bARGAIN rail

Kristers Rakstins, Laimis Mikulskis, Cheer Moneda, Adam Mcloughlin

# Project Specifications

## Introduction

As a small group of 4, the group was tasked with designing a website for a clothes retail business with outlets based in Limerick, Cork, and Galway. The Company, Bargain Rail, functions by purchasing clothing from several wholesale suppliers and selling it through their outlets.

## Arising Problems

With the rapid rise and growth of online shopping, the company, Bargain Rail, felt they were missing out on a lot of potential customers by not having a presence online to sell their clothing. They identified this specific problem at the start of Covid, when their outlets were shut down and they had no way of selling their goods.

The management team at Bargain Rail felt that for the company to succeed in the future, an online presence was necessary to reach a global market, as well as keep their current customers satisfied. They decided that now was the right time to have a website made for their company, so that their goods could be sold online, as well as in their outlets across Ireland.

## Objectives

Our group was tasked with fully designing a web-based system for the Bargain Rail company. Before we began, we identified all the problems and requirements of this web based system, such as the users capability of selecting products to purchase, viewing their purchase information, adding their chosen items to a shopping cart, and eventually proceeding to buy the products they have added to their shopping cart. Once we had identified all these requirements, we were ready as a group to begin our user stories and use cases.

# Agile Methodology

![Chart, diagram

Description automatically generated]()The Agile methodology technique divides a project into many parts and uses these phases to manage the project. Continuous improvement at every stage and ongoing collaboration with the project owners is required. Teams cycle through a process of planning, carrying out, and assessing each task once the job starts. Collaboration between team members and project owners must always be ongoing throughout the desiging of the web-based system to ensure everything is up to standard and what they desire.

## Agile Methodology Sprints

Sprints are time-boxed iterations of an ongoing project development cycle. They are brief, recurring phases that last one to four weeks. Agile and Scrum techniques, which divide huge, complicated product development projects into smaller, more manageable portions, are built around sprints.

The following features apply to each sprint:

* It keeps the same duration during the entire development process.
* Immediately following the successful completion of the previous sprint, a new one begins.
* The sprint has a set beginning and ending date.

Diagram

Description automatically generated with medium confidence

# Product Backlog & User Stories

A product backlog lists and prioritizes the task-level details required to execute the strategic plan set forth in the roadmap. The backlog should outline the tasks the development team has to complete to carry out the broad goals of the plan. A product backlog frequently includes tasks like user stories, use cases, and other tasks.

The product backlog is a translation of how your team will deliver the vision outlined on an agile roadmap. In many ways, it is a giant to-do list for your development team.

Table

Description automatically generated

The above illustration is our product backlog with each user story broken down which our group used during our planning stage. Each member of our group was appointed their own stories, which they then went and wrote use cases for.

Each user story also had its own sprint stage assigned to it, which would come into effect when the group would ultimately start designing and building the web based system for Bargain Rail.

# Mood Board

# Wireframe