

## Project Background

For a chain of food and general merchandise stores of 125 stores across five states, inventory is scattered across the stores ranging in size from between 150,000 to 225,000 square feet. This inventory is broken down into eighteen different departments that are the following:

- Apparel
- Automotive
- Computers & Electronics
- Cosmetics
- Film processing
- Furniture
- Garden center
- Grocery
- Housewares
- Home Accessories
  - Jewelry
  - Music/movies/books/magazines
  - Pets & Accessories
  - Pharmacy
  - Plumbing
  - School & Office
  - Sports & Leisure
  - Toys and Games

Across the departments, there is some inevitable overlap between the categories of items that may be placed in a specific department. For example, for a roll of red electrical tape, it could be located in a number of different departments (Automotive, Home Accessories, Housewares, School and Office). Or for a replacement shower handle, would the product be located in: Housewares, Home Accessories, or Plumbing? Additionally, in stores of this size, a customer may have to walk quite some distance in order to locate a sales representative that has knowledge of what department an item is located in. There is not even complete certainty that the sales representative will know where the item is particularly if the customer is explaining the item they desire clearly or the item is non-descript enough that it can't be definitively categorized. The amount of time a customer could potentially take locating just one item results in a significantly less enjoyable store experience for prospective shoppers.

In order to adhere to the store mandate of providing superior selection, service, quality, and innovation, a solution has been proposed of providing the customers small automated stations strategically throughout the store which will allow customers to determine where items are located. If the item that the customer is looking for does not exist in the store, alternative selections are provided, in addition to their location.

## Project Objective

The project objective is to deliver a solution for store customers allowing them to more easily locate inventory within the store "supercenters" via an automated "station". The solution must allow for the customer to input voice or typed queries of the store inventory and be wireless. The solution should be integrated with the current inventory system such that if the product is out of stock, the system is capable of informing the customer. Additionally, the system should also be able to search the store inventory for similar items so that if the item the shopper has queried for does not exist, a list of possible alternatives are presented to the customer.

The solution should be updatable to reflect current store inventory products and their quantities. Additionally, the stations should work wirelessly so as to allow the stations to be moved as the store layout and floor plan changes as typically occurs in large department stores. The answer format should be easily read and understood by shoppers giving them definitive direction to the product they desire. The preferred format of returned answers for the shopper should be a combination of graphics (such as a map of the current store layout) as well as text revealing the department and aisle the product is located in.

Constraints on the solution include that the timeline for delivery of the new system is highly compressed; quick delivery of the finalized solution is necessary. Also, the project should be accomplished at minimal cost; the CEO of the company is not interested in spending a large amount of money to implement this solution.

# Inner City Supercentre RFP

## REQUEST FOR PROPOSAL

Technology Adaptation Solutions Incorporation

Advertised Date: January 31, 2022

Proposal due: April 18, 2022

Submit Completed Application To:  
8574 University Blvd N., Jacksonville, 32211 or  
[InnerCity1@gmail.com](mailto:InnerCity1@gmail.com)

RFP Contact: Dallas Clark, Susan Smith  
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February 1

To Whom It May Concern

Inner City Supercentre is seeking proposals from contractors with appropriate knowledge and experience to Design and Build locator Kiosks and their corresponding software as well as to deploy them among the Inner-City Supercentre Stores. Inner City Supercentre has found that their customers' in-store experience between their 125 stores in FL, GA, TX,CA and NY all ranging between 150,000 to 225,000 square feet can be frustrating when attempting to locate an item within their store as the layout varies between locations. There will be three different sizes of the store; we have 25 Small Stores (150,000 – 174,000 ), 75 Medium Stores (175,000 – 199,000) and 25 Large Stores (200,000 – 225,000). This project will provide a system that will allow customers to search items and check the price of any item while they are in the store. This system will be designed to help alleviate any confusion caused by stores having different layouts. This will benefit the client as it will allow a better shopping experience for the customer. The objectives of this project are:

Objective 1: To design and produce a Locator Kiosk

Objective 2: To create a software and user interface that will communicate with the Inner-City Supercentre Database

Objective 3: To deploy the Locator Kiosks to all of the locations provided.

Objective 4: Install and set up wireless access points and network devices in the stores to ensure all locator Kiosks can be connected to the internet.

Objective 5: Provide locator Kiosk training for staff members

## **1. Statement of Work**

**The contractor will perform the following tasks:**

### **Task 1: Building Hardware for the Kiosks**

Building the hardware for the device will include many components that will keep the device working functionally and be easily replaced if repairs are needed.

### **Task 2: Building Software for the Kiosks**

Developing the software for this device will include the front end and back end programming. The type of programming languages that will be used for front end programming are HTML, CSS, and JavaScript. The type of programming language that will be used for back end programming is Python.

### **Task 3: Install Applications on the Hardware**

Installing applications on the hardware will allow the function in the device to be implemented. When installed this will allow system testing to fix any bug detected in the software.

#### **Task 5: Installing the Item Locators in the Stores.**

After building and testing the item locators, the contractors should install them in all stores nationwide.

#### **Task 6: Training for Employees**

When installing this new system there will be training provided with manuals on how to work the new system and videos on how the system works from the inside to the out.

## **2. Requirements**

Creating a device that should determine the item's location for each department in a fast and effective way. Building the hardware for the device will include many components that will keep the device working functionally and be easily replaced if repairs are needed. Creating software to be implemented will provide the system for the device.

When building the hardware for the item locator, the contractor is required to have 10 item locators for the small size store locations, 20 for medium sized store locations, 25 for large size store locations. The kiosk should use an i3 processor and run the latest version of windows. A minimum of 4gb ram and 64gb internal storage. Locator kiosks need to be 7ft tall so that they can be viewed in the aisles. The item locator size should be 84" X 32" X 6" and weigh no heavier than 20 pounds to make the device portable. There should be a design of the model with the company's primary colors. The item locator must be placed on locking wheels so that it may be moved by a staff member if needed. There should be a light indicator to show if the kiosk is on or off. There should be a system that allows the customer to notify an employee if there is a problem with the device or need assistance. The item locator should always be connected to the internet and notify staff members when it is not connected. A 22" touch screen should be installed to give the customer the ability to interact with the device by touching the screen. The item locator should have wireless network capabilities to communicate via wireless network by providing multiple routers throughout the store. The contractor should make the item locator with price check capabilities for the customer to check different item's price by scanning the serial number. Lastly the contractor will create a 3.5mm TRRS audio jack for disable customers that could be blind or have limited vision. The audio jack can provide audio statements on the location of the item and availability.

Developing software for the item locator will help customers locate items in less time effectively. The software should be interface friendly and easy to use. The software should be able to be used without any

assistance. There are many functions that the item locator should have. Using backend programming, the software should create functions to interact with all of the item's price, location, and picture. There should be a voice or display indicator that will tell the customer if the item is out of stock. If the item is out of stock, the software should allow the item locator to suggest similar items to the customer. In addition, if the item is out of stock, the item locator should tell the customer a list of stores nearby that have the unavailable item and display the address and phone of each store. In the software there should be front end programming to display an interface that is user friendly for the customer. This interface should display a find item button, price check button, menu button, and a help button. Additionally, the interface should display a map that tells the customer direction on how to locate an item. The contractor should provide customers different search options like item name, serial number, or department name. The software should include a database that automatically updates after each purchase that connects with current inventory. The kiosk should be able to run a search for a product in 2 or less seconds. Lastly the item locator should be easy to change the map or item location by automatic or manual updates.

### **3. Deliverables**

#### **Deliverables Part A and B**

##### **Part A**

Each store will have a database that stores the product information, location, and quantity.

A plan to optimize the placement of the Locator Kiosk to ensure that its placement is efficient as the store sizes vary and number of units vary.

A locator Kiosk that will be strategically placed, both location and number of units will vary depending on the store's location and size.

25 Small Stores (150,000 – 174,000) – 20

75 Medium Stores (175,000 – 199,000) – 25

25 Large Stores (200,000 – 225,000) – 30

An application that will store various products information and allow customers to access this information through one of the various Locator Kiosk in the store.

##### **Part B**

A reliable database used to store all the product information and location within the various stores

Locator Kiosk that attracts the attention of the customer and can be seen from a distance to allow customers to easily locate the locator kiosk, a blinking light should also be placed at the top of the locator to allow more visibility.

User interface that will create a favorable experience for the

A minimum distance between locator kiosks must be 25ft to ensure there is not an overpopulation of Locator Kiosks,

A database that updates to ensure out of stock items are appropriately

The contractor must provide digital copies of hardware specifications and manuals for all locations

Based on the analyses of Tasks 1 to 6, provide a minimum of 7 training days for each location to ensure the staff can use the kiosk and troubleshoot common problems. A plan needs to be devised for the acquiring of the materials required for the locator Kiosk production and ensuring all parts will be available. Discuss any differences in approaches based on sector or size of business. The contractor will be expected to print out 5 hard copies and electronically distribute the report to all the appropriate parties.

Status reports on project progress must be e-mailed to innerCity@ICSuperCentre.com at the beginning of every business week. Reports should be brief and should focus on progress compared to the contractor's original plan and schedule, these brief reports need to state any, and all obstacles faced, and any delays caused. They must also contain information on activities and milestones reached and the plan for the upcoming week. If any delays occur the report should include a plan to fix the delay while still trying to keep within the budget.

#### **4. Acceptance Criteria**

Item locator kiosks must be under or 20lbs, this kiosk must be painted yellow and utilize a top led light. All height and hardware specifications must be met. Product searches should be efficient and take no longer than 2 seconds. All kiosks must have an internet connection. UI should display a map of the store displaying current location in reference to the location of the desired item. All user manuals must be printed and distributed to all locations. Kiosk should be clean and have no exposed cable, and the cables inside the kiosk must be neatly laid out. The kiosk screen must be anti-glare and touchscreen and no smaller than 22 inches. The final payment must be made. All locations must have digital copies of the user manuals and a troubleshooting guide.

#### **5. Items Supplied by Inner City Supercentre**

Inner City will provide the contractor with detailed information about its current products and locations, as well as statistical information regarding its current customer base. Also

access to the current database and entire network of the InnerCity Supercentres. Will also provide a detailed layout map of all stores for best placement of the instrument.

**6. Approvals Required**

The contractor must obtain the approval of Inner-City SuperCentre for the final version of the Locator kiosk instrument before it is implemented.

**7. Type of Contract**

The contract will be for a fixed price for all of the work the contractor proposes to meet all the requirements of this RFP.

**8. Due Date**

The contractor must submit an electronic copy and 4 hard copies of the proposal to InnerCity SuperCentre on or before January 29th, 2022. The contractor must also submit the final product tested and fully built and functionable on March 10th, 2023

**9. Schedule**

Inner City Supercentre expects to select a contractor by February 20th. The required period of performance of this project is 12 months, from March 10th, 2022, to March 10th, 2023.

**10. Payment Terms**

InnerCity SuperCentre will make payments to the contractor according to the following schedule:

- **20% of total amount upon approval by InnerCity Supercentre of the Locator kiosk.**
- **35% of the total amount when report identified in Section 3 Part A of Deliverables.**
- **35% of total amount when report identified in Section 3-part B of Deliverables.**
- **10% of total amount when InnerCity Supercentres is satisfied that the project is 100% complete and that the contractor has fulfilled all contractual obligations.**





# Inner City Supercentre Proposal

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Phone Number: 904-525-7585

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## 1. Technical Section

### 1.1 Understand the Needs

The project objective is to provide a device that is an automated item locator that is effective for the Inner-City Supercentre and their customers. There will be many functions for the item locator that will allow the user to use the device to its maximum capabilities. One of the functions will be identifying an item location in the store within all eighteen different departments by typing or voicing the item in the system. The Item locator will have a user-friendly interface that will display options when searching for an item. There will be a map displayed with step-by-step instructions on how to get to the item's location. The item locator will have the ability to inform the customer if the item is out of stock by connecting to the current inventory in the store and checking the quantity of the item. If there is an out-of-stock item, the device will be able to search

for items that are similar to the out of stock item to give customers alternative options while shopping. In addition, the item locator will display a list of nearby stores that have the unavailable item with the store's address and phone number. There will be an item locator in every store. The number of item locators in each store will be determined by the size of each store.

## 1.2 Proposed Approach/Solution

There are three different key factors that we must execute to provide the solution. The first factor is the design of the item locator. We will have a subcontractor called *Build Your Solutions LLC* to come up with a design that will not only please the Inner City Supercentre but its customers too. There will be a lead designer named Jim Buch that will execute your vision by creating the 3-D models, blue-prints, and the item locators kiosk without any hardware or software installed in them. The planned design is to have the Item locator to be 7ft tall with the width 32 inches and the screen of 22 inches. The device will weigh 16 pounds without hardware and 19 pounds with all the hardware included. This will have the device to be 5.5 ft above the ground so it will be accessible by the customers. The colors design will be the primary Inner City Supercentre colors which are blue and yellow. Having the base of the item locator yellow and the four sides to be blue will distinguish any other item locators in the market. To prevent any hazardous issue the Item locator will have concave and smooth edges. The item will be in a kiosk base with unlockable and lockable wheels to make the item locator portable and easy to install in each store. There will be a different number of item locators in each store based on their size. The small stores will have 20 item locators, medium stores will have 25, and large stores will have 30.

