

CODEJAR

# Project plan

For Media Bazaar



Group 6

Company name: CODEJAR

Nikolay Valchanov

Kiril Katsarski

Yordan Doykov

Tudor Morar

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## ABOUT THE CLIENT

### WHO IS THE CLIENT

The client company is the newly founded “Media Bazaar” hardware shop, whilst the client is their representative with whom our team has had two interviews up to the point of creating the project plan, whose name is Veneman, Woody W.

### HOW CAN WE CONTACT THE CLIENT?

The means of contact include:

Email: [w.veneman@fontys.nl](mailto:w.veneman@fontys.nl)

Microsoft Teams

## ABOUT THE TEAM

### WHO REPRESENTS OUR GROUP?

The main spokesperson of the group is Tudor Morar.

### HOW CAN YOU CONTACT THIS PERSON?

The means of contact include:

Email: [478896@student.fontys.nl](mailto:478896@student.fontys.nl)

## CURRENT SITUATION

Current factors which can influence project development:

1. Time constraint
2. Dependence on the Fontys provided servers
3. Competing with other similar software companies (project groups) on a similar product

## PROBLEM DESCRIPTION

### WHAT PROBLEM DOES THE CLIENT HAVE?

The biggest challenge that Media Bazaar's management foresees, is keeping track of their employees and products. They want to hire a team of software professionals to develop an administrative system that allows its users to keep track of employees and products.

### MEANS OF SOLVING PRESENTED PROBLEM

The way it has been decided to solve the management issue is through an internal system which can oversee all aspects of employee management and inventory related information.

In layman's terms, the solution involves a computer application which allows certain managers to log in and view the necessary info, whilst allowing cashiers and depot workers to change the inventory numbers.

## PROJECT GOAL

### WHAT DOES OUR PROJECT ATTEMPT TO ACHIEVE?

Our project intends to ease the work of management, providing reliable information and to help the workers involved in stock management

## DELIVERABLES

### WHAT PRODUCTS ARE GOING TO BE DELIVERED?

Desktop application

## NON-DELIVERABLES

### WHAT ARE WE NOT GOING TO DELIVER?

1. Mobile application
2. Website

Note: the aforementioned in 1. and 2. will not be delivered in the first phase (week 6) of the project but might be delivered at a later point when the base of the software is well established.

# CONSTRAINTS

## WHAT ARE THE PROJECT LIMITS?

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### 1. TIME CONSTRAINTS

6 weeks

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### 2. QUALITY CONSTRAINTS

With a definite time constraint and a mandatory quality constraint on the features requested, the scope of the project involves strictly the ability to manage employees and departments, whilst giving access to cashiers and depot managers to influence inventory-related data. Any other features are not promised in the final product, yet if time allows it without compromising quality they will be added.

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### 3. PROGRAMMING LANGUAGES AND TOOLS

The development of the created application revolves around C# using the .NET and ASP.NET frameworks and Windows Forms. The data will be stored in a MySQL database.

# PHASING

	Waterfall					
	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Deliverables/ Actions	Project plan	URS	Implementation		Test plan and binaries to peers Implementation	Software Presentation

## HOW DO WE PLAN TO CONDUCT YOUR PROJECT?

The main plan involves a waterfall style.

