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# DETERMINING TASKS

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Egypt Foods Sales System



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EGYPT FOODS

Team Members:

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## 1) System Planning:

A complete study of the system provides effective analytical and communicative tools (1)

## 2) Stakeholder Requirement

Determine requirement of the system to recommend a solution (1)

## 3) Analysis Requirement:

Involves studying the existing system and gathering details to find out what are the requirements (how it works) and where improvements should be made. (1)

## 4) Stakeholder feedback

Ensure that the requirements are properly understood or found a modification (1→2)

## 5) Test environment:

Ensure the work environment initially. (1)

## 6) Database design:

Organization of data (Products, Main warehouses, Sales employees, Customers) according to a database model like ER diagram, Data flow diagram...etc. Designer determines what data must be stored and how the data elements interrelate. (1→3)

## 7) Interface design:

The process designers use to build interfaces in mobile applications, focusing on style. Designers aim to create interfaces which users find easy to use. (1→3)

## 8) Take an approval

Refer to stakeholders and get their opinion If there is a modification, the previous tasks must be modified. (1→3)

## 9) License Contracts:

Make a contract with salesbuzz (Mobile Sales Force Automation System, via Mobile and Handheld Devices) to buy the full license system software. (1→2)

## 10) Hardware Contracts:

Make a contract with Motorola to buy handheld devices. (1→2)

## 11) Mobil Control Contract

Make a contract with SOTI for mobile devices, applications, content, as well as endpoints for the Internet of Things. (1→2)

## 12) E-Payment contract

Make a contract with fawry and Vodafone Cash. (1→2)

## 13) Divide the sales system for software configuration.

We should divide the entire project into manageable tasks and then logically order them to ensure a smooth evolution between tasks. Some tasks may be performed in parallel, whereas others must follow one another sequentially. And then we give these tasks to developers to start the implementation phase. (1→3)



## 14) Hiring android developers for mobile application.

To start the implementation phase, we should hire developers and programmers through personal interviews and tests to ensure their competence for the job. (1→3)

## 15) Hiring IT technical.

We must hire IT technical to configure the sales buzz system software and make use of the database, we will also hire them with the same previous step. (1→3)

## 16) Implementing the mobile application.

After hiring competent developers, it is time to start creating the app to facilitate the buying and selling process for customers and to save time and effort. (10→15)

## 17) configure the sales buzz software.

In this task the IT technical will start configuring the sales buzz software, make use of the database and make up servers. (10→15)

## 18) Setup the handheld devices

After making a contract with SOTI, we will set up the handheld devices with SOTI software for controlling. (1→3)

## 19) Testing the mobile application and sales buzz

To start this task, we must finish the previous tasks to ensure that all steps and tasks are performed without any errors. (5→9)

## 20) Take the feedback to complete the rest of the tasks. (1→3)

## 21) Installation of the system

After finishing all previous tasks, we must complete the installation of the system and it is a very important step. (4→6)

## 22) Testing

In this task, we will test everything about the system functions and check for bugs, to ensure that our system is ready to run. (5→9)

## 23) Connections

In this task, we will buy printers and roll printers, to connect them to the system network. (3→5)

## 24) Prepare the use of guidance document.

In this document we will explain everything about the system, how to use it and define all parts of the system. (3→5)

## 25) Training

Anyone who uses the system must know how to use it, so we must train them in how to use it.

There are two types of users: 1) Administrators and admins. (2→3)

2) Employees and representative. (2→3)

## 26) Feedback

The last feedback in the project, we get this feedback from users to make the required modifications to the system. (2→3)

## 27) Present the mobile application for customers on google play. (4→6)

## 28) Get feedback from customers on the mobile application. (1→3)