The second factor is building the hardware for the item locator kiosk. To build the hardware for the item locator we will bring in a hardware from our team to split up the tasks. To make the item locator at a high speed they will ensure that each item locator will have a i3 processor, 4GB of RAM, and 64 GB of internal storage with the latest version of windows on them. To give the customers an easy and exceptional experience each kiosk will have a 22" 1080p touch screen to have the customer interact with the item locator. There will be a LED light installed that displays three types of colors at the top of the kiosks. The first color will be blue to determine if the item locator is on or off. The second color is yellow to let any nearby employees that haven't been alerted to assist the customer with their needs. The last color is red to inform the employees and customers that the item locator is not in service, needs repairs, or not connected to the network. To keep the device from overheating there will be an 80 mm cooling fan and ventilation grills installed. This will allow the device to be durable and effective in any given situation. The item locator will have a Wireless network adapter to be able to connect to the wireless access points. This will allow the device to be updated anytime when it's connected to the network. There will be a barcode scanner installed in the middle of the device, so customers can prick check items if

How many item locators are you going to give to the customer? You need to check it with the RFP to find out the minimum number required per each store size, then propose how many you want to give them. For instance, if the RFP says a minimum

Also, in section "Task 6: Install Hardware and Applications on the Hardware", you indicated there will be 3,125 kiosks, how did you come up with that number? Is it 25 kiosks per store? Did you consider the sizes of the stores to provide more

The kiosk is 16.5 pounds, and the kiosk with hardware is 17 pounds? Do you mean the hardware weight is only 0.5 pounds (17 - 16.5)? Even a tablet weighs 1-2 pounds.

Put this section on a new paragraph.

So the hardware will be built by your company or the subcontractor? (I think based on your explanation the subcontractor will only design the kiosk not the hardware, right?)

needed. For customers that have limited eyesight, the item locator will have a 3.5mm audio jack to allow customers to plugin headphones to talk and listen to the device for instruction on how to get to the item, price checks, or availability of the item.

The last factor is the software, we will bring in five different types of programmers to develop the desired software for your company. In the item locator there will be an interface that is developed by the front-end programmer using HTML for the formatting, CSS for the coloring and design, and JavaScript for interactive content. For the interface there will be four options that the customer can choose from on the Home Screen. The first option is called “Find item”, within this option the screen will display a message that tells the customer to type or voice in their item to be searched. Once the item has been searched there will be a map of the store with directions on how to get to the selected item from your current location. If the customer has multiple items, the item locator will display for the customer after the first item entry “Do you want to scan another”. The next option is called “Scan Item”, within this option the item will display instructions on how to scan the item. If the customer has multiple items, they can scan the item right after the first one. The price of the item will display in a generated table that is displayed in the middle with the name of the item on the left and the price of the item on the right. The next option is called “Home”, the customer can always refer to this button on whatever page they are to go back on any Home Screen if necessary. The last option is called “Questions and Answers”, within that option there will be general or commonly asked questions with answers. If the customer needs assistance from an employee, the item locator will tell the customer to hold the “Question and Answer” button on the touch screen. The Back end developers will create the functions like type and voice recognition, connecting the database, and recognizing input from the touch screen for the software using Python. Using Python and JavaScript together will make the software run smoothly and effectively with the hardware inside. The network and database developers will be responsible to create a database using Microsoft SQL that is connected to the current inventory to update the inventory automatically when items are purchased or out of stock. In the SQL database there will be a SOAP request to send text-based commands over the network to modify the inventory. If there is a problem with the automated system, the employees can manually type in the item inventory status. Below will be a prototype of the item locators kiosk. <sup>1</sup>

Put this section on a new paragraph.

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<sup>1</sup> <https://www.samsung.com/us/business/displays/interactive/km-series/24-samsung-kiosk-lh24kmatbgcxza/>



### 1.3 Benefits

There are five benefits in choosing our company to produce your vision for your company.

- We will provide 24/7 service virtually to fix any issue or question.
- There will be a monthly report of how many customers use the kiosk in each store.
- We will provide the source code of the software.
- There is a life-time warranty on each item locator kiosk.
- Provide recoloring to all devices after every 3.5 years

## 2. Management Section

### 2.1: Description Of Major Tasks

#### Task 1: Build Locator Kiosk

Hardware production and assembly will be outsourced to *Build Your Solutions LLC*. they will be given the specs of the locator kiosk and will follow them accurately. They will provide weekly updates on production and progress of the manufacturing process, any variations from the hardware specs need to be approved by the project manager before production can continue. They will quality check all units before they are prepared to be shipped to our warehouse. Hardware production will begin on April 28th and all units will be delivered to our warehouse by the latest

August 31. Communications have already happened with *Build Your Solutions LLC*, and they have confirmed that this deadline will be met and prepared for any delays that could potentially occur.

Once all the hardware has been shipped to our warehouse. They will be quality checked and components will be tested to ensure the highest quality. The locator kiosks will then be stored for software installation.

### **Task 2: Building Software for the Kiosks**

We have an in-house team of software engineers that will develop the software. After discussing the needs and requirements of the software, our in-house team said they need 100 days to develop the software and. This time frame has potential delays included so it should take no longer than 110 days. The team will follow Agile development methodology, they will also make use of Azure Repos to ensure progress can be seen, the project manager will have access to attend the sprint meeting if they can ensure the project is on track. The senior developer will provide weekly updates and keep the project manager informed about all changes and delays. The senior developer in charge of the development team has authority to approve any software changes and updates, unless it is a major change or update it will need to be shown to the client to receive their feedback and approval.

The software development phase will begin on April 28th and should be completed on the 14th of September. A first draft of the working software needs to be submitted by July 6th so that the customer can view the software and suggest updates. This will happen bi-weekly after July 6th to ensure that the customer is satisfied with the software.

### **Task 3: Network Analysis and Acquiring Network Hardware.**

Our in-house network team will oversee the network design and installation for each location. Our in-house network team will receive all the required Hardware from *Network LLC*. They will have the network hardware shipped to the store so that one of our team members can install and configure the network access points to work with the locator Kiosks. Each location will receive 2 members from the network team to work on it. After discussing it with the network team, we came to a timeline of 4 days to completely install and configure the network of each store.

The network team of 20 people will split up into teams of 2 and there will be 2 teams per state to ensure all 125 stores are reached. The Network team manager will provide the project manager with an update on current progress weekly and any delays occurred. The project manager should be able to see which locations have been completed at any time.

The network team has spoken to *Networks LLC* and they have confirmed that they have the equipment in stock and will be able to ship it within 1 week of the request and shipping should take no longer than 4 days. The network team will request for the hardware on March 31st and will

begin installations on April 6th. The network team needs to have completed all locations by the latest date, the 23rd of August

#### **Task 4: Creating Customer User Interface (UI)**

The in-house software development team will begin working on the user interface. They will have 110 days to finalize the user interface. UI Development will begin on the 28th of April and must be completed no later than September 28th.

The Customer must be heavily involved in the creation of the User Interface. Meetings with the customer and the team will occur twice a week to ensure steady progress and to meet all of the customers' requirements

#### **Task 5: System Testing**

Half of the Software Development team and Half of the network team will perform the system testing. The system testing will begin on the 1st of September and will be completed no later than the 7th of December. The Systems testing team will need to test all aspects of the system and User interface, they will need to ensure the software works well with the database and the layout of items are appropriately placed and easy to see.

Any bugs found will need to be presented to the project manager. The other half of the software development team will be on standby to fix bugs as they are reported to the project manager. All updates are to be recorded by the project manager, so a history of bugs found is present. All test cases must be presented to the project manager at the beginning of system testing. All added test cases need to be reported to the project manager.

After most of the bugs are fixed, a focus group will use the software to ensure its ease of use and understanding to the customer. All information from the focus groups must be reported to the project manager. If any layout changes need to occur to better the UI of the system. A meeting needs to happen with the customer, project manager and software development team to discuss potential fixes to any problems found.

#### **Task 6: Install Hardware and Applications on the Hardware**

The network team will be in charge of downloading the software, Installing Kiosks and configuring them. After discussions with the network team, it will take them 230 days to install the Kiosks and the software on all 3,125 locator kiosks, and prepare them for network connections.

Installation of the Kiosks and software will begin on the 3rd of October and should be completed no later than the 25th of January. The network team manager is expected to report to the project manager at the beginning of each week to ensure the project is still on the right course. The



team will also oversee setting up the Kiosks and connecting them to the access points, both placement and setup will be done by the network team.

### **Task 7: Training for Employees**

One of our team members will provide every store with 7 days of virtual training, provide a training manual for new staff to be trained and provide a troubleshooting guide for any common problems that could occur.

The training guide will be made prior to the beginning of training. This guide will be made by an outside company (Illustrations LLC), they will be working in collaboration with the software development team, and digital copies will be shared to all locations. Training will be done by one of the members of the Development team and they will follow the training guide to ensure that the staff at each location understand the equipment and how to use it.

The training guide will start being made on the 26th of January and must be complete no later than the 10th of May. The guide will then be sent to the project manager and customer to review, once it has been approved training will begin 5 days later.

The trouble-shooting guide will be created by the network team as it will focus a lot of connectivity issues. This should take the team 50 days to complete and will start being made on the 26th of January and must be complete no later than the 10th of May. The software development team manager will be a part of the review process to ensure it covers certain software features as well. Both the project manager and customer are to be present in all meetings discussing training and the plan to train the staff.

## **2.2 Deliverables**

- An application that will allow customers to perform item searches. These searches will give the customer the item locations, amount in stock, more information and provide an image guiding the customer to the item.

- A Locator Kiosk that will attract the customers attention and can assist customers in multiple ways like audio input or increased accessibility through the 3.5 mm audio jack. Braille will also be included to make labels understandable for the blind

- An integrated barcode scanner will be installed into the Kiosk to allow customers to price check an item by searching the barcode in the database

- A wireless network will be set up with access points and switches to ensure that the kiosks are always connected.

- Kiosks will be spaced to accommodate the 25ft minimum distance between them.
- User manuals for all the equipment will be digitally provided
- Virtual training for all staff members. This will happen for 7 days and consist of a 2-hour session in the morning and a 2-hour session in the afternoon to ensure all staff are taught.
- A training guide will be made available digitally, this will help train all new staff that join the company
- A troubleshoot guide will be made available digitally, this will assist the staff members in diagnosing any network issues.
- A Total of 3,125 locator Kiosks will be installed in all of the stores
- A report of all finding found during the focus groups



























## 2.3 Project Schedule



























Project Communication Plan					
Document	Author/ Originator	Required Date / Frequency	Recipients	Action Required (I,C,A)	Comments
Weekly Kiosk Hardware Update	Build your Solutions LLC	Weekly	Project Manager	I	These will be progress reports
Sprint Meetings	Software Development Team	Twice a week	Head of Software Development Team	C	Both the customer or the project manager can attend these meetings if they would like to
Software design meeting	Software Development team Head	Bi-weekly after 06/06	Customer, project manager	C	Bi-weekly progress reports
Network Update	Network team Head	weekly	Project Manager	I	Updates on completed locations and report any delays
UI Design Meeting	Software Development Team	Twice a Week	Customer	A	The project manager may attend these meetings as they see fit.
System Testing Plan	Network team and Software Development team	Before Testing Begins	Project manager	A	All planned tests must be discussed and approved in this meeting



























## Project Communication Plan



























Document	Author/ Originator	Required Date / Frequency	Recipients	Action Required (I,C,A)	Comments
Testing Bugs Meeting	Network team and Software Development team	Weekly	Project Manager	C	Discuss the plan forward to fix the bugs and the customer may sit in on these meetings
Focus Group Review	Focus Group Company	After Testing	The Whole team and customer	C	This will be a meeting to discuss the findings from the focus groups and discuss if changes need to be made.
Installation Progress report	Network teams(teams of 2)	weekly	Project Manager	I	Keeps the project manager updated on the installation progress and informs them of any delays.
Training Manual	Illustrations LLC	Once	Project manager, network and software teams, customer	A	Discusses training manual and the way training should be done, also discussed the training plan for the 7 days of virtual training.
Closing meeting	Project Manager	Once	Customer	C	To discuss the project and finalize payments. All documentation will be given to the customer.
Project evaluation meeting	Project Manager	Once	Network team, Software Development team	I	Discuss the project, what went well and what went wrong. And how can we improve the next project ?












