**PRJ-CB04**

GROUP 3



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# Client

For this project, we will make an application for hardware store name “Media Bazaar”. They just open their first shop in Eindhoven. It’s funded by the parent company called “Jupiter”. The client would be represented by our class mentor, Mr. Frank de Lepper. All of our questions about company structure and client preferences would be directed towards him.

First we contact the client about his preferences through the Client Meeting on Wednesday, 10th February 2021. For additional questions, we will personally contact him through email.

# Team

The client has hired the services of a software developer team in order to solve their problem. This team will be fully represented by our group.

The group will also be represented by our mentor, Mrs. Kalina Petrova, as the manager that oversees the development process. Through her we will ask for further feedback and input with regards to the process.

# Current Situation

In this current situation there’re few things that influence our project. The first thing is Covid-19, Covid-19 really effect to our project because we need to find other solution to work in a group. We can’t meet each other during this situation but we still need to make everything work as normal. Because this is the first store that they’re open in Eindhoven we need to make everything from the start, there’s no online system at all. There’s also others groups who will work on the same project as us and we can assume them as a competitors.

# Problem Description

“Media Bazaar” is a newly opened electronics store in Eindhoven, funded by the parent company “Jupiter”. Due to its recency, the store is lacking in any online administrative capabilities to easily view and manage their resources (employees, stock, assets, etc.)

This is an essential feature that is needed for any store, since the proper understanding and managing of resources are keys to creating critical judgements and maximizing profits towards a healthily running store.

An online application would also be preferred as the system can be understood quickly and be interacted with more efficiently; also, it would benefit to have a safe, off-site backup of and access towards sensitive company information.

# Problem Solution

In order to solve the problem, we would create a software application that allows administrative action on multiple aspects of the store. These multiple aspects and actions may constitute the following:

1. Employee Administration (Assigning employee work hours, storing and updating employee information, and keeping track of work hours based on an employee’s respective contract/allotted work hours. )
2. Stock Administration ( Keeping track of products in stock, storing and updating product specifications, receiving stock requests from shop floor to be completed by the warehouse floor)
3. Department Administration (Assigning managers and employees to different departments, assigning and keeping track of different products in different departments)

Having all of these functions packed into a single application would ensure quick and efficient management. Of course, there would be ample room for further capabilities in the system as the store grows.

Graphical user interface

Description automatically generated

Figure 1. An early wireframe for the employee administration part of the program

# Deliverables

**Delivered documentations will be:**

Agendas: We’re keeping track of our meetings and we write down points of interest. This is to make sure we don’t forget any information.

Project Plan: This is how we describe how we are going to execute our project.

URS (USER REQUIREMENTS SPECIFICATIONS): This will give an overview on the operations that the software can achieve with the user’s technical capabilities taken in account.

The layout consists as:

* + Title Page
  + Table of content
  + Agreements with Client
  + Functional requirements
    - What should the system be able to do?
    - Group them by application/website (if applicable)
    - Prioritize them using MoSCoW (must, should, could, won’t)
  + Use cases
  + GUI
    - Images of various views
    - A brief description per view, to show of functionality
  + Website wireframes
    - Structure and layout of the website, with a description of the implementation

Test plan: Here we document our tests and expected outcomes.

Test reports: reports regarding the outcome of the tests.

**Next to the documentation, we will deliver the project according to the wishes of the client.**

The project will be delivered through Github, in the form of a Visual Studio project folder consisting the solution file and multiple aspects of the application. A final version will be tagged in the master branch of our repository.

# Non-deliverables

One of the big things that we aren’t going to deliver is the management of finance, we feel like one of the things a client might expect. But for now we aren’t planning on doing this, we want to primarily focus on managing the workers and their schedules, and also the stock of the store.

We expect to deliver all of the requests that the client explicitly mentions during the initial interview, and we are also open to further requests by the client in the future. As the client may want to understand our development process behind the scenes, we will push our documentations into the Github repository as well.

# Constraints

We will only operate from one store, as of right now. We might expand later as the project develops. Because of this focus on one location, we believe that we would be able to efficiently proceed with a focused goal.

As for limitations regarding time, money and quality :

We are focused on realizing this project within a span of 6 weeks. Quality controls will be made to assure our high standard through proper communication with client, continuous communication to and feedback from our peers and mentors. As for money, we are capable to stay within budget, by working efficiently. We have acquired the software development programs needed for the project with licenses from Fontys.

The Covid-19 pandemic would limit our possibilities of on-site group and client meetings, therefore there may be some miscommunication that may arise. However, we expect to communicate as often as possible online as to decrease the possibilities of such predicaments from happening.

There are multiple languages we will use such as C#, HTML, PHP and JavaScript.

# Phasing

Our project will be done in multiple phases, divided based on the three main aspects of the program as explained in **Problem Solution**. Our phases consist of :

First phase – Developing employee management part of the application

Second phase – Developing stock management part of the application

Third Phase – Developing department management part of the application, connecting application to database, and integrating all parts into a connected application.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Week 1 | Week 2 | Week 3 | Week 4 | Week 5 | Week 6 |
| Project Plan | User Requirement Specifications | Implementation | | Test and revise to peers, continued implementation | Employee management software evaluation and presentation |

Table 1. A timeline for our first phase of development

**Table 1** shows an example of the timeline that we may work around during the multiple phases of development. We will adjust the time allotted for each phase as the deadline may be subject to change.

For each completed phase, we would like the client to review and evaluate the delivered products for input and a go/no-go decision. Of course, we would deliver the product keeping the client’s expectations in mind, but there may be some features missing that the client may request. Hopefully, through these meetings we may receive valuable input for further improvement and continue development.