

# PROJECT PLAN MEDIA BAZAAR UNICART



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**Group:** 2-5  
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# **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

## 2 Risk Assessment

<b>Risk</b>	<b>Mitigation Strategy</b>	<b>Probability</b>	<b>Impact Level</b>
<b>Ambiguity in Project Requirements</b>	<b>Regularly review and update a well-defined project plan with client and team input.</b>	<b>Low</b>	<b>Critical</b>
<b>Misaligned Client Expectations</b>	<b>Maintain transparent communication channels with the client and provide regular updates.</b>	<b>Moderate</b>	<b>High</b>
<b>Team Communication Breakdown</b>	<b>Implement periodic status reports and regular team meetings to ensure alignment.</b>	<b>Low</b>	<b>High</b>
<b>Ineffective Decision-Making</b>	<b>Document all decisions, ensure team consensus, and review impacts periodically.</b>	<b>Moderate</b>	<b>Moderate</b>
<b>Imbalanced Work Distribution</b>	<b>Conduct skills assessment for team members and allocate tasks based on strengths and weaknesses.</b>	<b>Moderate</b>	<b>High</b>
<b>Delayed Skill Acquisition</b>	<b>Alert the educational supervisor for remedial action if learning objectives are not met on time.</b>	<b>Low</b>	<b>Moderate</b>
<b>Deviation from Methodology</b>	<b>Conduct frequent methodology audits and adjust the project plan as needed.</b>	<b>Moderate</b>	<b>High</b>
<b>Inconsistent Team Attendance</b>	<b>Contact absent team members and escalate to educational supervisors if unresponsiveness continues.</b>	<b>Low</b>	<b>High</b>

## 3 Deliverables

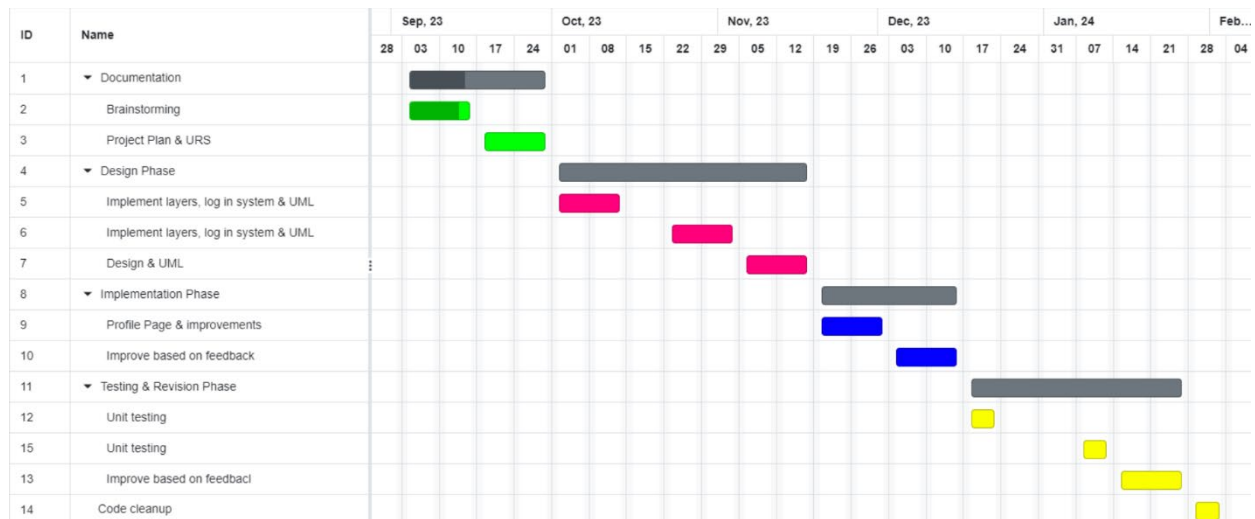
### 3.1 Deliverables

- **Retail Interface:** A user-friendly shop website for Media Bazaar.
- **Authentication Portal:** A secure login page for both employees and administrators.
- **Employee Shift Dashboard:** A dedicated web page for viewing and managing employee shifts.
- **Employee Profile Manager:** A web page for employees to view and edit their personal details.
- **Inventory Dashboard:** A web page for real-time stock monitoring.
- **Restock Request Module:** A system for employees to request restocking of items.
- **Warehouse Management App:** A specialized application for warehouse operations.
- **Admin Authentication:** A secure login system for administrators.
- **Stock Management Page:** A dedicated page in the warehouse app for stock management.
- **Reorder Request Module:** A system in the warehouse app for initiating rebuy requests.
- **Admin Employee Manager:** A page for administrators to manage employee data.
- **Employee Performance Analytics:** A page for administrators to view employee statistics.
- **Centralized Database:** A robust database to store all relevant data.
- **Database**
- **Documentation:** Test Plan, URS, Project Plan

### 3.2 Non-Deliverables

- **E-commerce Features:** No online shopping functionality will be included.
- **Customer Interface:** No dedicated web page for customers.
- **Sick Leave Management:** No functionality for requesting or managing sick leave.

## 4 Planning



### Week 1: Brainstorming & Initial Planning

- **Day 1-2:** Team meeting to discuss project scope, objectives, and assign roles.
- **Day 3-4:** Draft and review the initial project outline and start on the project plan.
- **Day 5-7:** Finalize and submit the project plan for initial feedback.

### Week 2: URS & Finalizing Project Plan

- **Day 1-2:** Review feedback on the project plan and start drafting the URS.
- **Day 3-4:** Continue work on the URS and update the project plan based on feedback.
- **Day 5-7:** Finalize and submit the URS for initial feedback.

### **Week 3: Wireframes & Empty Pages**

- **Day 1-2:** Team meeting to discuss wireframe designs and start designing.
- **Day 3-4:** Finalize wireframes and start implementing empty pages.
- **Day 5-7:** Finalize the implementation of empty pages and forms.

### **Week 4: Finalizing Wireframes & Empty Forms**

- **Day 1-2:** Review and finalize wireframes and empty forms.
- **Day 3-4:** Team meeting to discuss next steps and start work on layering for desktop and web apps.
- **Day 5-7:** Finalize plans for database connection and review the week's progress.

### **Week 5: Database & Login System**

- **Day 1-2:** Team meeting to discuss database design and start implementing database tables.
- **Day 3-4:** Test database connections and start implementing the login system.
- **Day 5-7:** Finalize login system and start work on CRUD for clients.



## **Week 6: CRUD & Sessions**

- **Day 1-2:** Team meeting to discuss CRUD implementation and continue work on it.
- **Day 3-4:** Finalize CRUD for clients and start work on implementing sessions.
- **Day 5-7:** Finalize session implementation and prepare for the next phase.