Key: I for information Only; C: for Review & Comments; A: for Review & Approve

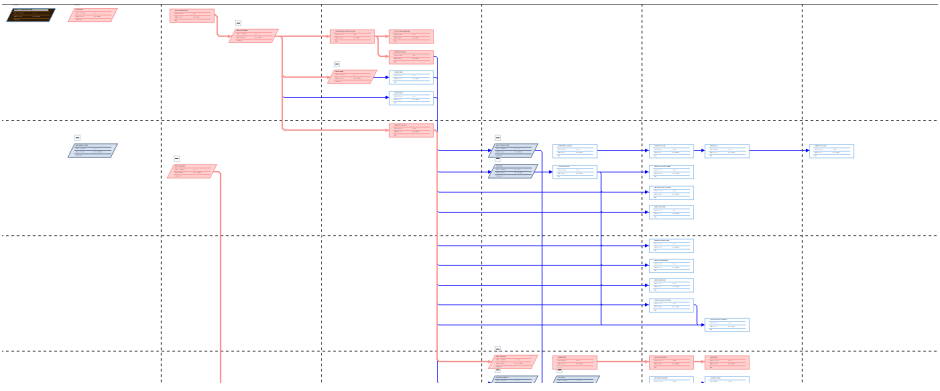
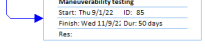
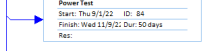
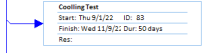
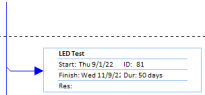
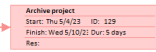
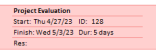
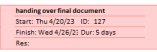
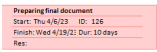
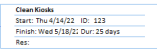
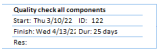
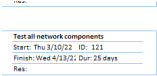
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0		➤ <b>InnerCity SuperCentre Kiosk</b>	<b>305 days</b>	<b>Thu 3/10/22</b>	<b>Wed 5/10/23</b>	
1		➤ <b>Initiation</b>	<b>8 days</b>	<b>Thu 3/10/22</b>	<b>Mon 3/21/22</b>	
2		Gathering requirements	8 days	Thu 3/10/22	Mon 3/21/22	
3		➤ <b>Definition Phase</b>	<b>7 days</b>	<b>Tue 3/22/22</b>	<b>Wed 3/30/22</b>	<b>2</b>
4		Identification of the expected results	2 days	Tue 3/22/22	Wed 3/23/22	2
5		Project organization identified	5 days	Thu 3/24/22	Wed 3/30/22	4,2
6		data documentation	5 days	Thu 3/24/22	Wed 3/30/22	4
7		➤ <b>Design Phase</b>	<b>20 days</b>	<b>Thu 3/31/22</b>	<b>Wed 4/27/22</b>	<b>3</b>
8		Design Hardware	20 days	Thu 3/31/22	Wed 4/27/22	3
9		Design Software	20 days	Thu 3/31/22	Wed 4/27/22	3
10		Design User Interface	20 days	Thu 3/31/22	Wed 4/27/22	3
11		➤ <b>Development Phase</b>	<b>180 days</b>	<b>Thu 3/31/22</b>	<b>Wed 12/7/22</b>	
12		➤ <b>Build Locator Kiosk</b>	<b>90 days</b>	<b>Thu 4/28/22</b>	<b>Wed 8/31/22</b>	<b>8</b>
13		Begin Hardware Production	30 days	Thu 4/28/22	Wed 6/8/22	
14		Hardware Assembly	40 days	Thu 6/9/22	Wed 8/3/22	13
15		Quality Control	10 days	Thu 8/4/22	Wed 8/17/22	14
16		Shipping Locator Kiosks	10 days	Thu 8/18/22	Wed 8/31/22	15
17		➤ <b>Build software</b>	<b>110 days</b>	<b>Thu 4/28/22</b>	<b>Wed 9/28/22</b>	
18		➤ <b>Software</b>	<b>100 days</b>	<b>Thu 4/28/22</b>	<b>Wed 9/14/22</b>	<b>9</b>
19		Create Base Sysytem	50 days	Thu 4/28/22	Wed 7/6/22	9
20		Add Inventory Search module	50 days	<b>Thu 7/7/22</b>	Wed 9/14/22	9,19
21		Add Barcode module	30 days	Thu 7/7/22	Wed 8/17/22	9,19
22		Add Voice Recognition module	40 days	Thu 7/7/22	Wed 8/31/22	9,19
23		Add Price Scanning Module	30 days	Thu 7/7/22	Wed 8/17/22	9,19
24		Add Accesibility options	20 days	Thu 7/7/22	Wed 8/3/22	9,19

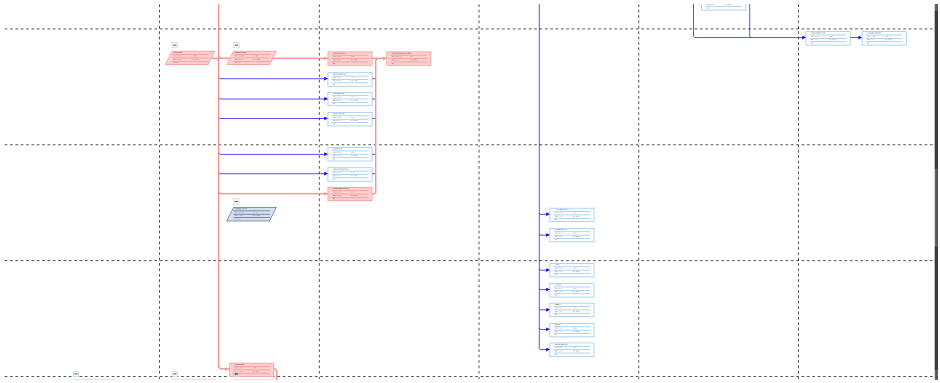
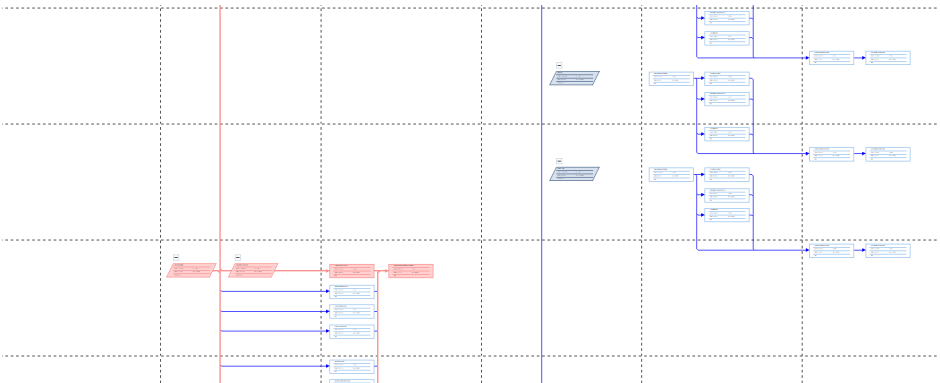
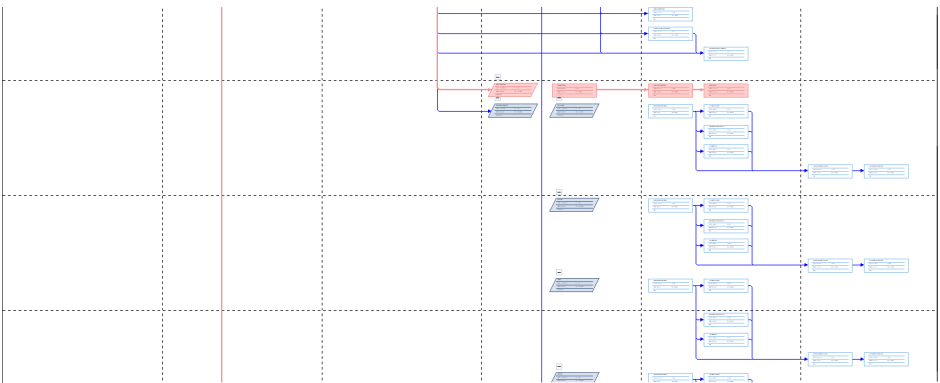
		Task Mode ▾	Task Name ▾	Duration ▾	Start ▾	Finish ▾	Predecessors ▾	Resource Names ▾	Add New Column ▾
48			Acquire Network Hardware	4 days	Thu 3/31/22	Tue 4/5/22			
49			Install Access Points	50 days	Wed 4/6/22	Tue 6/14/22	48		
50			Run cabling through the store	50 days	Wed 4/6/22	Tue 6/14/22	48		
51			Install Switches	50 days	Wed 4/6/22	Tue 6/14/22	48		
52			Configure Network Settings	25 days	Wed 6/15/22	Tue 7/19/22	48,49,50,51		
53			Test Network Connections	25 days	Wed 7/20/22	Tue 8/23/22	52		
54			▸ Georgia	104 days	Thu 3/31/22	Tue 8/23/22			
55			Acquire Network Hardware	4 days	Thu 3/31/22	Tue 4/5/22			
56			Install Access Points	50 days	Wed 4/6/22	Tue 6/14/22	55		
57			Run cabling through the store	50 days	Wed 4/6/22	Tue 6/14/22	55		
58			Install Switches	50 days	Wed 4/6/22	Tue 6/14/22	55		
59			Configure Network Settings	25 days	Wed 6/15/22	Tue 7/19/22	55,56,57,58		
60			Test Network Connections	25 days	Wed 7/20/22	Tue 8/23/22	59		
61			▸ New York	104 days	Thu 3/31/22	Tue 8/23/22			
62			Acquire Network Hardware	4 days	Thu 3/31/22	Tue 4/5/22			
63			Install Access Points	50 days	Wed 4/6/22	Tue 6/14/22	62		
64			Run cabling through the store	50 days	Wed 4/6/22	Tue 6/14/22	62		
65			Install Switches	50 days	Wed 4/6/22	Tue 6/14/22	62		
66			Configure Network Settings	25 days	Wed 6/15/22	Tue 7/19/22	62,63,64,65		
67			Test Network Connections	25 days	Wed 7/20/22	Tue 8/23/22	66		
68			▸ Testing Phase	70 days	Thu 9/1/22	Wed 12/7/22			
69			▸ Software Testing	50 days	Thu 9/29/22	Wed 12/7/22			
70			Inventory Search Test	20 days	Thu 9/29/22	Wed 10/26/22	17		
71			Voice Recognition Testing	15 days	Thu 9/29/22	Wed 10/19/22	17		
72			Price Scanning testing	15 days	Thu 9/29/22	Wed 10/19/22	17		

		Task Mode ▾	Task Name ▾	Duration ▾	Start ▾	Finish ▾	Predecessors ▾	F t
72			Price Scanning testing	15 days	Thu 9/29/22	Wed 10/19/22	17	
73			TouchScreen Testing	15 days	Thu 9/29/22	Wed 10/19/22	17	
74			Database Testing	10 days	Thu 9/29/22	Wed 10/12/22	17	
75			Wireless connectivity Testing	15 days	Thu 9/29/22	Wed 10/19/22	17	
76			Software Design Focus Group	20 days	Thu 9/29/22	Wed 10/26/22	17	
77			Make Changes to solve test problems	30 days	Thu 10/27/22	Wed 12/7/22	70,71,72,73,74,75	
78			▸ Hardware Testing	50 days	Thu 9/1/22	Wed 11/9/22		
79			3.5 mm Audio Jack Test	50 days	Thu 9/1/22	Wed 11/9/22	12	
80			Barcode Scanner Test	50 days	Thu 9/1/22	Wed 11/9/22	12	
81			LED Test	50 days	Thu 9/1/22	Wed 11/9/22	12	
82			Screen Test	50 days	Thu 9/1/22	Wed 11/9/22	12	
83			Cooling Test	50 days	Thu 9/1/22	Wed 11/9/22	12	
84			Power Test	50 days	Thu 9/1/22	Wed 11/9/22	12	
85			Maneuverability testing	50 days	Thu 9/1/22	Wed 11/9/22	12	
86			Ship Locator Kiosks	10 days	Thu 12/8/22	Wed 12/21/22	68	
87			▸ Implementation Phase	230 days	Thu 3/10/22	Wed 1/25/23		
88			▸ Installation of devices in stores	230 days	Thu 3/10/22	Wed 1/25/23		
89			▸ California	230 days	Thu 3/10/22	Wed 1/25/23		
90			Unbox The Locator Kiosk	25 days	Thu 12/22/22	Wed 1/25/23	86	
91			Place Kiosks in locations	25 days	Thu 3/10/22	Wed 4/13/22		
92			Supply power and test connectivity	25 days	Thu 3/10/22	Wed 4/13/22		
93			Test all network components	25 days	Thu 3/10/22	Wed 4/13/22		
94			Quality check all components	25 days	Thu 3/10/22	Wed 4/13/22		
95			Clean Kiosks	25 days	Thu 4/14/22	Wed 5/18/22	94	
96			▸ Florida	230 days	Thu 3/10/22	Wed 1/25/23		

