# PROJECT PLAN
# MEDIA BAZAAR
# UNICART



**Date:**    11.09.2023
**Group:**    2-5
**Version:** Version 1.0

# Contents

# 1 Project Overview

## 1.1 Current Situation

Backed by its parent company, Jupiter, Media Bazaar is a new hardware store with a single retail location and an associated warehouse in Eindhoven. Jupiter's administrative team is grappling with inefficiencies in employee scheduling and inventory management. They currently rely on rudimentary Excel spreadsheets for these tasks, leading to scheduling conflicts and stock mismanagement. Multiple teams are vying to provide Jupiter with a streamlined ICT solution.

## 1.2 Problem Statement

**Media Bazaar faces dual challenges:**

1. Employee Scheduling: The existing Excel-based system is too difficult and prone to errors. Shift modifications are communicated via phone calls, making it hard to track changes and leading to employee dissatisfaction.
2. Inventory Management: The absence of a centralized system for inventory tracking complicates restocking procedures and increases the likelihood of data loss.

## 1.3 Project Objectives

The primary goal is to simplify Media Bazaar's operational and administrative processes. We aim to develop an ICT solution that eradicates miscommunication and inefficiencies, focusing initially on employee management and subsequently on inventory optimization.

## 1.4 Constraints and Technologies

The initial version is slated for completion within six weeks, followed by a twelve-week period for additional feature integration. To ensure timely delivery, we will prioritize features most critical to our client—employee and inventory management. The tech stack includes C#, HTML5, CSS, JavaScript, Windows Forms, ASP.NET Razor Pages, and Bootstrap.
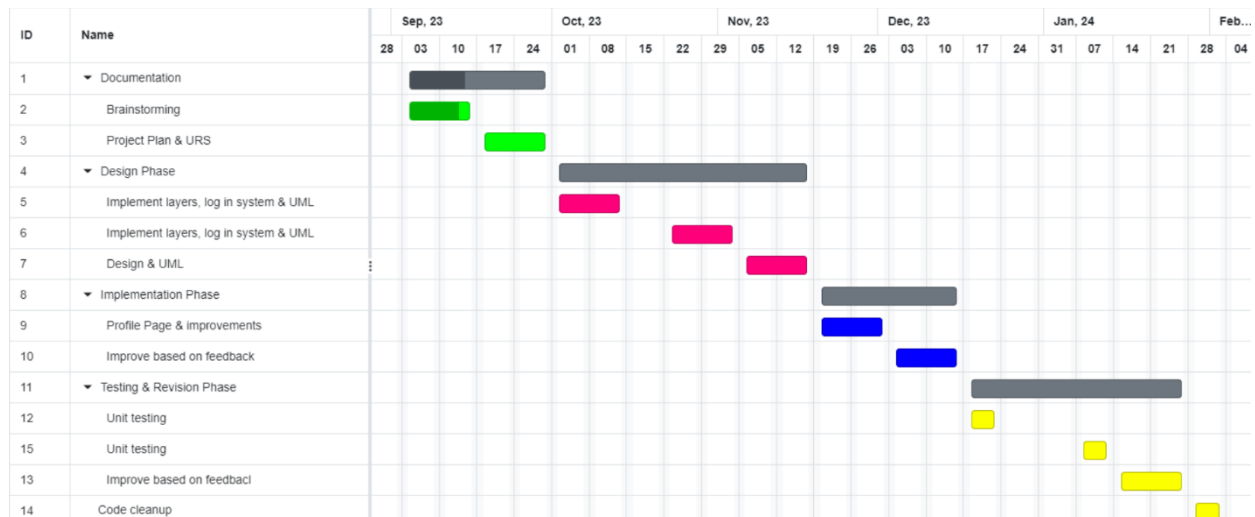
## 1.5 Client Information

Our client is a new hardware store "Media Bazaar", funded by the "Jupiter" company. The company is represented by Henriette.

## 1.6 **Team Composition**

Team UniCart contains the following developers:

- Claudiu Gabriel Badea
- Nazim Ahmedov
- Danila Solovenko
- Angel Rusev

## 1.7 Planning

| ID | Name | 28 | Sep, 23 | | | | Oct, 23 | | | | | Nov, 23 | | | | Dec, 23 | | | | | Jan, 24 | | | | | Feb... |
|----|------|----|---------|--|--|--|---------|--|--|--|--|---------|--|--|--|---------|--|--|--|--|---------|--|--|--|--|--------|
| | | 28 | 03 | 10 | 17 | 24 | 01 | 08 | 15 | 22 | 29 | 05 | 12 | 19 | 26 | 03 | 10 | 17 | 24 | 31 | 07 | 14 | 21 | 28 | 04 | |
| 1 | ▾ Documentation | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 | Brainstorming | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3 | Project Plan & URS | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4 | ▾ Design Phase | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5 | Implement layers, log in system & UML | | | | | | | | | | | | | | | | | | | | | | | | | |
| 6 | Implement layers, log in system & UML | | | | | | | | | | | | | | | | | | | | | | | | | |
| 7 | Design & UML | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8 | ▾ Implementation Phase | | | | | | | | | | | | | | | | | | | | | | | | | |
| 9 | Profile Page & improvements | | | | | | | | | | | | | | | | | | | | | | | | | |
| 10 | Improve based on feedback | | | | | | | | | | | | | | | | | | | | | | | | | |
| 11 | ▾ Testing & Revision Phase | | | | | | | | | | | | | | | | | | | | | | | | | |
| 12 | Unit testing | | | | | | | | | | | | | | | | | | | | | | | | | |
| 15 | Unit testing | | | | | | | | | | | | | | | | | | | | | | | | | |
| 13 | Improve based on feedbacl | | | | | | | | | | | | | | | | | | | | | | | | | |
| 14 | Code cleanup | | | | | | | | | | | | | | | | | | | | | | | | | |

# Phase 1: (Weeks 1-2)
- Brainstorming
- Project plan
- URS

# Phase 2: (Weeks 3-4)
- Wireframes
- Implementing empty pages
- Implementing empty forms

## Phase 3: (Weeks 5-7)

- Implementing layering for both desktop and web app
- Database connection and creating the necessary tables
- Implement Login system
- CRUD for clients

- Implement sessions

## Phase 4: (Weeks 8-9)
- Design desktop application
- Design web application
- UML class diagram
- Create more tables if needed and update database table diagram

## Phase 5: (Weeks 10-11)
- Improve UML class diagram after teacher feedback
- Improve Desktop application after teacher feedback
- Improve Web application after teacher feedback
- Profile page working (CRUD)

## Phase 6: (Weeks 13-14)
- Improve UML class diagram after teacher feedback
- Improve Desktop application after teacher feedback
- Improve Web application after teacher feedback
- Get feedback and see the clients desire for more functionalities

## Phase 7: (Weeks 15-16)
- Improve UML class diagram after teacher feedback
- Improve Desktop application after teacher feedback
- Improve Web application after teacher feedback
- Full CRUD implementation for the web application
- Full CRUD implementation for the win forms application
- Search algorithm for top rated movies

## Phase 8: (Weeks 17-18)
- Cleanup code
- Salting/hashing
- Unit testing