

## Criterion A: Planning

Date: 27/01/2019

### **Describing the scenario:**

My client is Mr. Musharaf Laddha, the store manager of my school's uniform store. He retails the uniform to the parents, coordinates with the administration department of the school for all the payments made and places orders to the vendor. At the beginning of the session, measurement of each child is recorded on paper in store and the order is placed after a week's time. The procedure of taking the students' measurement requires the student to be pulled from the classes and sent to the store. Alternatively, the parents visit the store along with their ward beyond school hours (in the evening or Saturdays) for measurements. Also, round the year, students may need a uniform item for which they visit the store. The store issues the uniform set or article(s) to the students only after receiving the payment by cash/cheque/online transfer for which many follow-ups may be required amongst him, admin department and the parents.

As mentioned by my client during the interview, "Usually the measurements are recorded...." This procedure is time consuming and exhausting since it requires maximum human efforts and not all students give their measurements, which creates issues while placing the order, for only a fixed number of uniforms is ordered. Moreover, the uniform sets are divided according to the student category: Day Scholar, Weekly Boarder or a Term Boarder and hence the price also differs. The parents sometimes pay for a different set of uniform and later might request for a refund and change in the uniform which again takes around 3 to 4 months. Often the parents while making the payment through cheque or online transfer forget to mention the child's name which confuses the manager while arranging the uniforms.

Word Count: 237

## **Rationale For Proposed Solution:**

The proposed solution is an android application to facilitate smooth communication for uniforms between end-users and store manager. The usability for end users would be restricted through a login feature. In the beginning there would be a list of options, first is the gender, second is the type of student: day scholar, weekly boarder or term boarder, third is the grade. After this the students can select their uniform, size and quantity of the uniform. All the selections made would be added to the cart. The prize of each uniform would be mentioned. Finally while placing an order, there would be options for method of payment as well. The manager and the accounts department would be notified when a complete payment has been made. The manager would be able to view the order placed. The end users would have a deadline until which the orders can be placed to receive it before the beginning of the academic year while the rest would be delivered after the beginning of the academic year. Also, the end users would be notified when the payment is received, order is place, and when the order is ready to pick up. The new system reduces the human efforts, time consumption, simplifies the payment made and makes an easy, ready-to-use platform for the end users. I chose to make an application since the client's current system would be simpler and faster to follow.

WORD COUNT: 245

## **Success Criteria:**

1. The email id and password are used to register and login the system.
2. An email verification is sent to the user while registering. If the email is not verified, the user cannot register.
3. Forgot Password option also available for users who forget their password during logging in.
4. Options are displayed to select the Student Type and Gender.
5. Different set of uniforms are displayed according to the Student Type and Gender.
6. The data is stored in database.
7. The quality and size options are available with a limit.
8. The uniform items selected by the user must be added to the cart.
9. The client and user will receive an email notification on top of the screen when the order is placed.

Total Word Count: 482