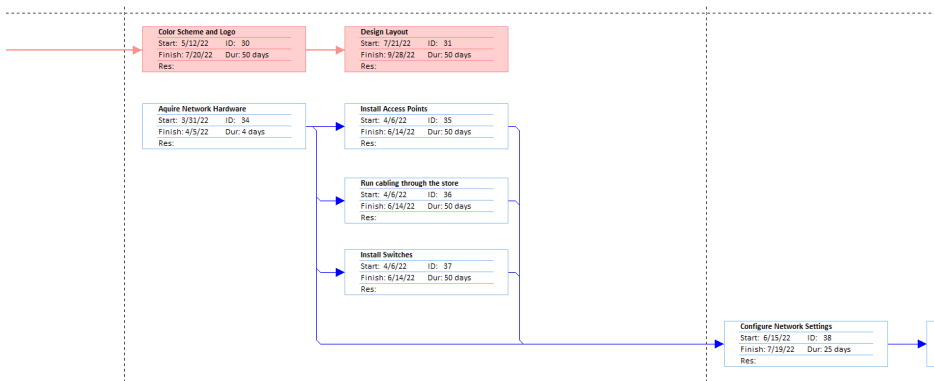
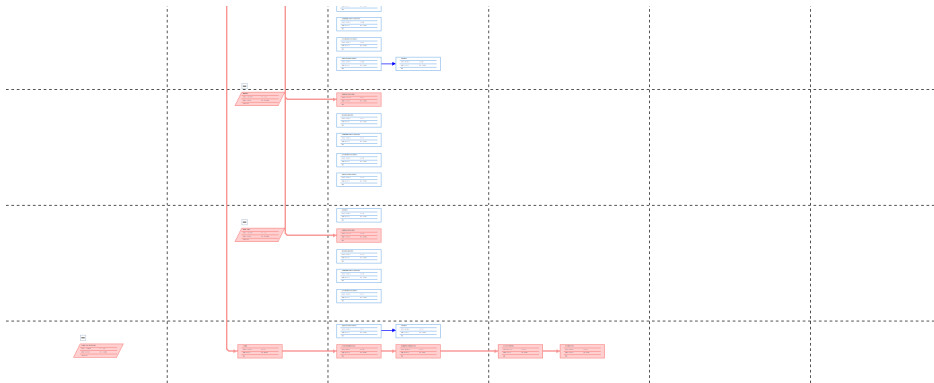
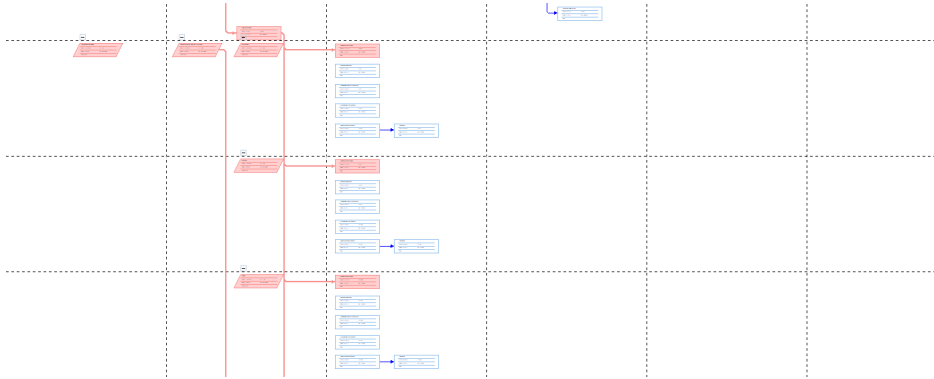
	 Task Mode ▾	Task Name ▾	Duration ▾	Start ▾	Finish ▾	Predecessors ▾
96		▸ Florida	230 days	Thu 3/10/22	Wed 1/25/23	
97		Unbox The Locator Kiosk	25 days	Thu 12/22/22	Wed 1/25/23	86
98		Place Kiosks in locations	25 days	Thu 3/10/22	Wed 4/13/22	
99		Supply power and test connectivity	25 days	Thu 3/10/22	Wed 4/13/22	
100		Test all network components	25 days	Thu 3/10/22	Wed 4/13/22	
101		Quality check all components	25 days	Thu 3/10/22	Wed 4/13/22	
102		Clean Kiosks	25 days	Thu 4/14/22	Wed 5/18/22	101
103		▸ Texas	230 days	Thu 3/10/22	Wed 1/25/23	
104		Unbox The Locator Kiosk	25 days	Thu 12/22/22	Wed 1/25/23	86
105		Place Kiosks in locations	25 days	Thu 3/10/22	Wed 4/13/22	
106		Supply power and test connectivity	25 days	Thu 3/10/22	Wed 4/13/22	
107		Test all network components	25 days	Thu 3/10/22	Wed 4/13/22	
108		Quality check all components	25 days	Thu 3/10/22	Wed 4/13/22	
109		Clean Kiosks	25 days	Thu 4/14/22	Wed 5/18/22	108
110		▸ Georgia	230 days	Thu 3/10/22	Wed 1/25/23	
111		Unbox The Locator Kiosk	25 days	Thu 12/22/22	Wed 1/25/23	86
112		Place Kiosks in locations	25 days	Thu 3/10/22	Wed 4/13/22	
113		Supply power and test connectivity	25 days	Thu 3/10/22	Wed 4/13/22	
114		Test all network components	25 days	Thu 3/10/22	Wed 4/13/22	
115		Quality check all components	25 days	Thu 3/10/22	Wed 4/13/22	
116		Clean Kiosks	25 days	Thu 3/10/22	Wed 4/13/22	
117		▸ New York	230 days	Thu 3/10/22	Wed 1/25/23	
118		Unbox The Locator Kiosk	25 days	Thu 12/22/22	Wed 1/25/23	86
119		Place Kiosks in locations	25 days	Thu 3/10/22	Wed 4/13/22	
120		Supply power and test connectivity	25 days	Thu 3/10/22	Wed 4/13/22	

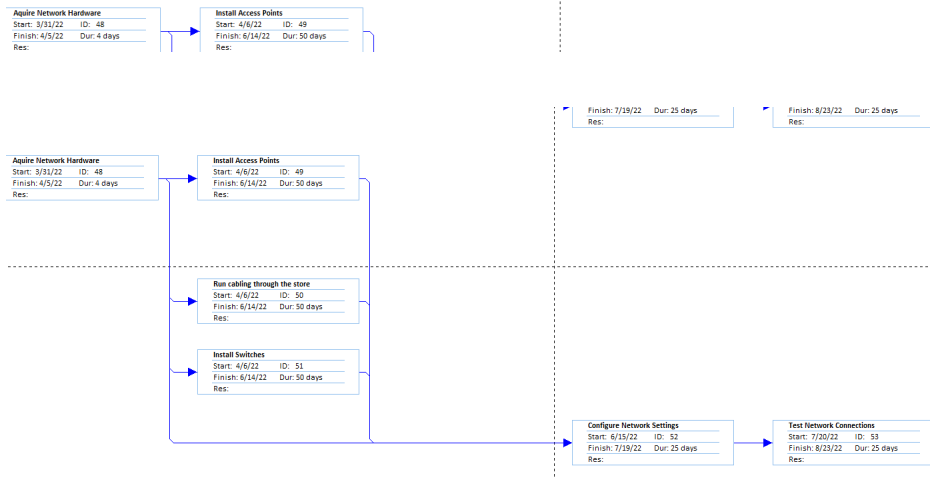
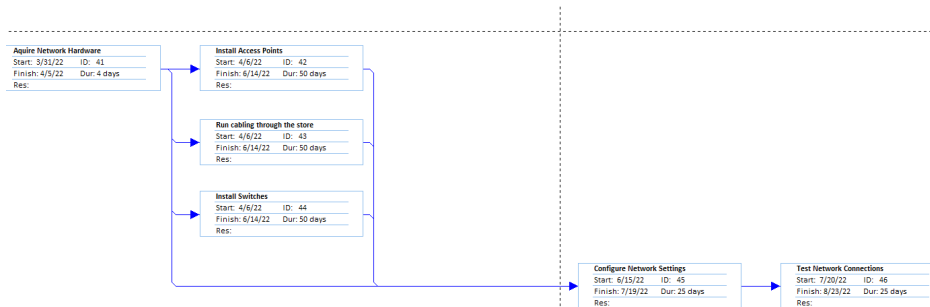
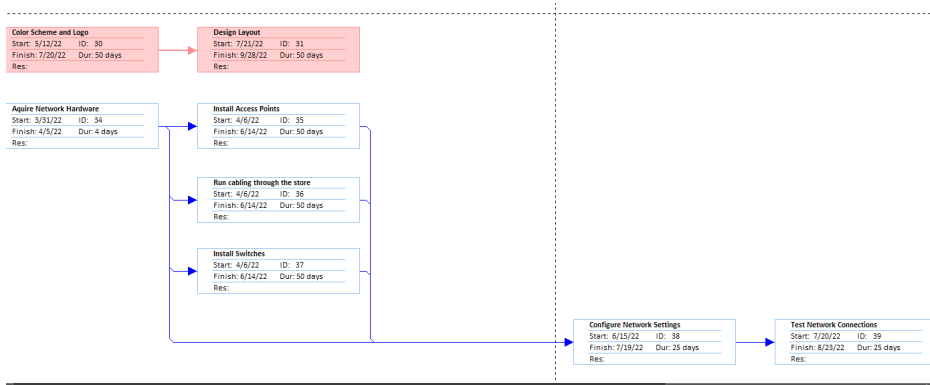
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121		Test all network components	25 days	Thu 3/10/22	Wed 4/13/22	
122		Quality check all components	25 days	Thu 3/10/22	Wed 4/13/22	
123		Clean Kiosks	25 days	Thu 4/14/22	Wed 5/18/22	122
124		▸ Close Out Activities	75 days	Thu 1/26/23	Wed 5/10/23	
125		Training	50 days	Thu 1/26/23	Wed 4/5/23	88
126		Preparing final document	10 days	Thu 4/6/23	Wed 4/19/23	125
127		handing over final document	5 days	Thu 4/20/23	Wed 4/26/23	126
128		Project Evaluation	5 days	Thu 4/27/23	Wed 5/3/23	127
129		Archive project	5 days	Thu 5/4/23	Wed 5/10/23	128

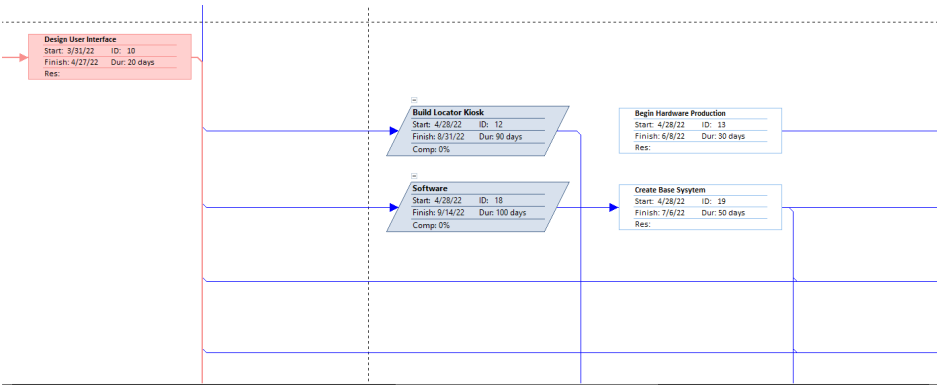
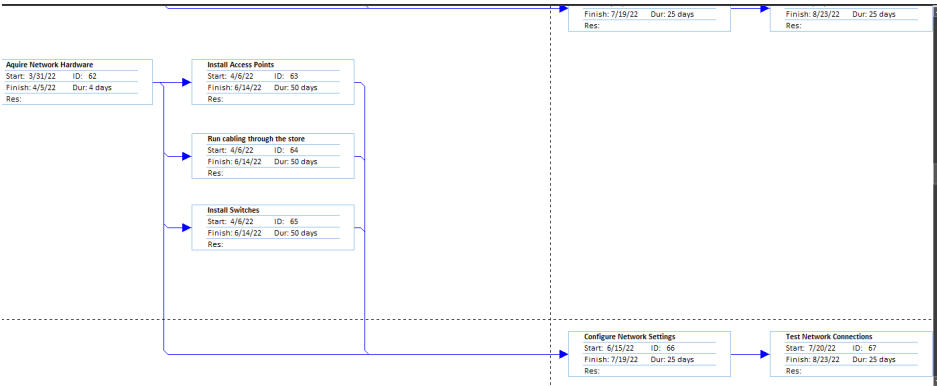
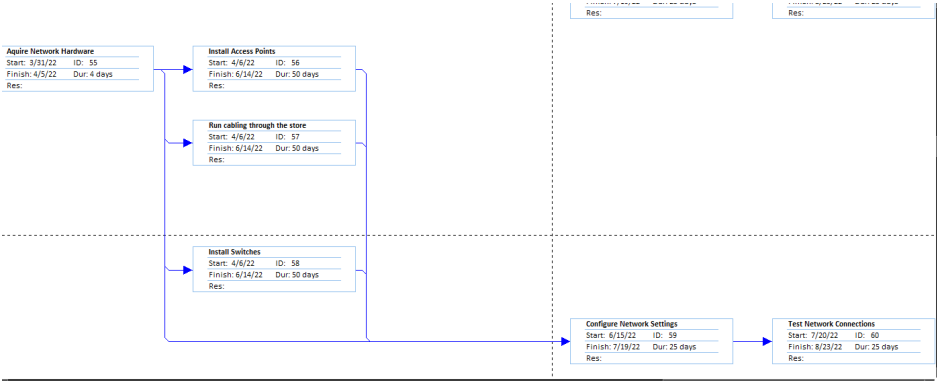


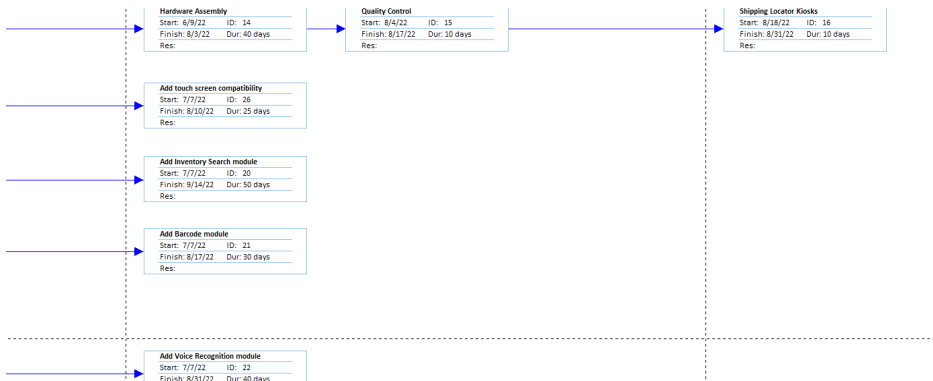
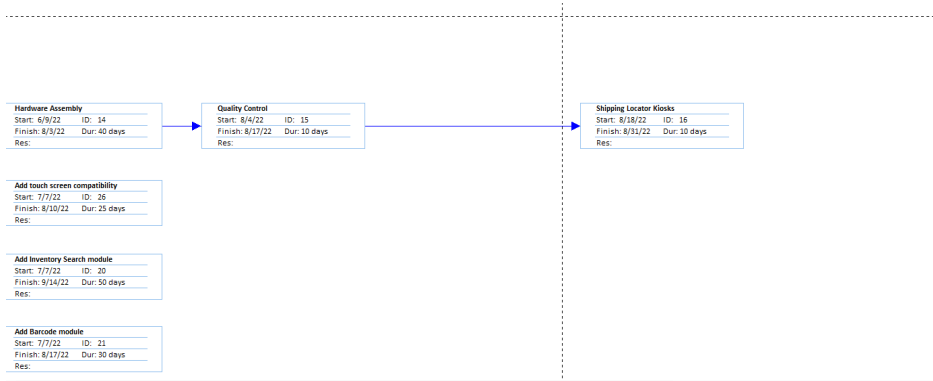
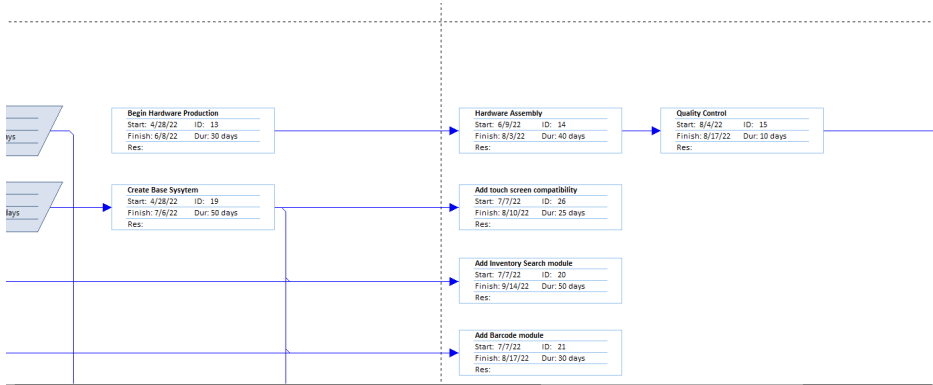


