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**Statement of Work**

## Introduction

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| **Name of Project** |
| ***Mobile Banking App*** |

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| **Contact** | **Email/Cell** |
| PO:  Mariyan Apostolov | Mariyan.Apostolov89@gmail.com |
| Scrum Master:  Mariyan Apostolov | Mariyan.Apostolov89@gmail.com |
| Developer:  Mariyan Apostolov | Mariyan.Apostolov89@gmail.com |
| QA:  Mariyan Apostolov | Mariyan.Apostolov89@gmail.com |

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| **Background** |
| *Before the introduction and enablement of mobile web services in 1999, mobile banking was completed primarily through text or SMS; it was known as SMS banking. European banks were on the frontier of mobile banking service offering, using the mobile web via WAP support.*  *SMS banking and mobile web were the most popular mobile banking products before 2010. With the development of smartphones with iOS or Android operating systems, mobile banking applications (apps) began to evolve. Clients were able to download the banking apps onto their smartphones with more sophisticated interfaces and improved transactional abilities.*  *To date, many financial institutions make use of both SMS and mobile applications to keep their clients informed of their account activities or to send out alerts regarding possible fraud and/or updates and maintenance of service provision.*  *Examples can be a text message from a bank, notifying users that their ATMs or apps will not be accessible during a particular time period due to system maintenance, or a confirmation text from the bank regarding a transfer carried out by the client via the mobile app.* |

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| **Purpose** |
| *In the app, some features enable the customer to conduct various financial transactions and access services at any time without visiting a bank branch for services. One of the transactions that customers can access online is depositing a check where the customer can receive a check payment and deposit it remotely.*  *Mobile banking is a service provided by a bank or other financial institution that allows its customers to conduct financial transactions remotely using a mobile device such as a smartphone or tablet. Unlike the related internet banking it uses software, usually called an app, provided by the financial institution for the purpose. Mobile banking is usually available on a 24-hour basis. Some financial institutions have restrictions on which accounts may be accessed through mobile banking, as well as a limit on the amount that can be transacted. Mobile banking is dependent on the availability of an internet or data connection to the mobile device.* |

A screenshot of a computer

Description automatically generated

## Scope of Work

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| **To Be Done** | **Resources Needed** | **Time Involved** | **General Steps** |
| 01.Creation of a bank account | Bank API / Mobile Bank App Interface | 1D | Business Layout Planning / Implementation |
| 02.Creation of credit card | Bank API / Mobile Bank App Interface | 1D | Business Layout Planning / Implementation |
| 03.Send money to another account | Bank API / Mobile Bank App Interface | 1D | Business Layout Planning / Implementation |
| 04.Send money between own accounts | Bank API / Mobile Bank App Interface | 1D | Business Layout Planning / Implementation |
| 05.Seeing the history of transactions | Bank API / Mobile Bank App Interface | 1D | Business Layout Planning / Implementation |

## Location

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| **Site** | **Duration** |
| Office | 0H |
| Remote Location | 4W |

## Schedule

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| --- | --- | --- |
| **Phases** | **Start** | **Finish** |
| 01. Project Initiation | W4 02.2024 | W1 03.2024 |
| 02. Project Planning | W1 03.2024 | W2 03.2024 |
| 03. Project Execution & Control | W2 03.2024 | W4 03.2024 |
| 04. Project Closure | W1 04.2024 | W2 04.2024 |



## Deliverables

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| **Deliverable** | **Objective** | **Due Date** |
| 01.01. Kick-Off Meeting | Kick-off meeting is the first meeting between the stakeholders: the project manager, the client, and the team. It takes place after the contracts have been signed and its sides have agreed upon the work, the budget and the timelines. The purpose of the kick-off meeting is to make sure that everyone is on the same page: the stakeholder is aware of the key milestones and what needs to be done to get to them, while the team gets introduced into the project requirements and individual responsibilities. | 01.03.2024 |
| 01.02. Project Charter | A project charter is a formal document delineating the project's purpose, scope, stakeholders, objectives, and comprehensive plan. This document should guide all subsequent decisions and actions. | 15.03.2024 |
| 01.03. Project Repository | A repository, or repo, is a centralized digital storage that developers use to make and manage changes to an application's source code. Developers have to store and share folders, text files, and other types of documents when developing software. | 15.03.2024 |
| 02.01. Project Plan | Project plan is one of the key project management deliverables that ensures all stakeholders share the same vision of the project. Project plan maps out steps and resources necessary for project success, which usually covers scope management, quality management, risk assessment, resource management, stakeholder management, schedule management and change management plans. | 15.03.2024 |
| 02.02. Requirements Document | A requirement document sets the standards for determining when you have completed a project. It allows you and the client to: Plan predictable project timelines so you can plan accordingly. Define deliverables and develop only relevant functionality. | 31.03.2024 |
| 02.03. Risk & Issues Log | Risk registers identify potential threats, evaluating their impact and likelihood. Issue logs track problems as they arise. | 31.03.2024 |
| 03.01. Status Report | A status report is a collection of information about the current status of a project. Project status reports are used to communicate the current progress on a project to the project team and stakeholders. | 31.03.2024 |
| 03.02. Meeting Notes | Meeting notes is a tiny but powerful project management delivery that outlines the key points of the meeting. These notes usually contain follow-ups, next action steps, links to the mentioned documents and are sent out shortly after the meeting. | 31.03.2024 |
| 03.03. Project Change Request | A change request is a formal proposal for an alteration to some product or system. In project management, a change request often arises when the client wants an addition or alteration to the agreed-upon deliverables for a project. | 31.03.2024 |
| 03.04. Final Project Acceptance | Final acceptance is the final stage in any construction or renovation project. It marks the end of the work and the delivery of the building to the owner. This stage takes place after provisional acceptance, once all defects have been removed and the work is deemed to comply with the contract specifications. | 31.03.2024 |
| 04.01. Team Performance Report | Performance reports can be built at any project stage to evaluate team productivity, identify bottlenecks, review project costs and more. Typically, project managers use time tracking systems to assign tasks, manage time, calculate costs and review project progress. Performance reports are essential project management deliverables that give insight into the project progress and allow to reach higher productivity. | 01.04.2024 |
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## Milestones

