



Project Plan

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Aya Shikh Suliman – 4668839

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Client:

The owner of the RobertHeijn B.V. company is the client that asked me for a software solution for the problems that they are facing. I, Aya Shikh Suliman, will be working to provide a solution for these problems.

Current situation:

The company RobertHeijn B.V. is specialized in selling groceries and household goods of different categories. Currently, the company needs a software solution that allows their customers to shop online from their website, and for their employees, to manage all goods and groceries from the desktop application.

When a customer is interested in buying items online, they can visit the website of the company, select, and add available items to the shopping cart. When all desired items are selected and added to the shopping cart, a customer can complete the order by checking out the shopping cart, selecting a payment method, and providing shipping information. A customer should also be able to track the status of recently placed orders and review their order history with all details.

On the other hand, employees must be able to manage all groceries and goods. They can add, delete, or edit an item, and then it should become available on the website for customers. And when an order is placed by a customer, a shop employee will start processing it for delivery. When all ordered items are collected and packed, a shop employee will change the status of the order.

There is also a possibility to extend the software solution to allow customers to select their preferred delivery option, collect points on their virtual bonus card, let them return an item(s), select item(s), and add them to their favorite list.

Another possibility to extend the software solution for the back office is based on certain market analyses, employees can put advertisements for the customers.

Problem description:

The client has some priorities on the problems that he wants this software solution to fix. It is very important for him to have a secure software, to be able to manage the catalogue with items (groceries and goods), and to support the process of placing an order. After that, specifying delivery option and displaying the status of an order would be a second priority.

Other requirements can be discussed to see which one of them can be the first to count after the ones mentioned.

Project goal:

The main goal of this project is to offer a solution for the client's priorities, which are first security, managing the catalogue, and processing an order. And second, specifying a delivery option and displaying the status of an order.

This includes a secured desktop application where employees can manage the catalogue, process an order, and change the status of an order. And it also includes a secured web application where customers can choose from the available items and place an order and then, choose a delivery option.

After implementing these requirements, the software solution can be extended to the client's new needs.

Deliverables:

Based on the information I got from the client, I am going to offer a solution that includes a desktop application, a web application, and a database. In addition, I am going to deliver the needed documentation, which is the URS, test plan, and the test report.

Non-deliverables:

There are some documents and files that I am not going to deliver to the client. For example, the UML diagram, because it is too technical for the client, and it does not explain anything that the client can understand.

Constraints:

The programming languages that I am going to use are C Sharp, HTML5, SQL, and CSS3.

Phasing:

I made a diagram and wrote an explanation about each activity in this project:

Phase 1: iteration 1:

Activities:

Activity 1:

Project plan: week 11/12:

Analyse the reader

Write the document

Get feedback

Improve project plan

Get approval

Activity 2:

Design: week 11/12:

Decide what functionalities the application is going to have

Make paper prototype

Get feedback

Improve the paper prototypes

Make windows form design

Make HTML/CSS design

Get feedback

Improve the UI

Get approval

Activity 3:

URS: week 11/12:

Write down the functional & non-functional requirements

Write down the needed use cases

Get feedback

Improve document

Get approval

Activity 4:

UML diagram: week 13:

Make a UML diagram

Get feedback

Improve UML

Get approval

Activity 5:**Database:** week 13:

Make database design

Fill needed data

Get feedback

Improve

Get approval

Activity 6:**Implementation for managing the catalogue:** week 14/15:

Implement functionality

Get feedback

Improve

Get approval

Activity 7:**Implementation for processing an order:** week 14:

Implement database layer

Implement logic layer

Implement presentation layers (desktop and website)

Get feedback

Improve

Get approval

Activity 8:**Implementation for specifying a delivery option:** week 14:

Implement database layer

Implement logic layer

Implement presentation layers (desktop and website)

Get feedback

Improve

Get approval

Activity 9:

Implementation for displaying the status of an order: week 14/15:

- Implement database layer
- Implement logic layer
- Implement presentation layers (desktop and website)
- Get feedback
- Improve
- Get approval

Activity 10:

Unit tests: week 14/15:

- Implement unit tests
- Get feedback
- Improve unit tests
- Get approval

Activity 11:

Deliverable 1:

Get approval from tutor: week 15:

- Show the project to the tutor
- Get feedback
- Improve project

Phase 2: iteration 2:

Activities:

Activity 1:

Discussion with client to discuss new features: week 15:

Discuss new features

Activity 2:

Update documentation: week 15:

Update project plan

Update design

Update URS

Update UML diagram

Update database

Get feedback

Improve

Get approval

Activity 3:

Implement new features: week 16:

Implement database layer

Implement logic layer

Implement presentation layers (desktop and website)

Get feedback

Improve

Get approval

Activity 4:

Unit tests: week 16:

Implement unit tests

Get feedback

Improve unit tests

Get approval

Activity 5:

Testing: week 16:

Make a test plan

Get feedback from another classmate

Improve according to the feedback

Activity 6:

Deliverable 2: week 16:

Publish all deliverables.