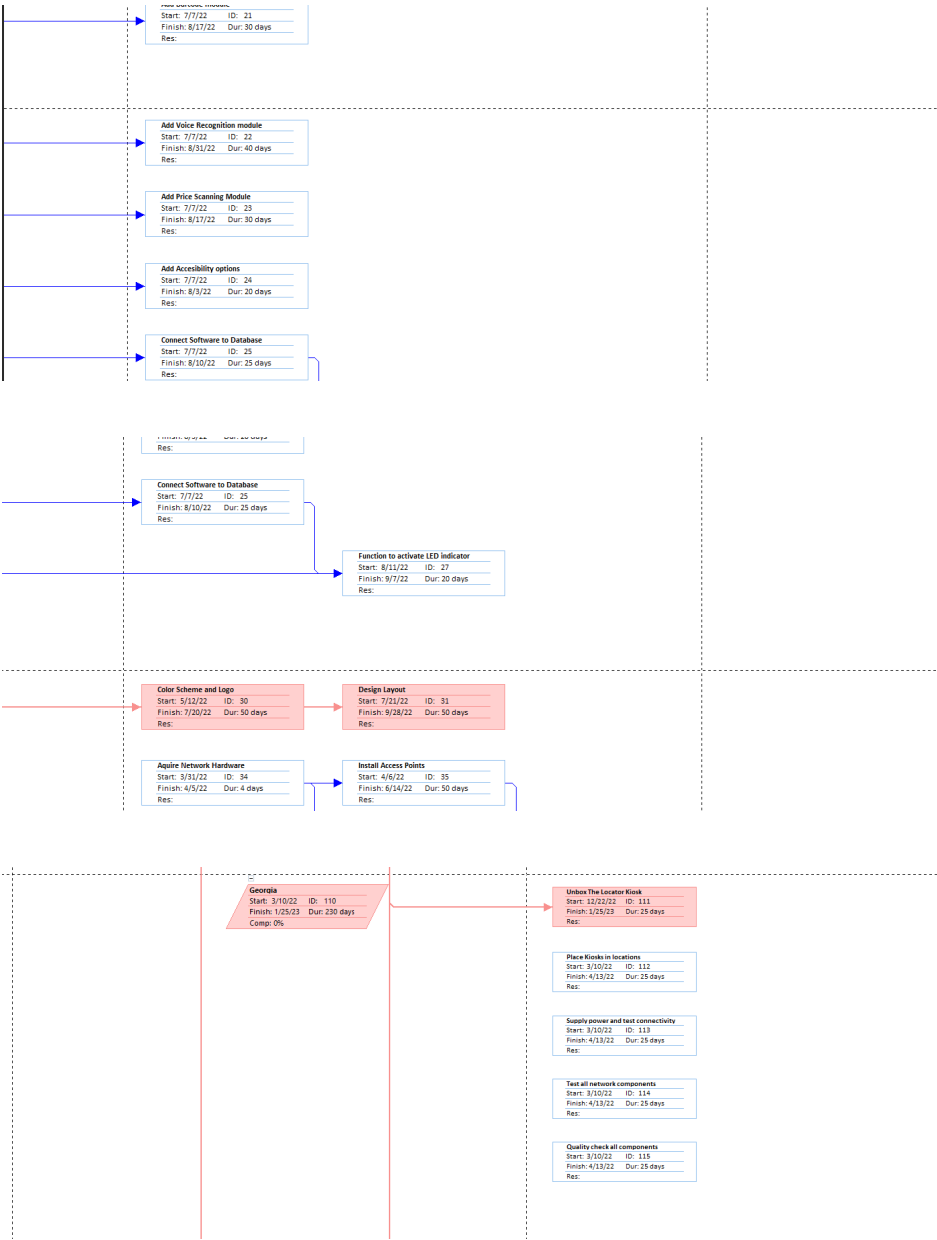


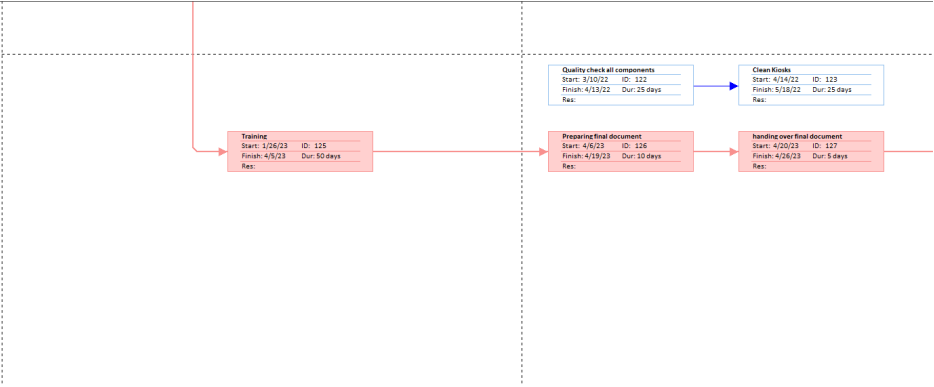
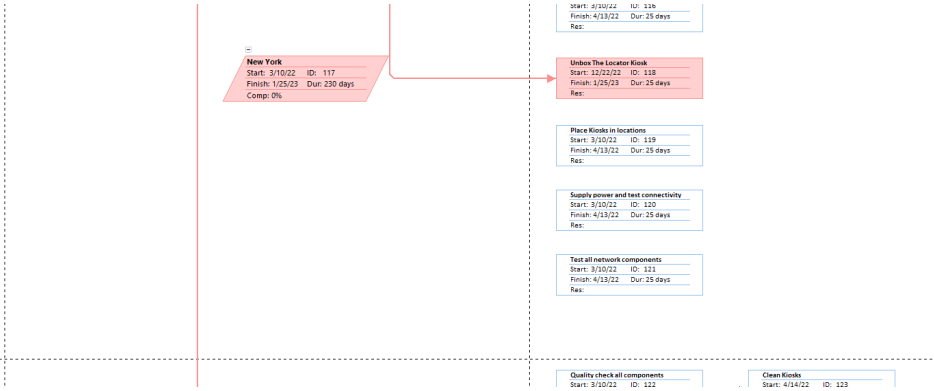
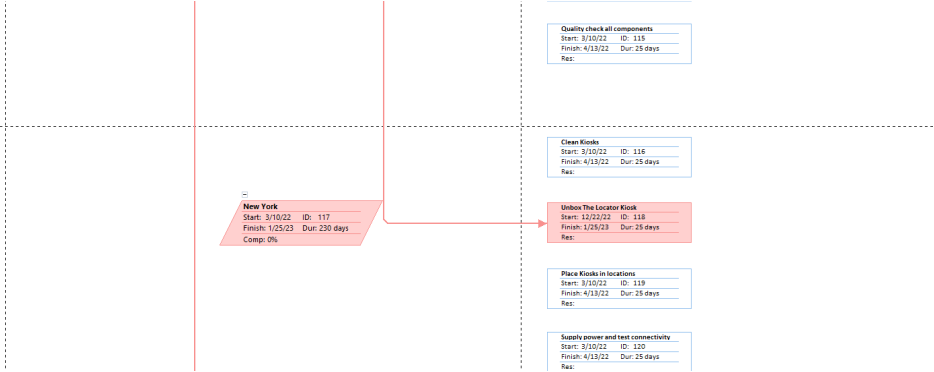


