

CODEJAR

Project plan

For Media Bazaar



Group 6

Company name: CODEJAR

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CONTENTS

Contents	1
About the Client.....	2
About the Team	2
Current situation.....	3
Problem description	3
Project Goal	4
Deliverables	5
Non-Deliverables	5
Constraints.....	6
Phasing.....	7

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

Microsoft Teams

ABOUT THE TEAM

WHO REPRESENTS OUR GROUP?

The main spokesperson of the group is Tudor Morar.

The team consists of the following members:

- Nikolay Valchanov
- Kiril Katsarski
- Yordan Doykov
- Tudor Morar

HOW CAN YOU CONTACT THIS PERSON?

The means of contact include:

Email of the main spokesperson: 478896@student.fontys.nl

Emails of the team:

- Nikolay Valchanov : n.valchanov@student.fontys.nl
- Kiril Katsarski : 476740@student.fontys.nl
- Yordan Doykov : 476740@student.fontys.nl

CURRENT SITUATION

Media Bazaar is a child company of Jupiter, looking to open a hardware store. The CEO of said company has claimed that stock is already present and that they wish for a proper software solution to the managing issue of both stock and employees. As of now, in the parent company Jupiter, some stores are using online calendars or excel sheets and Media Bazaar wishes to leave this method behind.

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. The methods used so far have proven to be too detailed and unreliable. This would in the end result in higher possibility of the managers who interacted with the old system to make mistakes which can cost the company a great deal of time and also funds. Mistakes made in the management department had the power to lead to employees not knowing when their shifts are and stock to not be properly reshelved. 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.

Employee management will benefit from said app by having structured data regarding employees, their work shifts and their attendance.

Depot workers will be helped through the app's ability to track the stock numbers and the reshelving requests.

DELIVERABLES

WHAT PRODUCTS ARE GOING TO BE DELIVERED?

Desktop application which can store information related to employees, give the employee manager the power to add or remove employees from the system, create work schedules and manage the departments of the shop.

Workers in the stock management should be able to see the current stock of the shop in order to know when reshelve requests are due. The depot manager will have access to said information so that he can know when to restock inventory.

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.

Features of the desktop application:

1. Automatic work shift scheduling
2. Automatic inventory management
3. Employee statistics (such as most profitable employee, who has worked the most, employee of the month etc.)

CONSTRAINTS

WHAT ARE THE PROJECT LIMITS?

1. TIME CONSTRAINTS

6 weeks

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.

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.

Week 1:

Creation of project plan, worked on by the whole team

Week 2:

Project plan finalization, worked on by the whole team

Initial URS draft, worked on by the whole team

Week 3:

UML design, worked on by the whole team

ERD design, worked on by the whole team

Initial database implementation, worked on by the whole team

Log in feature, worked on by the whole team

Employee manager overview of employee list, worked on by the whole team

Week 4:

CRUD(Create Read Update Delete) of employees, Kiril & Nikolay

Manual work scheduling, Tudor & Yordan

Week 5:

Visual overhaul of app, Kiril

Test plan and binaries to peers, Tudor & Nikolay & Kiril

Week 6:

Create final presentation, worked on by the whole team

Present application to client, worked on by the whole team