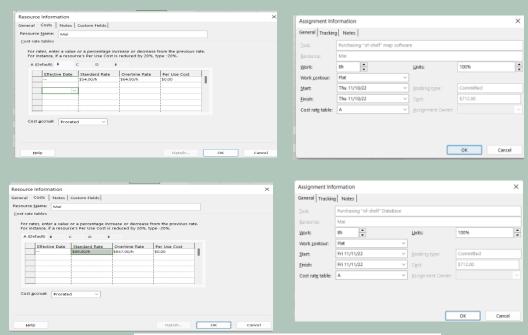


Figure 17:Rescores With Multiple Rate Pay depended on takes

#### 11. Rescores with multiple rate pay depended on Times.

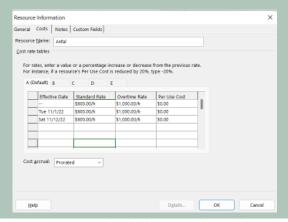


Figure 18Rescores with multiple rate pay depended on Times.

## 12. Task had lead or lag Time

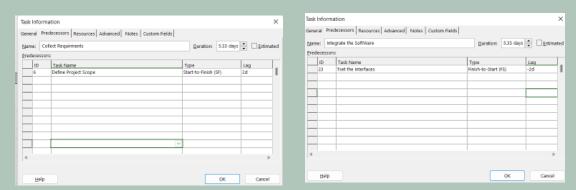


Figure 19:Task had Lead or Lag Time

## 8. Reference

Schwalbe, K. (2015). Information technology project management. Cengage Learning.