

Project Plan



Date: 07-02-2023

Group: PRJ-CB05

Version: Version 1.0

Status: Open for Student

Project plan

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1. Introduction

This is the project plan of group 1, class S2-CB05, for the project Media Bazaar. In the following document we will outline all important aspects of the project specification from the management of the store's inventory to departments and their specific items, to employee data management and scheduling of work shifts.

2. Involved Parties

2.1 Client

Media Bazaar, a hardware store, daughter of company of Jupiter, is the project's client, while Avetyan Rafael is the company's representative.

Avetyan Rafayel email: r.avetyan@fontys.nl

2.2 Team

The team consists of 4 software engineers from Fontys University of Applied Sciences in Eindhoven. The team contains the following members with corresponding e-mail address:

Huțupaș Iasmina – Developer

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Petrov Ivan – Project Leader

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Stănică Alexandru – Developer

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Ivan Alexandru – Developer

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Kaloyan Kulov – Developer

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3. Current Situation

The client is starting a hardware store for the first time. The store currently relies on manual systems to manage inventory, sales, and customer data. The client noted the existence of three shifts per day and the requirement for inventory management.

The store currently has 2 types of employees:

Administrative staff

The administrative team establish the timetables and ensure that all the departments and personnel are scheduled in.

Employee

Employees work in the different departments.

4. Project Scope

4.1 Problem

Media Bazaar, which is a daughter company of Jupiter, is currently experiencing issues with department and inventory management. Also, the manual approach is time consuming, error prone, and leads to inefficiencies in business operations.

4.2 Goal

For this project, our objective is to provide a software solution that assures employee management as the top priority, including adding products, monitoring stock levels, and eliminating out-of-date things.

We will move forward with managing the store's staff, including employee registration, information editing, and scheduling, as a secondary priority.

The customer identified the need for a solution to build timelines for employee scheduling in addition to inventory management. Later in the project, we will incorporate a calendar into our application and give the client the option to construct such schedules as a solution to this problem.

5. Deliverables

1. A detailed project plan that serves as a guide for all project stakeholders, including team members, managers, clients, and other stakeholders, and helps to ensure that everyone is working towards the same goals.
2. A software application that automates the store's inventory management, sales tracking, customer management, and shifting processes.
3. A web application.
4. A database where all the data is stored.

6. non-Deliverables

1. Documentation on the software application, including user manuals, installation guides, and technical documentation.
2. Third-party software: The project team is not responsible for developing or providing third-party software or services needed to run the application, such as web browsers, database software, or payment processors. However, the team may be responsible for integrating these components into the application.
3. User data: While the application may store and manipulate user data, the project team is not responsible for the accuracy, completeness, or legality of that data. The team is also not responsible for backing up or restoring user data in the event of a system failure.

7. Risk Assessment

Risk	Probability	Impact
Communication	Not likely	Medium
Accessibility	Not likely	Medium
Organizational	Likely	Medium
Project team misunderstand requirements	Not likely	Medium
Decisions are low quality	Not likely	Medium
Scope renegotiation	Not likely	Medium
Leaving of a team member	Not likely	Medium

- **Communication** - Invalid stakeholder expectations are a fundamental project risk. If the stakeholders think that we are working on something else than we have already started, our project will fail
- **Organizational** – If someone is getting sick the others must work more to replace who is missing
- **Project team misunderstand requirements** - When requirements are misinterpreted by the project team a gap develops between expectations, requirements, and work packages.
- **Decisions are low quality** – low-quality decisions lead to an unusable website, not a well-functioning product and displeased shareholders.
- **Scope renegotiation** – when problems arise beyond the control of the team members, some deliverables must be reconsidered, as they can lead to problems in the productivity and motivation.
- **Leaving of a team member** – when a team member leaves the team after the scope was defined, this could lead to overworking in other members and to deliverables that aren't met.

8. Constrains

There are limitations to this project. These are intended to provide a boundary for the project and make it clear what the project team will and will not provide for the client.

- Using the C# programming language and windows forms, we'll build a software solution.
- Our initial software version must be submitted and presented before the conclusion of the first six weeks of the second semester. Deadlines for submitting the project plan (week 2), the URS (week 3), and writing a test report for peers are also crucial. The client can select how to prolong our project and allow us to develop new features after the initial six weeks.

9. Planning

We made a Trello page so we can keep track of the things everyone did and have Gantt chart with all the tasks divided with time which they will be done.

