PROJECT PROPOSAL

Shūchaku Anime Store

Abstract

The Shūchaku Anime store is one of the retail stores in a regional area, who's owner has a desire to develop his small business into a large competing business. This decision tends the owner to contract a Project Manager to develop an information system for $100,000.

1802ICT Systems Development

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Table of Contents

1) Identify the Problems

a) System Vision Document

Problem Description

The Shūchaku Anime store is a thrilling and distinct world for anime enthusiasts to explore. Visitors can immerse themselves in a universe unlike any other. The store offers a wide range of anime-related products, including manga, action figures, bobbleheads, and character merchandise. To grow the business, the owner aims to enhance its brand recognition and boost its popularity throughout the country.

Although the business had a promising start in its early phase, still it currently relies solely on the existing physical store, which is not enough for the business's future success. Furthermore, inadequate marketing strategies have limited its popularity in larger cities and hindered its ability to reach potential customers.

After thoughtful deliberation, it was suggested that we develop a website featuring E-commerce capabilities. This would enable current and potential customers to access comprehensive information about our store and its products, as well as facilitate easy purchasing.

System Capabilities

The system capabilities, which are proposed at a high level, include:

- This website has e-commerce functionalities that enable customers to purchase their desired products online.
- The website features a highly advanced search engine that enables our entrusted customers to easily find the precise products they are desperately looking for.
- The website provides essential details such as the business address, email address, and social media handles too.
- The website offers a point system that customers can earn by purchasing products. These Shūchaku points can be attained in the future as a free product or gift card.
- Customers can set up their login credentials by using the signup option available on the website page one, containing information regarding business and its achievements.
- Customers can use the chatbot or contact a customer service representative on the website to get their questions answered and clarify any doubts they may have.
- The system can analyze customer behavior and interests, and accordingly recommend products for them to purchase.
- The system ensures that customers' credentials are secure.

Business Benefits

- Improvement of customer base by developing an e-commerce website with the physical store.
- Improvement in sales and revenue of the business.
- Increasing customer satisfaction and loyalty towards the brand and business by enhancing their pleasure with the website.
- The business gains popularity in large cities.
- Purchase and sales become more measurable in terms of the data collected.
- Engagement/Collaboration with large brands for sales improvement (ex: - Amazon).
- Allows to Eliminate non-popular or non-requiring products from the market.

2) Quantifying Project Approval Factors

a) Estimated Time for Project Completion

Time Estimate for Shũchaku Anime store project			
Subsystem	Functional Requirements*	Iterations Required	Estimated Time
User Management Subsystem	4	4	2 weeks
Product Management Subsystem	3	5	2 weeks
Search Engine Subsystem	2	3	1 week
Customer Support Subsystem	3	2	1 weeks
Point Subsystem	1	3	1 week
Products Suggest Subsystem	2	2	1 week
Order & Payment Subsystem	7	4	3 weeks
Limited Edition Lottery Subsystem	1	3	1 week
Review and Rating Subsystem	1	1	0.5 week
Summary and Reporting Subsystem	1	2	1 week
Content Management Subsystem	1	2	1 week
Inventory Management Subsystem	1	3	2 weeks
Notification Subsystem	1	2	1 week
Total deployment time			17.5 Weeks
Test and deploy			2.5 Weeks
Total Project Time			20 Weeks

Table 2.1: Estimated Project Completion Time

* *Subsystem function can be found in table 2.2*

Subsystem function detail	
User Management Subsystem	User registration
	User login, authentication
	Manages customer information
	Supports guest checkout
Product Management Subsystem	Mechanisms to add, edit, and remove products
	Categorized and tagged
	Mechanism for create bundles of products
Search Engine Subsystem	Display products based on keywords, categories, or attributes
	Implement search algorithms to deliver relevant results
Customer Support Subsystem	Save and update frequently asked questions (FAQs)
	Provides customer support through chat and call
	Mechanic for staff to create self-help solutions
Point Subsystem	Points manage (get points form purchase product and get discounts or rewards.)
Products Suggest Subsystem	Suggests related products based on search/purchase history
	Highlights new and sale products
	Manages user orders

Order & Payment Subsystem	Order tracking
	Shipment status
	Store order history
	Handle secure and smooth payment transactions
	Allows users to purchase products as gifts
	Packaging function for staff member
Limited Edition Lottery Subsystem	Handles the process of purchasing limited edition products through a lottery system (user can participate and be randomly selected for the opportunity to buy limited edition items)
Review and Rating Subsystem	Allows users to leave reviews and ratings for products
Summary and Reporting Subsystem	Gathers and summarizes data related to user behavior, sales, and product performance.
Content Management Subsystem	Handles the creation and management of content, articles, events, and promotional.
Inventory Management Subsystem	tracks the inventory of products and updates availability status
Notification Subsystem	sends email notifications to users for order updates, promotions, and other relevant information.

Table 2.2: Subsystem function

b) Development Costs of Project

The total budget for the project is $100,000 (AUD). The estimated cost for the 20-week project completion is outlined in Table 2.3, amounting to approximately $99,999 for the business.

