**Project plan Robert Heijn**

**Date:** 17-12-2022

**Names:** Media Hannan

# Version: 3.0

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# Introduction

We are going to implement a shop management system and   
online platform for RobertHeijn B.V. company.   
RobertHeijn B.V. wants a software solution for their employees to   
manage catalogue and for customers to purchase items online.

## **Problem description**

**Current situation:**

The main problem here is customers cannot buy products online , so they are only able to go to the shop to buy whatever they want. So instead of opening new shops in everywhere that cost the company a lot money they need a software solution that allows their customers to shop   
online. For now, the solution must enable their customers to place orders. For example, this can be   
done by selecting items from different categories, adding items to the shopping cart, and completing   
the order.   
After placing an order(s), customers can check the order status, e.g., in preparation, awaiting   
shipment, shipped, delivered. The customers should also be able to retrieve previously made orders   
with the details.

**Client:**

My client is Mr Postma. He represents the company Albert Robert Heijn . Albert Robert Heijn the hardware company for which I am creating this project. I can contact Mr Postma through his email for any important questions. His email is: a.postma@fontys.nl

**Team:**

My team consists of only me , you can contact me via my email; m.hannan@student.fontys.nl.

## **Project goal**

On the desktop app a shop employee must be able to manage (e.g., create) the item (grocery and goods) .

The products should become available on the website for customers to buy it online.

## **Deliverables**

When a customer is interested in buying items online, they can visit the website of the company,   
select and add available items into the shopping cart. When all desired items are selected and added   
into the shopping cart, a customer can complete the order by checking out the shopping cart,   
selecting a payment method and providing shipping information.

When an order is placed by a customer, a shop employee will start processing it for the delivery.   
When all ordered items are collected and packed, a shop employee will change the status of the   
order and the customer will be able to see the status of their orders.

What we are going to deliver at the end :

A full functional desktop app that helps employees to manage products and receive customers’ orders online to ship it to them.

A full functional web app that allows customers to see products and let them to make orders online so no need to go to the shop every time.

For the documentation part :

A project plan

A URS document.

A UML diagram.

A Test plan.

A Database diagram.

A Test report.

A Credentials document.

## **Constraints**

There are multiple important deadlines in our project.

The project must not take longer than 4 weeks ; the deadlines are 23-12-2022.

we are expected to create a desktop application and a website application that are fully functional.

The programming language we are going to use is C# .

We have to use Razor pages .NET and SQL for databases.

We have one minor requirement which is Status of the order (option (FR-06)..

And one major requirement which is Specifying delivery timeslot (Option (FR-03)..

## **Phasing**

Week 13: 29-11-2022/ 04-12-2022:

• Project Plan   
• URS   
• Test plan and test report   
• UML Class diagram

• database diagram

• Database diagram.

• Test report.

• Credentials document.

Week 14: 06-12-2022/11-12-2022:

• Implementing a software solution on the desktop app starting with the login page.

• Implementing a software solution on the web app starting with the login page.

• finishing the CRUD operations for user on the web app.

• finishing the CRUD operations for Product on the desktop app.

• Updating the documents.

Week 15: 13-12-2022/18-12-2022:

• finishing the CRUD operations for Order on both desktop and web apps .

• Updating the documents.

Week 16: 20-12-2022/23-12-2022:

• Updating both the desktop app and the webapp.

• Updating the documents.

• Testing the project.

• Submit the whole project including all documents.

# Risk assessment

1. Cannot be able to finish all the documents on time .
2. Misunderstanding the requirements.
3. Focusing on some requirements more than others .
4. Forgetting some requirements because of many reasons like stress and lack of time.
5. Spending time on the design part more than the functional one.
6. Sicknesses and any compelling circumstances.

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| --- | --- | --- | --- |
| Risk | probability | impact | Mitigation |
| 1 | Highly unlikely | Extremely harmful | Update documents at least one day a week. |
| 2 | likely | Harmful | Keep asking questions and get feedback from my tutor. |
| 3 | unlikely | Harmful | We have weekly meetings with my tutor of what am are working on and discuss our problems. |
| 4 | likely | Slightly Harmful | Make my self a list of what I have to do and what I could finish. |
| 5 | Highly unlikely | Harmful | I work on functions and when I finish it I will start with the design. |
| 6 | likely | Harmful | Work too much when I am healthy. |

| **version** | **date** | **description** |  |
| --- | --- | --- | --- |
| 1.0 | 28-11-2022 | Creating project plan , URS. |  |
| 2.0 | 13-12-2022 | Updating the date , the updating table, the deliverables , the phasing part, the constrains part.  Adding client and team part. |  |
| 3.0 | 17-12-2022 | Adding risk table ,updating phasing ,version table,Constraints |  |