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| **Milestones** | **Start Date** | **Finish Date** |
| Project approval | 1W 03.2024 | 2W 03.2024 |
| Objectives and goals | 1W 03.2024 | 2W 03.2024 |
| Environments | 1W 03.2024 | 2W 03.2024 |
| Planning | 1W 03.2024 | 2W 03.2024 |
| Resources | 2W 03.2024 | 3W 03.2024 |
| Decisions | 2W 03.2024 | 3W 03.2024 |
| Design approval | 2W 03.2024 | 3W 03.2024 |
| Processes | 4W 03.2024 | 1W 04.2024 |
| Deliverables | 4W 03.2024 | 1W 04.2024 |
| Soft target dates | 4W 03.2024 | 1W 04.2024 |
| Project completion | 4W 03.2024 | 1W 04.2024 |
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## Tasks

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| --- | --- | --- |
| **Activity** | **Duration** | **Team Member** |
| [TSM-1 API Application Init](https://mapostolov.atlassian.net/browse/TSM-1) | 1W | Mariyan Apostolov |
| [TSM-2 Mobile Application Init](https://mapostolov.atlassian.net/browse/TSM-2) | 1W | Mariyan Apostolov |
| [TSM-7 Home Page Module implementation](https://mapostolov.atlassian.net/browse/TSM-7) | 1D | Mariyan Apostolov |
| [TSM-13 Register Account Module Implementation](https://mapostolov.atlassian.net/browse/TSM-13) | 1D | Mariyan Apostolov |
| [TSM-14 Application Main Menu Module Implementation](https://mapostolov.atlassian.net/browse/TSM-14) | 1D | Mariyan Apostolov |
| [TSM-8 Bank Account Module Implementation](https://mapostolov.atlassian.net/browse/TSM-8) | 1D | Mariyan Apostolov |
| [TSM-9 Transactions Module Implementation](https://mapostolov.atlassian.net/browse/TSM-9) | 1D | Mariyan Apostolov |
| [TSM-15 Credit Cards Module Implementation](https://mapostolov.atlassian.net/browse/TSM-15) | 1D | Mariyan Apostolov |
| [TSM-11 Profile Module Implementation](https://mapostolov.atlassian.net/browse/TSM-11) | 1D | Mariyan Apostolov |
| [TSM-12 Bank About Module Implementation](https://mapostolov.atlassian.net/browse/TSM-12) | 1D | Mariyan Apostolov |
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| **Reporting and Communications** |
| *Detail how you will report on your project and how that information will be delivered here* |

## Standards and Testing

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| **Standard/Test** | **Team Member** | **Due Date** |
| Standard Mobile Bank Application | Mariyan Apostolov | 4W 03.2024 |
| Test #01 Creating a bank account | Mariyan Apostolov | 4W 03.2024 |
| Test #02 Creation of credit card | Mariyan Apostolov | 4W 03.2024 |
| Test #03 Send money to another account | Mariyan Apostolov | 4W 03.2024 |
| Test #04 Send money between own accounts | Mariyan Apostolov | 4W 03.2024 |
| Test #05 Seeing the history of transactions | Mariyan Apostolov | 4W 03.2024 |
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## Define Success

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| *Project is completed successful.* |

## Requirements

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| *Note any equipment, degrees or certification and travel time that will be required for the project here* |

## Other

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| *Place here anything relevant to the project that was not captured above* |

## Closure

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| **Document** | **Signed Off** |
| Doc #1 Gantt Chart Template | Mariyan Apostolov |
| Doc #2 Task Tracking Template | Mariyan Apostolov |
| Doc #3 Issue Tracking Template | Mariyan Apostolov |
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