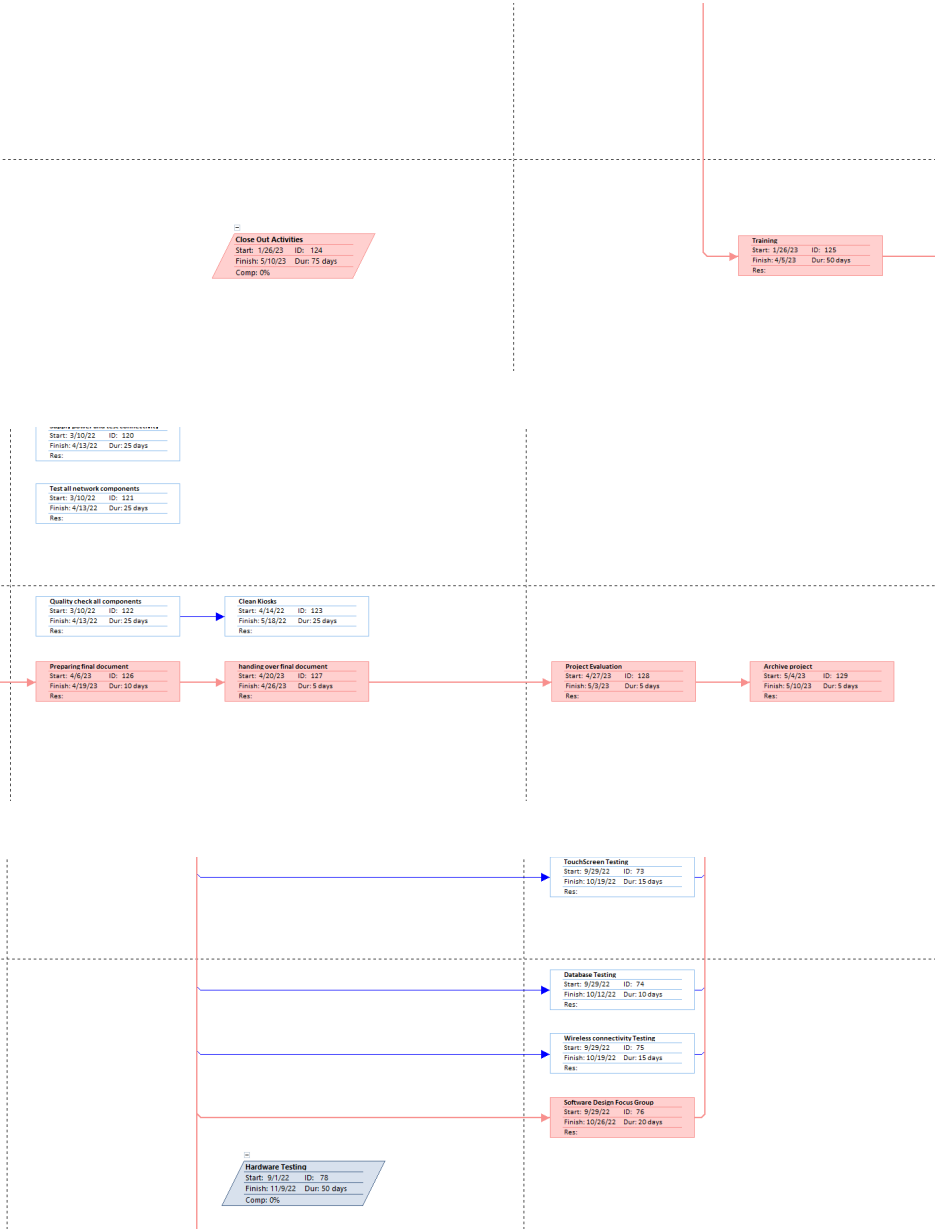


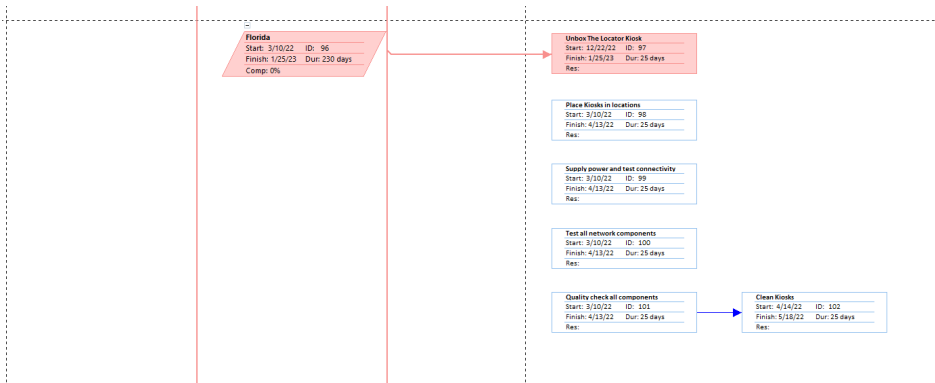
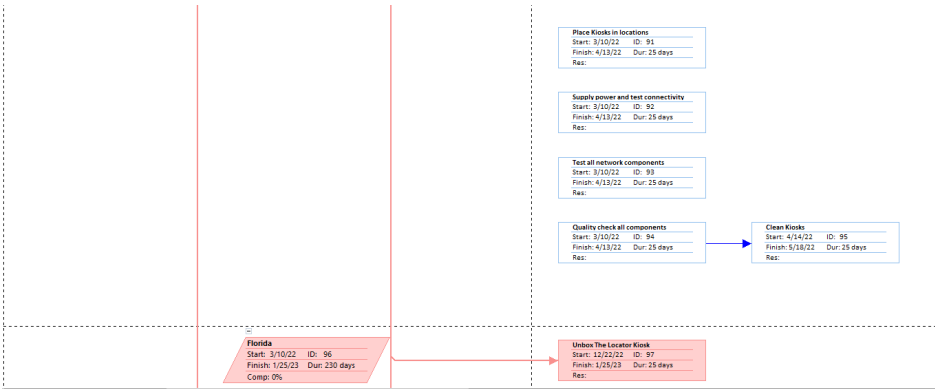
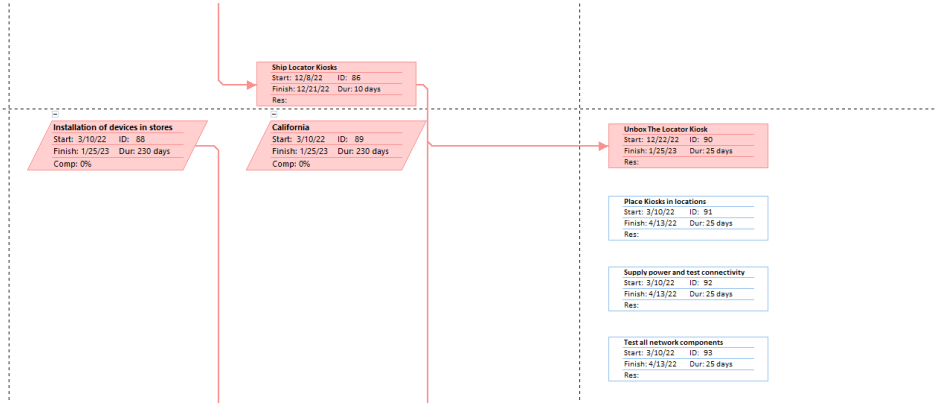




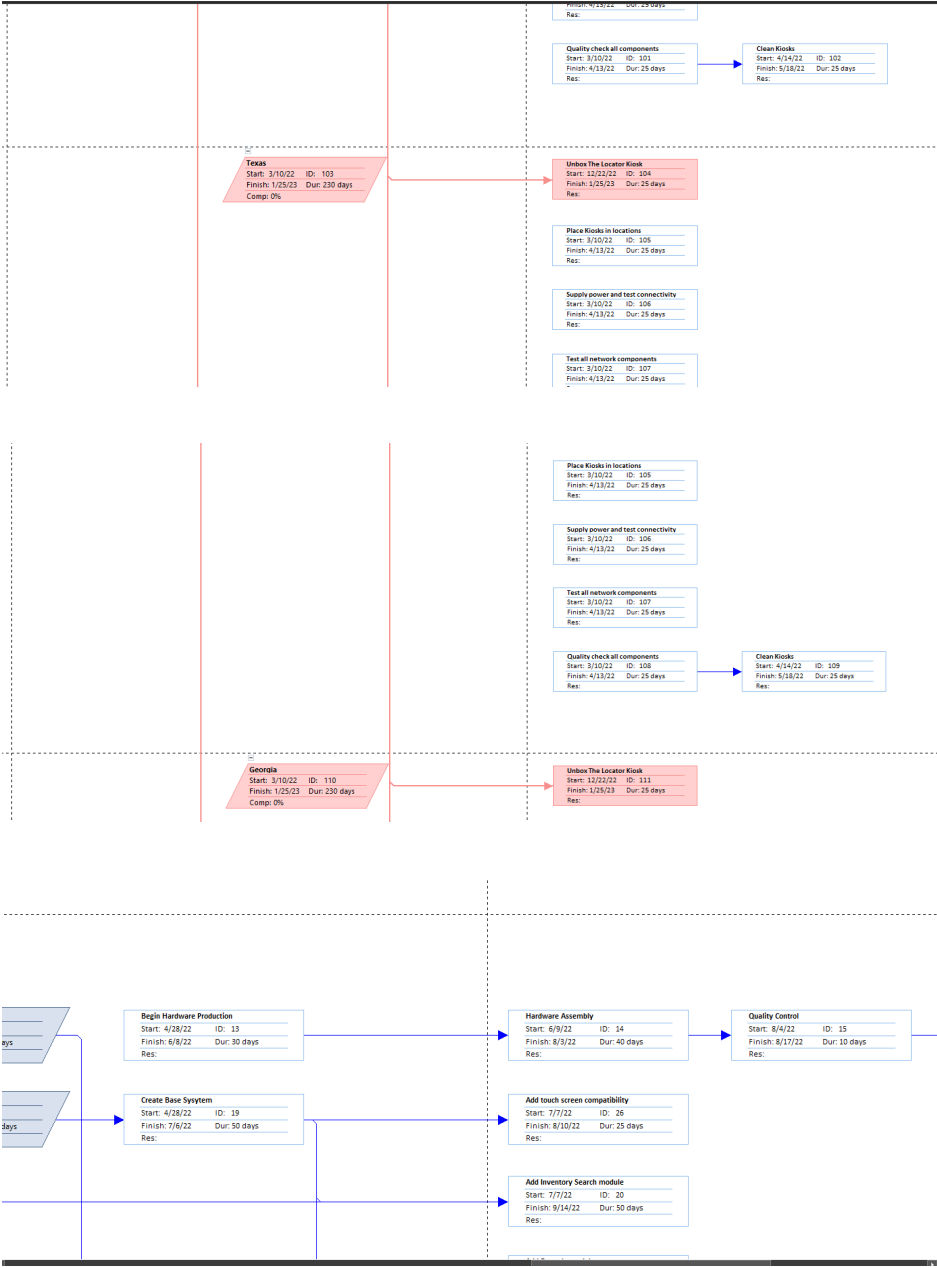


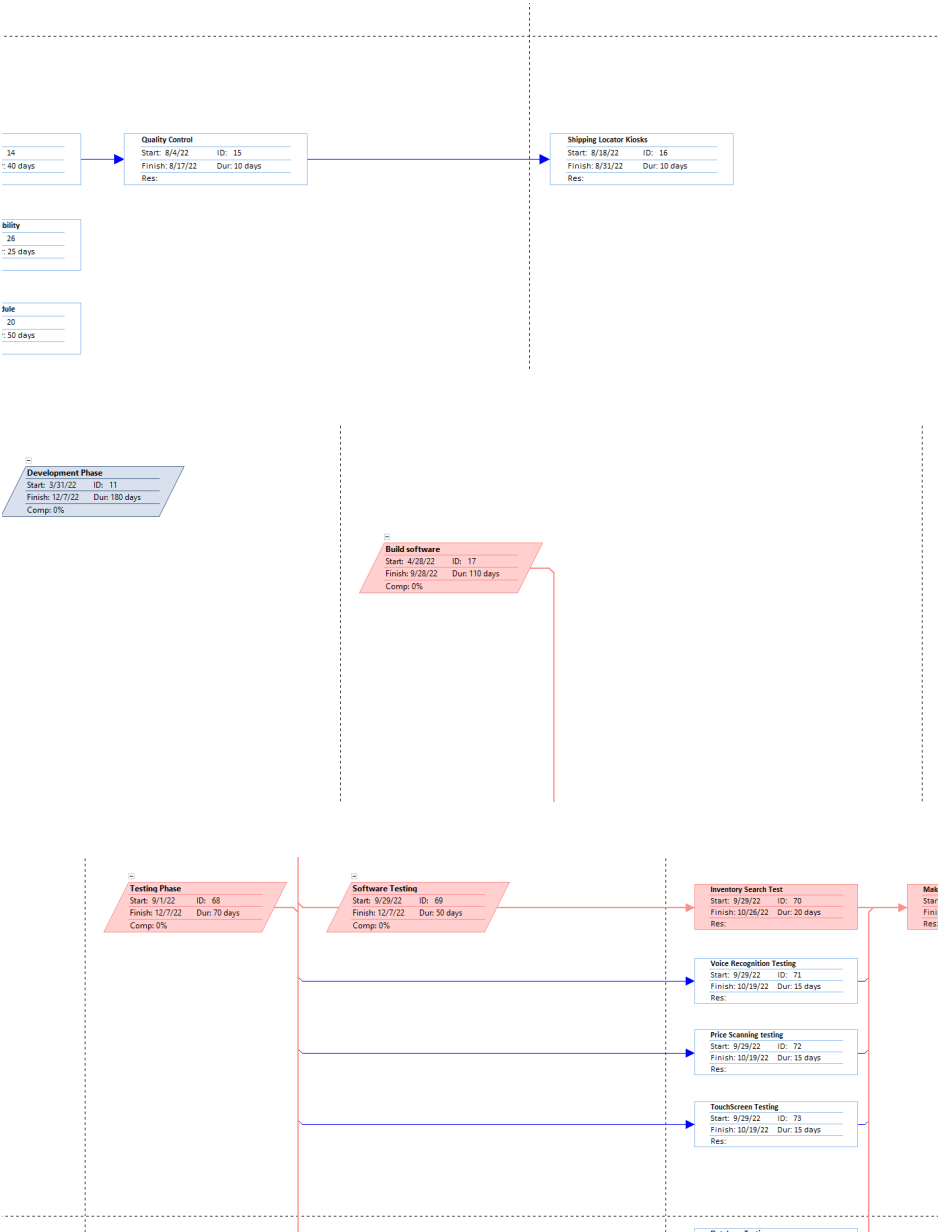


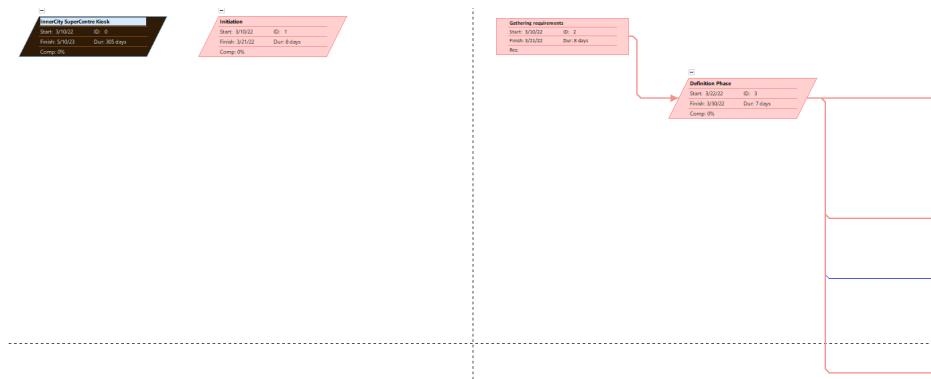
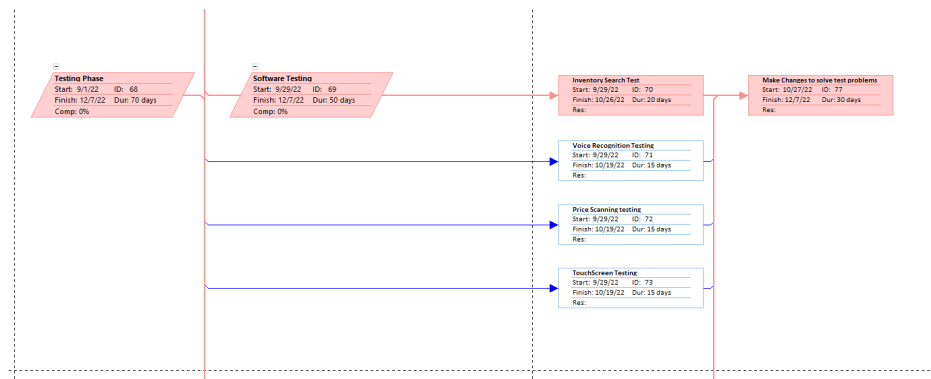
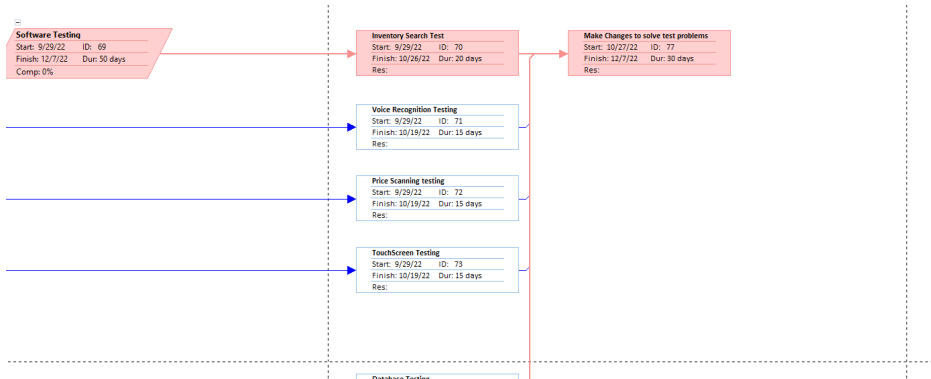


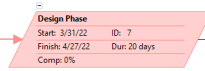
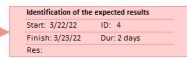
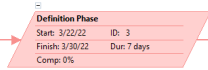
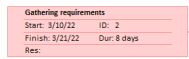
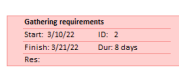
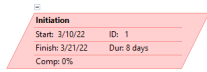