Summary of Project Development Costs	
Wages:	
Project Manager[1]	$27,832
Web Developer[2]	$17,040
Web Designer[3]	$17,226
System Analyst[4]	$11,044
Business Analyst[5]	$15,052
Equipment[6]	$10,320
Hosting[7]	$356
License[8]	$1,129
Total	$99,999

Table 2.3: Estimated Project Development Costs

[1] *The Project Manager is responsible for developing the project schedule, assessing risks, and assigning tasks to team members. Project Manager average salary in Australia is $69.58 per hour (PayScale, 2023). The Project Manager will work a total of 20 hours per week and 20 weeks in total:*

*$69.58 * 20 * 20 = $27,832*

[2] *The Web Developer is responsible for developing the technical aspects of a website. Web Developer average salary in Australia is $28.40 per hour (PayScale, 2023). The Web Developer will work a total of 30 hours per week and 20 weeks in total:*

*$28.40 * 30 * 20 = $17,040*

[3] *The Web Designer is responsible for developing the visual appearance and user experience of a website. Web Developer average salary in Australia is $28.71 per hour (PayScale, 2023). The Web Developer will work a total of 30 hours per week and 20 weeks in total:*

*$28.71 * 30 * 20 = $17,226*

[4] *The System Analyst is responsible for identifying the system requirement, design, testing and suggesting potential improvements. System Analyst average salary in Australia is $27.61 per hour (PayScale, 2023). The System Analyst will work a total of 20 hours per week and 20 weeks in total:*

*$27.61 * 30 * 20 = $11,044*

[5] *The Business Analyst is responsible for gathering and analysing requirements from customers and the company, managing the project budget. System Analyst average salary in Australia is $27.61 per hour (PayScale, 2023). The System Analyst will work a total of 20 hours per week and 20 weeks in total:*

*$27.61 * 30 * 20 = $11,044*

[6] *Each project team member will be allocated a dedicated workstation, which includes a computer priced at $999, a monitor at $244, a mouse at $54, and a table and chair set at $527, resulting in 5 workstations. Furthermore, essential stationery will be provided to fulfil the team's requirements.*

*($999.00 + $244.00 + $54.00 + $527.00) * 5 + $1200 = $10,320*

[7] *Hosting services for the project will cost around $79 per month (AUD) according to ServersAustralia (2023). With a project duration of 20 weeks (about 4 and a half months), the total hosting cost is estimated at $356. ServersAustralia offers a business package priced at $79 per month (ServersAustralia, 2023).*

*$79 * 4.5 = $356*

[8] *The project development requires software licenses, including Microsoft Office 365 price at $17.2 per user month (Microsoft, 2023), WordPress at $33 per month (WordPress, 2023), and Adobe Creative Suite at $121.99 per month (Adobe, 2023). These licenses will be needed for four and a half months.*

*$17.2 * 5 * 4.5 + $33 * 4.5 + $121.99 * 4.5 = $1,129*

c) Estimated Annual Operating Costs of Project

Table 2.4 outlines the yearly operating expenses, including costs for maintaining the website domain and hosting hiring a Sales Associate responsible for addressing customer queries and product issues. There are also budgeted for Adobe Creative Suite to edit product images and fees for advertising the website, enhancing its promotion.

Annual cost	
Hosting[1]	$948
Wage[2]	$51,210
Licenses[3]	$400
Advertisement[4]	$600
Trainning[5]	$6,000
Total	$53,158

Table 2.4: Estimated Annual Support and Operating Costs

[1] *Hosting website, annual cost $948 (ServersAustralia, 2023).*
[2] *The annual salary for one Sales Associate is $51,210 (PayScale, 2023).*
[3] *Cost for Canva package is $400 per year (Canva, 2023).*
[4] *Cost for an online advertising package cost $600 annually (Mink Media, 2023).*
[5] *Estimated costs for staff training are $6,000.*

d) Cost/Benefit Analysis

Anticipated Benefits of the Proposed System

The proposed system offers both tangible and intangible benefits to the company. Tangible benefits are quantifiable and can be translated into monetary value, while intangible benefits are qualitative and cannot be precisely measured or estimated. Developing the new system will contribute to the organization's overall growth and success.

Tangible benefits:

- Increased sales and revenues: Expanding the retailer's reach beyond physical store locations. The website is available 24/7 so customers can shop at their convenience, leading to increased sales opportunities and revenue generation.
- Reduced overheads: The system operates solely in the digital realm, leading to substantial reductions in overhead costs. Expenses related to physical store maintenance, such as rent, utilities, and in-store staff, become minimal or even eliminated, resulting in enhanced profit margins.
- Enhance inventory management: The system has automated inventory management, which simplifies the control of stock levels. This automation helps to avoid situations where products are out of stock or where excess inventory accumulates, resulting in cost savings and a better shopping experience for customers.

