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| **Project name:** Library Store App | | | |
| **Project description:** | A Library Application for ordering (borrow or buy) books and other products such as magazines and e-books from the library app store. | | |
| **Project objectives:** | Facilitate ordering books and other products published on library store website. | | |
| **Project is considered successful when:** | 1. The App has a high number of customers and visitors.  2. The app has a good rating and positive reviews.  3. The number of Library Store App customer grew by 10%.  4.Increasing sales by 30% this quarter | | |
| **Project participants:** | Title: | Name: | |
| Team leader  Project teams  UI&UX  Front End  Front End  Back End  Back End | Mahmoud Abdel Qawi  Mohamed Farag  Mohamed Ahmed Salah  Mohamed Farag  Islam Galal  Mohamed Ahmed Salah  Mohamed Said Gaber | |
| **Available resources**: | Budget:000$  Testing environment: Dell G3,Redmi Note 9 Pro | | |
| **Milestones:** | Status: | Due: | Deadline: |
| 1.Planing  2.design layout and Preparation  3.Content Creation  4.Development   * Coding of the application logic * Creating databases and managing user queries * designing user interfaces * hosting the website on servers * maintaining and updating   5.Testing and Quality Assurance | 02/11/2021  05/11/2021  09/11/2021  12/11/2021  23/12/2021 | 04/11/2021  08/11/2021  11/11/2021  22/12/2021  02/01/2022 |
| **Potential risks:** | 1. The team may not meet deadlines due to adding unplanned in the specification features.  2. This is our first webinar, and the team lacks this expertise  3.Technical difficulties | | |