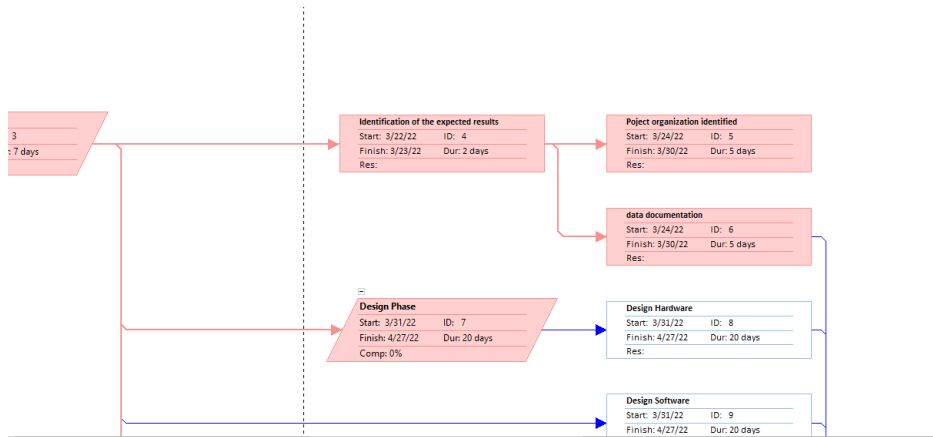


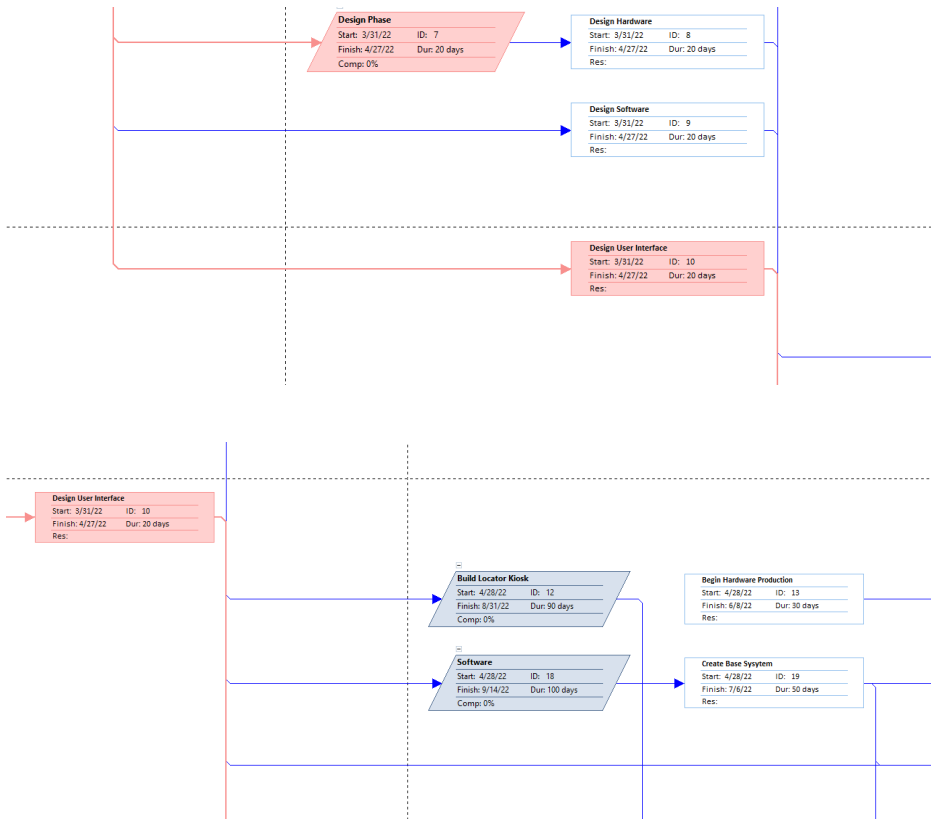












## Responsibility Matrix

VDC Role	Task Item	Project Manager	Installation Manager	Network Manager	Hardware Manager	Software Developer	Front-end Developer	Back-end Developer	Database	Tester	Sub-contractor
<b>Initiation</b>											
	Gathering requirements	P	S								
<b>Definition Phase</b>											
	Identification of the expected results	S									
	Project organization identified	P									
	data documentation	P									
<b>Design Phase</b>											
	Design Software			S		P	S	S	S		
	Design User Interface					S	P	S			
<b>Development Phase</b>											
	Build Locator Kiosk				S						P
	Begin Hardware Production				P						
	Hardware Assembly				P						
	Quality Control		P								
	Shipping Locator Kiosks	S	P								
<b>Build software</b>											
<b>Software</b>											
	Create Base System					P	S	S			
	Add Inventory Search module					S		P			
	Add Barcode module					S		P			
	Add Voice Recognition module					S		P			
	Add Price Scanning Module					S		P			
	Add Price Scanning Module					S		P			
	Add Accessibility options					S		P			
	Connect Software to Database					S		S			
	Add touch screen compatibility				S	S		P	S		
	Function to activate LED indicator				S	S					
<b>User Interface</b>											
	Review UI Design					P					
	Color Scheme and Logo					S	P				
	Design Layout					S	P				
	..					-	-				

<b>resource resources</b>									
<b>California</b>									
Acquire Network Hardware			P						
Install Access Points			P						
Run cabling through the store			P						
Install Switches			S						
Configure Network Settings			P						
Test Network Connections			S						
<b>Florida</b>									
Acquire Network Hardware			P	S					
Install Access Points			P	S					
Run cabling through the store			P	S					
Install Switches	S		S	P					
Configure Network Settings			P						
Test Network Connections			S						P
<b>Texas</b>									
Acquire Network Hardware			P	S					
Install Access Points			P	S					
Run cabling through the store			P	S					
Install Switches	S		S	P					
Configure Network Settings			P						
Test Network Connections			S						P
<b>Georgia</b>									
Acquire Network Hardware			P	S					
Install Access Points	S		P	S					
Run cabling through the store			P	S					
Install Switches	S		S	P					
Configure Network Settings			P						
Test Network Connections			S						P
<b>New York</b>									
Acquire Network Hardware			P						
Install Access Points	S		P						
Run cabling through the store			P						
Install Switches	S		S						
Configure Network Settings			P						
Test Network Connections			S						P
Test Network Connections			S						
Test Network Connections			S						P
<b>Testing Phase</b>									
Software Testing									
Inventory Search Test				S					
Voice Recognition Testing				S					
Price Scanning testing				S					
Touchscreen Testing				S					
Database Testing				S				S	
Wireless connectivity Testing				S					
Software Design Focus Group	S			P	S	S	S		
Make Changes to solve test problems	S			P	S	S	S	S	
<b>Hardware Testing</b>									
3.5mm Audio Jack Test				S					P
Barcode Scanner Test				S					P
LED Test				S					P
Screen Test				S					P
Cooling Test				S					P
Power Test				S					P
Maneuverability testing				S					P
Ship Locator Kiosks	S			S					P
<b>Implementation Phase</b>									
Installation of devices in stores	P			S					
<b>California</b>									
Unbox The Locator Kiosk	P								
Place Kiosks in locations	P								
Supply power and test connectivity	S								
Test all network components	S								P
Quality check all components	S								
Clean Kiosks	P								
<b>Florida</b>									
Unbox The Locator Kiosk	P								
Place Kiosks in locations	P								
Supply power and test connectivity	S								
Test all network components	S								P
Quality check all components	S								
Clean Kiosks	P								
<b>Texas</b>									
Unbox The Locator Kiosk	P								
Place Kiosks in locations	P								
Supply power and test connectivity	S								
Test all network components	S								P
Quality check all components	S								
Clean Kiosks	P								
<b>Georgia</b>									
Unbox The Locator Kiosk	P								
Place Kiosks in locations	P								
Supply power and test connectivity	S								
Test all network components	S								P
Quality check all components	S								
Clean Kiosks	P								
<b>New York</b>									
Unbox The Locator Kiosk	P								
Place Kiosks in locations	P								
Supply power and test connectivity	S								
Test all network components	S								P
Quality check all components	S								
Clean Kiosks	P								
<b>Close Out Activities</b>									
Training	P								
Preparing final document	P								
handing over final document	P								
Project Evaluation	P								
Archive project	P								

## 2.4 Project Organization

Project Manager:

Jordan Frost

Phone - +1 (904)-385-2352

Email: Frost@gmail.com

Design Team: We design Everything Incorporation will be incharge of designing a render of the item locator.

Jim Burch - (Manager in charge)

Address - 7812 River City Drive, Jacksonville Florida 32211

Phone - +1 (904)-572-4895

Email - Wedesign@gmail.com

Locator Kiosk Network hardware Team: The trusted company NetWorkz LLC will be incharge of supplying all network related hardware to us to install into the kiosk.

Simran Patel - (Manager in charge)

Address - 13101 Harold Green Road, Austin, Texas 78725

Phone - +1 (877)-798-3752

Email - NetWorkz7@gmail.com

Network Team: Implementation of Kiosk in all stores and implementation of hardware and software into the physical device.

Team 1

Jessica Deegan (Network Configuration)

Jim Dickerson (Wiring)

Team 6

James Smith (Wiring)

Logan ben (Network Configuration)

Team 2

Josh Gumm (Wiring)

Scott County (Network Configuration)

Team 7

Moe miller (Wiring)

Jack harper (Network Configuration)

Team 3

Avitus Beumers (Wiring)

Toros Zlatkov (Network Configuration)

Team 8

Matt King (Wiring)

Adell ville (Network Configuration)

Team 4

Patricia Nordström (Wiring)

Velibor Araya (Network Configuration)

Team 9

Ross green (Wiring)

Joe clint (Network Configuration)

Team 5

Karl Rollbar (Wiring)

Embla Andries (Network Configuration)

Team 10

Jay Cost (Wiring)

Triston Collens (Network Configuration)

Locator Kiosk Hardware team: The trusted company Build Your Solutions LLC will be incharge of the Kiosk Housing Hardware

John Switch (Manager in charge)



Address - 9306 Wayne Lane Los Angeles, CA 90001  
Phone - +1 (787)-987-2573  
Email - BuildYourSolu@gmail.com

Software Team: Building the software from scratch.  
Tony(Manager)  
Pepper(Front End)  
Steve(Back End)  
James(UI)

## 2.5 Related Experience

The project manager has managed award winning projects for the past 10 years. One of the projects that is most similar to Inner City Supercentre. An example would be successfully implementing self checkout kiosks in the Costco Inventory of over 100 stores in 4 states.

- For customer review information about Costco please contact Mr. Orlando at (904)-257-3850 or send a letter to 7865 RiverCity Dr, Jacksonville, FL 32211

Recently we made kiosks for the United States Government. The DMV's required a kiosk to help speed up the line and with the amount of customers everyday. The kiosk is able to do tasks that do not require a person, like renew a drivers license, and submit documents for permits.

- For customer review information about the DMV please contact Mr. Austin at (904)-438-4860 or send a letter to 12961 N Main St #210, Jacksonville, FL 32218

In 2019, We worked for Jacksonville's mechanical hardware store. The company wanted us to transfer the inventory to a website.

- For customer review information about Jacksonville's mechanical hardware contact: Mr. Jim at (904)101-1011 or send a letter to 2800 GreenGrass Jacksonville, FL 32211

Recently, We had the opportunity to implement a similar project for Amazon grocery stores without cashiers in Seattle.

- For customer review information about the Amazon store contact: Ms.Smith at (206) 222-2222 or send a letter to 485 Maple Drive (later 211 Pine St.)Seattle ,Wa.

## **2.6 Equipment and Facilities**

### **Florida**

Office - 5,000 Sq ft office located in Tallahassee where the software team will be based out of.

Warehouse - 10,000 Sq ft warehouse for handling, installation and assembly

### **Georgia**

Office - 5,000 Sq ft office located in Atlanta where the networking team headquarter will be based out of.

Warehouse - 15,000 Sq ft warehouse for handling, installation and assembly

### **Texas**

Office - 5,000 Sq ft office located in Austin where a networking team will be based out of.

Warehouse - 13,000 Sq ft warehouse for handling, installation and assembly

### **New York**

Office - 5,000 Sq ft office located in Albany where a networking team will be based out of.

Warehouse - 15,000 Sq ft warehouse for handling, installation and assembly

### **California**

Office - 5,000 Sq ft office located in Sacramento where a networking team will be based out of.

Warehouse - 8,000 Sq ft warehouse for handling, installation and assembly

### **Nebraska**

5,000 Sq ft office located in Lincoln where the software and a networking team will be based out of.

Warehouse - 10,000 Sq ft warehouse for handling, installation and assembly

## **3. Cost Section**

### 3.1 Labor cost

Workers will only be paid on the weeks their services are needed, refer to the project communication plan table. Here is the estimated labor cost for the various types of work needed to build functional kiosk devices.

#### **Project Manager - \$80,636.16**

There will be a project manager who will manage the entire project which is 12 months. The manager will be paid \$38.18 dollars per hour and work 8 hours per day excluding the weekends. There are approximately 30 days each month (4 Saturdays and 4 Sundays),  $30 - 8 = 22$  (days worked a month)

**Position: 1**

**Hourly Rate: \$38.18**

**Estimated Cost per/day:  $\$38.18 * 8 \text{ hours} = \$305.44$**

**Estimated Cost per/month:  $\$305.44 (\text{hours}) * 22 \text{ days (in one month)} = 6,719.68 \text{ per month}$**

**Estimated Cost for Project:  $6,719.68 * 12 \text{ months} = \$80,636.16 \text{ for 12 months}$**

**Total Cost = \$ 80,636.16**

#### **Network Manager - \$3,840**

The network manager is responsible for managing the network team which is made up of 20 people.

