

The supermarket of the future

Project Plan



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# Assignment

The assignment is about creating a smart technical solution that would add value to the client as well as the end users of the solution.

## Context

Jumbo supermarket is looking for ways to innovate their customers’ shopping experience. Therefore, it is collaborating with the students of Fontys UAS Advanced Smart Mobile course. There are two separate teams working on this project.

The teams should create and develop new smart mobile solutions by applying innovative technologies that could potentially help Jumbo attract new or increase the pool of existing customers. Students should make use of various models, frameworks, and toolkits to help them achieve their goals.

## Goal

The goal is to recognize opportunities in retail and offer a solution that would enhance the grocery shopping experience.

# Project Organization

The team consists of four members with various experiences. There are four teachers and once client representative guiding the students and providing feedback on the progress.

## Team members

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Email | Phone | Availability |
| Edita Pronckute | [e.pronckute@student.fontys.nl](mailto:e.pronckute@student.fontys.nl) | +31 6 23307512 | Tuesday - Thursday |
| Luke van Genechten | [403756@student.fontys.nl](mailto:403756@student.fontys.nl) | +31 6 38063031 | Tuesday - Thursday |
| Femke Duijzings | [f.duijzings@student.fontys.nl](mailto:f.duijzings@student.fontys.nl) | +31 6 39337970 | Tuesday - Thursday |
| Jop Huijbers | [j.huijbers@student.fontys.nl](mailto:j.huijbers@student.fontys.nl) | +31 6 53635385 | Tuesday - Thursday |

## Stakeholders

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Role | Email | Availability |
| Ruud Puts | Product owner | [Ruud.puts@jumbo.com](mailto:Ruud.puts@jumbo.com) | 1 hour (Tuesday) |
| Arjan Groeneweg | UX teacher | [a.groeneweg@fontys.nl](mailto:a.groeneweg@fontys.nl) | Tuesday, Wednesday |
| Marcel Veldhuijzen | Technical teacher | [m.veldhuijzen@fontys.nl](mailto:m.veldhuijzen@fontys.nl) | Tuesday |
| Ruud Huijts | Technical teacher | [r.huijts@fontys.nl](mailto:r.huijts@fontys.nl) | Tuesday, Wednesday |
| John Litsenburg | UX teacher | [j.vanlitsenburg@fontys.nl](mailto:j.vanlitsenburg@fontys.nl) | Tuesday |

# Approach

The chosen Agile methodology is the Scrum framework. Thus, the work is planned in iterations or sprints. Each sprint, a non-linear design thinking process is applied.

## Scrum and design thinking

The Sprint starts with a Sprint Planning and ends with a Sprint demo, Review and Retrospective. Sprint planning is done within the team, where goals of the Sprint are set and distributed among team members. The print is concluded in a Sprint Demo Meeting with all available Stakeholders (Clients and Teachers) where the teams demo the achieved goals, request feedback, and discuss plans for the next sprint. The sprint is fully completed with a Review and Retrospective Meeting, where team members review the goals, process, and each other’s performance (peer Feedpulse). Any involvement and use of additional meetings and/or Artefacts can be arranged as needed.

Chart, diagram

Description automatically generated

# Planning

## Week distribution

The semester contains of a group project and individual project. Besides that, there are weekly workshops given by the teachers. The week planning looks as follows:

* **Monday**: Individual project
* **Tuesday**: Workshop and/or group project
* **Wednesday**: Workshop and/or group project
* **Thursday**: Group project
* **Friday**: Individual project

## Sprints

SPRINT 1:

Duration: 2 weeks | Study week 2-3 | Sprint Demo on September 13th, 2022

Demoing prototypes made and presenting recommended solution to the Stakeholders.

SPRINT 2:

Duration: 3 weeks | Study week 4-6 | Sprint Demo on October 4th, 2022

First Implementation of the Prototype, demo to the Stakeholders.

SPRINT 3:

Duration: 3 weeks | Study week 7-9 | Sprint Demo on November 1st, 2022

Implementing Hi-Fi Prototype and Functionality X, demo to the Stakeholders.

SPRINT 4:

Duration: 3 weeks | Study week 10-12 | Sprint Demo on November 22nd, 2022

Implementing Functionality Y, demo to the Stakeholders.

SPRINT 5:

Duration: 3 weeks | Study week 13-15 | Sprint Demo on December 13th, 2022

Implementing Functionality Z, demo to the Stakeholders.

SPRINT 6:

Duration: 2 weeks | Study week 16-17 | Sprint Demo on January 10th, 2023

Last tweaks, preparation for the Final Assessment.

## Scrum events

The main recurring meetings are presented in the table below. Any other unplanned or emergency meetings will take place depending on the situation and people available.

|  |  |  |  |
| --- | --- | --- | --- |
| Meeting Type | Frequency | Purpose | Attendees |
| Sprint planning | Start of each sprint | Plan the goals and tasks to finish in the coming sprint | Team members |
| Stand-Ups | Daily | To make plan of the day, discuss any challenges and hindrances | Team members |
| Sprint demo | End of each sprint | Gather feedback on the results from the current sprint, and propose planning for next sprint | Team member, stakeholders |
| Sprint review | End of each sprint | Review the tasks that were planned for the sprint, optionally move tasks to next sprint | Team members |
| Retrospective | End of each sprint | Discuss what went well, and what could be improved upon | Team members |
| Peer reviews | End of each sprint | Mention tips and tops for each individual team member | Team members |