

Project Media Bazaar



Louis Kareem Cocks (Project Leader & Developer)	S.N: 3954358
Jose Navarrete Carbonell (Developer)	S.N: 3917533
Alexander Vartic (Developer)	S.N: 4030435
Menderes Saçli (Developer)	S.N: 3838439

TABLE OF CONTENTS

Client	2
Team	3
Current Situation	4
Problem Description	5
Project Goal	6
Deliverables	7
Non-Deliverables	8
Constraints	9
Phasing	. 10

Client

The company we will be working for is Media Bazaar. It's a subsidiary company of Jupiter.

We will be meeting on a weekly basis, every Tuesday and Thursday to discuss the progress of the project. The client will provide a secured email address to Atomic Peanuts to stay in contact.

Team

The team Atomic Peanuts Corporation consists of 4 members. The project leader/developer and three senior developers.

The product owner at Media Bazaar can contact the developers with the following information provided:

1. Louis K. Cocks l.cocks@student.fontys.nl

2. Jose N. Carbonell j.navarretecarbonell@student.fontys.nl

3. Alexander Vartic a.vartic@student.fontys.nl

4. Menderes Saçli m.sacli@student.fontys.nl

Current Situation

Jupiter approached many other companies to build a state-of-the-art software solution before the launch of their subsidiary Media Bazaar, but all have failed to come to terms with Jupiter.

The current situation is that Jupiter approached us in hopes that we will come with a simple solution to their complex problem.

The great developers at Atomic will be building a software solution for an existing system. A system that is currently being used by Jupiter and their other subsidiaries. However, they want us to create a simple and modern solution for their dated administration system.

Problem Description

Currently Jupiter's administration has a lot of trouble managing employees and products. Jupiter fears that in the foreseeable future their biggest challenge will be keeping track of employees, products, departments, etc. Hence, lack of statistics, confusing pages of product stocks, employees not being able to sign in and update their personal information and much more.

Project Goal

The goal will be for the developers at Atomic Peanuts to come up with a solution that will not only improve the administrative system that is currently in use by Jupiter, but it will also make it faster, simpler and easier to work with.

For example, building an application for management to view statistics related to employees, product stock, department and much more.

Also, an application for the administration to manage employees and departments. In addition, they will also build a website for employees to view and update their personal information.

Deliverables

At the end of 6 sprints, we will deliver our solution packaged in an advanced desktop.

• Windows desktop application.

Non-Deliverables

They are a few things that our developers at Atomic Peanuts will not be delivering:

- A real-time application.
- An application that handles big data.
- An application that connects to multiple devices simultaneously (IoT).

However, as we stated in the previous chapters, we will deliver a state-of-the-art administrative system.

Constraints

Some constraints that can become roadblocks in the foreseeable future for our developers to deliver the solution before the given deadline are:

- The fact that the duration of the project is only six weeks.
- The budget for this project is small, so if the project exceeds the deadline of six weeks our developers might not get paid and we will have to put the project on hold on.
- Some developers will be taking a vacation during the Easter holidays.

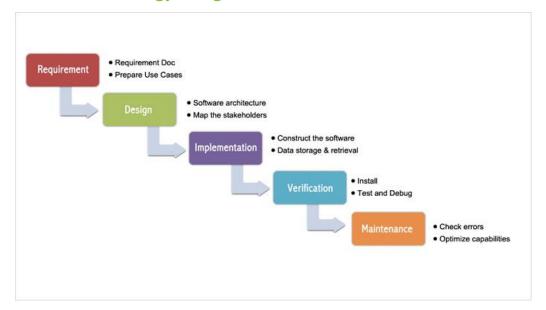
Furthermore, purchasing high tech hardware to ensure the quality and success for this project will cost Jupiter thousands of euros and time.

Based on some of the features given by the product owner will have an impact on the scalability of the applications. We will have to work with PHP, which can be very slow and cause our application to crash or give server timeout errors.

Phasing

To ensure the success of this project our developers at Atomic Peanuts will be using the Waterfall Project Methodology. The waterfall model is a breakdown of project activities into linear sequential phases, where each phase depends on the deliverables of the previous one and corresponds to a specialization of tasks.

The Waterfall Methodology image_1



Milestones:

Week 1 – Project Plan

Week 2 – User Requirement Specifications

Week 3 & 4 – Implementation

Week 5 – Testing

Week 6 - Deliver Solution