The manager will only work during the time the network team implements the network which will begin April 6 and ends on April 23.

The manager will only work 8 hours per day excluding weekends.

The team will work 8 hours per day excluding weekends, which is 15 days.

**Position: 1**

**Hourly Wages: \$32**

**Estimated Cost per/day:  $\$32 * 8 = \$256$**

**Estimated Cost per month:  $15 * 256$**

**Total Cost: \$3,840**

### **Software Team:**

The software team will work for 100 days (about 3.28 months) and work 8 hours per day excluding weekends.

The software team is made up of the following individuals:

- Front-End Developers:2
- Software Developers: 3
- Database developer:1

### **Front -End Developers -\$23,091.2**

- 100 days is appromently 3.28 months
- Where 22 comes from?
- There are ( about ) 30 days in a month (They do not work weekend 4 Saturday days and 4 Sundays )
- $30 - 8 = 22$
- Work 8 hours per day

**Position: 2**

**Hourly Rate: \$20**

**Estimated Cost per/day:  $\$20 * 8 \text{ hours} = 160$  earnings (per day( 1 person))**

**Estimated Cost per/month:  $160 * 22(\text{ days per month }) = 3,500$  per month**

**Estimated Cost for 3 months: $3,500 * 3.28 \text{ months} = 11,545.6$  for 1 person**

**Estimated Cost for( Two people):  $11,545.6 * 2(\text{people}) = \$23,091.2$ for the two deveplors**

**Total Cost = \$23,091.2**

**Software Developers(Junior) - \$24,393.6**

**(Back-End Developer)**

- 100 days is appromently 3.28 months
- Where 22 comes from?
- There are ( about ) 30 days in a month (They do not work weekend 4 Saturday days and 4 Sundays )
- $30 - 8 = 22$
- Work 8 hours per day

**Position: 2**

**Hourly Rate: \$ 21**

**Estimated Cost per/day:  $\$21 * 8 = \$168$  per day ( one person)**

**Estimated Cost per/month:  $168 * 22 = \$3,696$  per month( one person)**

**Estimated Cost for 3.3months:  $3.3 * \$3,696 = 12,196.8$**

**Estimated Cost for( Two people):  $2 * 12,196.8 = \$ 24,393.6$**

**Total Cost for Two = \$ 24,393.6**

**Software Developers(Senior) - \$17,424**

- 100 days is appromently 3.28 months
- Where 22 comes from?
- There are ( about ) 30 days in a month (They do not work weekend 4 Saturday days and 4 Sundays )
- $30 - 8 = 22$
- Work 8 hours per day

**Position: 1**

**Hourly Wage: \$ 30**

**Estimated Cost per/day:  $\$30 * 8 = \$240$**

**Estimated Cost per/month:  $\$240 * 22 = \$5,280$**

**Estimated Cost for 3.3 months :  $\$5,280 * 3.3 = \$ 17, 424$**

**Total Cost = \$ 17,424**

**Database Developer - \$12,196.8**

**Position: 1**

**Hourly wage: \$21**

**Estimated cost per/day:  $\$21 * 8 = \$168$**

**Estimated cost month:  $\$168 * 22 = \$3,696$**

**Total cost for 3.3 months:  $3.3 * 3,696 = \$12,196.8$**

### **Network Team - \$43,200**

The network team is made up of 20 individuals each, the team will begin April 6 and should be finished implementing the network in all states by the end of April 23.

The team will work 8 hours per day excluding weekends, which is 15 days.

**Position: 20**

**Hourly Wage: \$ 18**

**Estimated Cost per/day 1 person :  $8(\text{hours}) * \$18 = \$144$  per/day**

**Estimated Cost for 15 days( 1 person):  $\$144 * 15 = 2,160$**

**Estimated Cost for 15 days ( 20 people):  $20 * 2,160 = 43,200$**

**Total Cost :\$ 43,200**

### **System Testing -\$109,824**

The software team is made up of individuals from both the software team and the networking team, which is a total of 13 people. The team will begin September 1st and must be completed by December 7th. 97 day or 3 month). The team will work 8 hours per day for 3 months( 97 days) excluding the weekends.

There are about 30 days in each month (4 Saturdays and 4 Sundays)  $30 - 8 = 22$  days of labor per month.  $8 * 3(\text{months}) = 24$  days of weekends for (97 days) weekends so  $97 - 24 = 73$  (days of labor) or 2.4 months .

- **Half of the networking team**  $20/2 = 10$
- **Half of the software team**  $6/2 = 3$
- **Total System Testing team** 13
- 

**Position: 13**

**Hourly Wage: \$20**

**Estimated Cost per/day 1 person:**  $8(\text{hours}) * 20 = \$160$

**Estimated Cost for 1 month(1 person):**  $160 * 22(\text{days/month}) = \$3,520$

**Estimated Cost for 73 days ( 1 person ) :**  $\$3,520 * 2.4 = \$ 8,448$

**Estimated Cost for 13 people :**  $\$8,448 * 13 = \$ 109,824$

**Total Cost for 13: \$109,824**



**Contractor Truck Drivers -\$180,000**

**Position: 4**

**Salary : \$45,000 per year (each driver)  
\$45,000 \* 4 drivers = \$180,000**

**Total Cost :\$180,000**

**Total Cost for Labor = \$494,608.76**

### 3.2 Material Cost

#### Materials for Networking

Below is the price for the materials needed by the networking team to configure the network access points to work with the locator Kiosks. The amount of materials will vary based on the size and the amount of kiosk requested by the customer.

Kodak Kiosk Dongle Adapter 7J1039	\$15
Wireless access point ( for each store/ or many )	\$30
Switch	\$21
Networking Cables	\$500

#### 20 kiosks in one small store :

##### 25 small total stores

All small stores will use the following amount of materials:

- 1 set of Networking Cables ( has all required cables for this project )
- 20 adapters
- 5 switches
- 1 access point

##### Calculations:

\$500

$20 * \$15 = \$300$

$5 * \$21 = \$105$

\$30

Total Cost for 1 small store : \$935

Total for 20 small stores:  $935 * 25 = \$23,375$

#### 75 Medium stores with 25 kiosk:

Material for 1 medium store

- 1 set of Networking Cables ( has all required cables for this project )
- 25 adapters
- 6 switches
- 1 access points

##### Calculations:

\$500( networking Cable)

$25(\text{adapters}) * \$15 = \$375$

6(switches) \* \$21 = \$126  
 1(adapter) \* \$30 = 30  
 Total cost for 1 medium store: \$1,031  
 Medium Stores have 75 kiosk: \$1,031 \* = \$ 77,325

### 30 Large stores with 25 kiosk:

- 2 sets of Networking Cables ( has all required cables for this project )
  - 25 adapters
  - 10 switches
  - 2 access points

#### Calculations:

\$500 \* 2 = \$1,000

25 \* \$15 = \$375

10 \* \$21 = \$210

30 \* 2 = \$60

Total for 1 large store: \$1545

Total for 25 large stores: \$1,545 \* 25 = \$38,625

**Total Cost for Material = \$ 139,325**

### 3.3 Equipment Cost

The equipment cost is all the parts needed to build a functionable kiosk.

22 in Touch screen mentior	\$ 1,020
Cooling fan	\$50
Enclosure	\$535
Barcode scanner	\$583
Wheel(with locks)	\$0.99
Electrical wires	\$110
i3 processor	\$80
LED lights	\$115
ventilation grills	\$35
3.5 mm audio jack	\$1.40
Motherboard	\$60

4GB RAM	\$17
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**Total Cost of Materials for One Kiosk = \$ 2,610.4**

**Total Cost of all Materials = one kiosk \* (number of desired kiosk)**

**Total Cost of all Materials = \$ 3,125 \* 2,658.4**

**= \$ 8,307,500**

### 3.4 Facility Cost

Because we own warehouses and offices in all States where the stores requested kiosks, the customer will not have to pay.

**Total Facility Cost = \$0.00**

### 3.5 Subcontractors and consultants Cost

We will outsource a subcontractor called *Build Your Solutions LLC* to design and build the hardware. The lead designer Jim Buch, will design your hardware. Build Your Solutions LLC will charge the customer \$2,501 to come up with a design based on the customer's requirements and the time frame given.

Once the customer is satisfied with the design two hardware engineers will build the hardware. Build Your Solution LLC will charge the customer \$15,200 to assemble all of the kiosk devices.

**Total Cost = \$ 17,701**

### 3.6 Travel Cost

**The Travel Cost only covers the Project Manager and the Network Team.**

The project manager will fly to their desired location using Delta airlines. The cost of one round trip ticket is \$260.31

The total cost for tickets is based on the assumption the project manager travels twice a month for the entire project.

**Calculations:**

**One Round Trip Ticket Cost : \$ 260.31**

**The project is 14 months**

**Twice a month is the estimated travel time for the Project manager**

**14 \* 2( per month) = 28**

**\$260.31 (ticket price)\* 28 = \$7,288.68**

**Total cost for Tickets = \$7,288.68**

Travel cost does not cover uber/lyft or if the project manager wants to personally explore the city.

The estimated cost for a hotel is \$ 3,700 for both the project manager and the implementation team.

This covers all of the staff in all five states and when the project manager visits.

The gas cost only covers the (Network implementation team) delivering the kiosk and setting up the network in each location, which is estimated to be \$4,010.

This is the estimated gas for the network implementation team in all five states.

Food cost only covers three meals a day for the project manager and the implementation team when they are traveling. This does not cover any personal snacks or drinks, you must purchase them individually.

<b>Hotel</b>	<b>\$4,700</b>
<b>Plane Ticket</b>	<b>\$7,288.68</b>
<b>Gas</b>	<b>\$4,010</b>
<b>Food</b>	<b>\$6,800</b>

**Total Cost = \$ 22,798**

### 3.7 Documentation Cost

Documentation includes summary if proposal, survey for the customer, the troubleshooting manual and more.

The cost for an electronic summary of this proposal is free, this includes e-mail and fax.

If the customer wants a hardcopy the first 10 requested documents will be free of charge. However, after the 10th request this document cost 0.10 a page.

Each store should purchase a training manual and troubleshooting, the amount will vary based on the size of the store.

<b>First 10 Request (Hard copy)</b>	<b>Free</b>
<b>Electronic summary</b>	<b>Free</b>
<b>Survey</b>	<b>Free</b>
<b>After the 10th Request (Hard Copy)</b>	<b>0.10 per/pg</b>
<b>Training Manual</b>	<b>\$6.99 ea</b>
<b>Troubleshooting Manual</b>	<b>9.99ea</b>

\*(The total cost is under the assumption that all 125 stores **each get one** training manual, troubleshooting, and get either an electronic summary or less than 10 hardcopies )

**Calculations:**

**\$6.99 + \$9.99 = \$16.98 for one store**

**= 16.98 \* 125**

= \$2,122.5

**Total(minimal ) estimated Cost = \$ 2,122.5**

### 3.8 Overhead & Escalation Cost

The overhead of this project is the indirect business cost.

This includes insurance for each building our team members will work in, general management of the project, depreciation which is the decline in the kiosk value over time, and human resources.

The estimated cost for overhead is \$45,000

The Escalation is the anticipated increase of resources used in the project.

In our case, since the project will take about a year will not have much of an increase in wages.

However, the material, travel, and rent will have a total of \$25,000 if any of the resources increase during the performing stage.

**Total Overhead & Escalation Cost = \$70,000**

### 3.9 Reserve & Profit

The purpose of reserve is to cover any unexpected cost that might occur. This may include reassembling a part of a kiosk, redesign the hardware if the customer wants something else ect. If the cost listed under 'Unlisted Material' is not used, it will be returned to the customer.

<b>Unlisted Material</b>	<b>\$17,000</b>
<b>Redone</b>	<b>\$ 20,000</b>

**Total Cost for Reserve = \$ 37,000**

The Profits we would like to make is 15% of the entire project, in our case the would be 1,357,864.54  
9,052,430.26

**Total Cost Reserve & Profit = \$ 1,394,864.54**

**The Grand Total Project = \$ 10,447,294.8**

### 4.0 Proposal Evaluation Scorecard

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**Project Title: Inner City Supercentre Proposal**

**Contractor: Daniel Lyles**

**Score all criteria on a scale of 1 (Low) to 10 (High)**

<b>Evaluation Criteria</b>	<b>Weight A</b>	<b>Score B</b>	<b>Points A* B</b>	<b>Comments</b>
<b>1. Approach</b>	<b>30</b>	<b>10</b>	<b>300</b>	<b>Seems good to me</b>
<b>2.Experience</b>	<b>30</b>	<b>10</b>	<b>300</b>	<b>Worked on similar projects and has great references.</b>
<b>3. Price</b>	<b>30</b>	<b>9</b>	<b>270</b>	<b>-It's a little higher but great benefits</b>
<b>4. Schedule</b>	<b>10</b>	<b>10</b>	<b>100</b>	<b>Great schedule</b>
<b>Total</b>	<b>100</b>		<b>970</b>	

**Advantages of this Proposal:**

**The only proposal we received that offers so many benefits!**

**We really like the idea of life-time warranty of each locator kiosk.**

- They provide 24/7 service virtually to fix any issue or question
- Life-time warranty on each item locator kiosk.
- We will provide the source code of the software.
- There is a life-time warranty on each item locator kiosk.
- Provide recoloring to all devices after every 3.5 years

**Concerns about the Proposal:**

- The price was a little bit out of our budget

