PROJECT PLAN
MEDIA BAZAAR
UNICART

Date: 18.09.2023
Group: 2-5
Version: Version 1.1

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

2 Risk Assessment

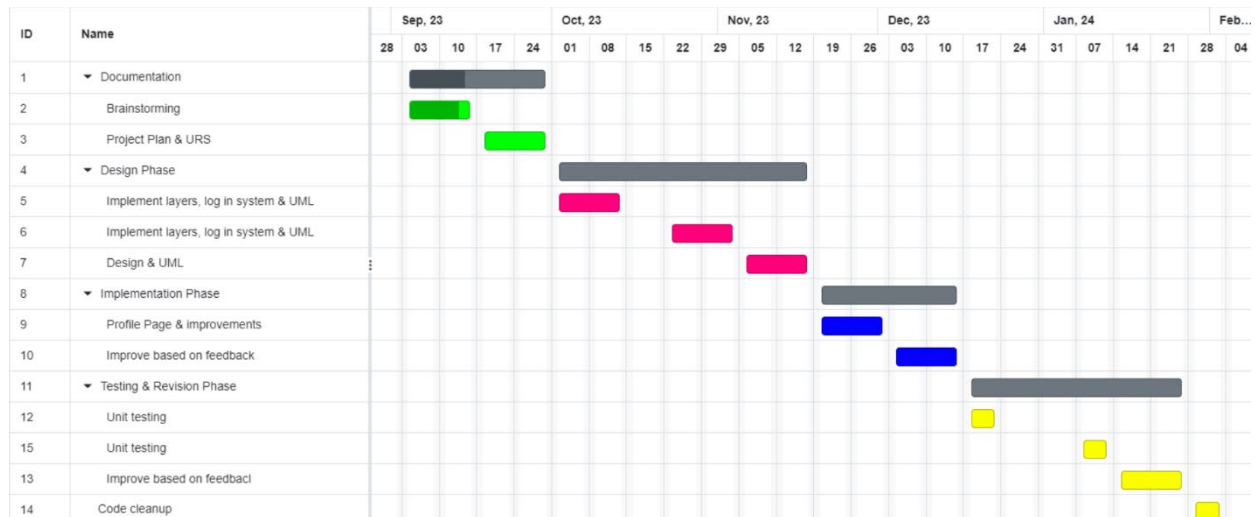| Risk	Mitigation Strategy	Probability	Impact Level
Ambiguity in Project Requirements	Regularly review and update a well-defined project plan with client and team input.	Low	Critical
Misaligned Client Expectations	Maintain transparent communication channels with the client and provide regular updates.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

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.

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

ID	Name	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