Intangible benefits:

- Brand visibility: Increases brand visibility in the digital space. Even if customers do not make online purchases, exposure to the brand can affect their decision to visit physical stores, enhancing overall brand recognition.
- Brand loyalty: Website creates a positive shopping experience. Satisfied customers are more likely to make repeat purchases and recommend the brand to others.
- Advantage in marketplace: Provides a competitive site for retailers. Businesses that leverage the digital marketplace will be able to reach a wider audience.
- Customer satisfaction and convenience: Offers unparalleled convenience to customers, allowing them to shop anytime and from anywhere. This convenience factor increases customer satisfaction and encourages loyalty.
- Customer insights: Engaging with customers through online channels can help receive valuable insights into their expectations.

Estimated Annual Benefits

The table below shows the potential benefits for the business, with an estimated annual profit of $198,500. These benefits include increased revenues from online and offline shopping and cost savings in advertising expenses.

Annual benefit	
Increase online revenue[1]	$87,000
Increase store revenue[2]	$21,000
Reduce marketing cost[3]	$6,000
Total	$114,000

Table 2.5: Estimated Annual Benefits

[1] *After the deployment of the system, the business anticipates a 30% growth in online revenue. With the current annual revenue estimated at $290,000, the projected revenue growth is estimated to be*

*$290,000 * 30% = $87,000*

[2] *After the deployment of the system, the business anticipates a 10% growth in in-store revenue. With the current annual revenue estimated at $210,000, the projected revenue growth is estimated to be*

*$210,000 * 10% = $21,000*

[3] *Business expects a reduction in marketing costs amounting to $6,000. This decrease in marketing expenses is expected to contribute to the overall profitability of the company.*

Cost/Benefit Analysis Table

Table 5 presents an expenses analysis of the company in a five-year period. This analysis highlights the net present value (NPV) and payback period of the project, considering the development costs, annual expenses, and benefit costs previously calculated in Tables 2, 3, and 4. Based on the data, the payback period is calculated to be achieved within the second year. This indicates the company is expected to attain a profit within the second year after the proposed system's implementation.

Category	Year 0	Year 1	Year 2	Year 3	Year 4	Year 5
Value of benefit		$114,000	$114,000	$114,000	$114,000	$114,000
Development cost	-$100,000					
Annual expenses		-$59,158	-$59,158	-$59,158	-$59,158	-$59,158
Net benefit/cost	-$100,000	$54,842	$54,842	$54,842	$54,842	$54,842
Discount factor (4.1%) *	1.000	0.959	0.929	0.900	0.873	0.846
Net present value	-$100,000	$52,593	$50,963	$49,383	$47,852	$46,369
Cumulate NPV	-$100,000	-$47,407	$3,557	$52,940	$100,792	$147,161
Payback period	1 year 339 days					

Table 2.6: Cost/Benefit Analysis

[*] *Number conducted by RBA*

3) Risk and Feasibility analysis

The Shūchaku Anime Store's current system is outdated and inefficient as it relies solely on manual data inputting. Furthermore, their revenue stream is limited to a single physical store in a specific region. Thus, the organization must transition to an integrated management system. Although the store has fewer staff members, they must be prepared to work harder and undergo additional training to adapt to the new technology. Additionally, it may be necessary to hire new employees to ensure maximum productivity. Time is of the essence, and the store must act swiftly to meet this significant challenge.

a) Organizational Risks and Feasibility

The potential organizational risks associated with implementing the proposed system are listed below:

- There is a lack of necessary skills among current staff members to effectively manage the business' online portal.
- The current staff members are feeling worried about potential alterations to their job duties.
- There is a sense of unease among current staff members about potentially losing their job due to not meeting the required skillset.
- Organisation is concerned about the reliability and security of the new system.

The management is worried about whether customers prefer to shop for rare Mangas online and if they can trust online systems for it.

The suggested solutions to neglect the identified organizational risks are as follows:

- All staff members who are fully trusted will receive training sessions and computer skills classes to help them understand the new system.
- Organise weekly meetings to see regular growth for the new system.
- Provide instructions on how to handle confidential information will distribute to all the staff and Secure Sockets Layer Certificate (SSL) will use to secure the confidential information.

b) Technological Risks and Feasibility

`The potential technological risks associated with implementing the proposed system are listed below: -

- Introduction to the complex e-commerce system, lottery system, and all-rounder point system in the newly developed website.
- When software or hardware fails, it can cause significant issues for customers such as data loss. This can lead to complaints and an inspected amount of loss of sales and orders.

The suggested solutions to neglect the identified Technological risks are:

- The project team should provide a comprehensive analysis and a step-by-step guide for every complex system.
- To confirm the new system’s reliable backup services, that will safeguard all data and information against any technological, cyber or physical failures.

c) Resource Risks and Feasibility

The potential resource risks associated with implanting the proposed system are listed below:

- Insufficient information may cause project costs to exceed its fixed budget.
- It's possible that the project team won't be able to gather enough members for the entire project as required.
- Developing a complex system typically involves multiple professionals with specific expertise, such as software engineers, system analysts, UX/UI designers, security analysts, and systems programmers. Coordinating with the wanting individuals can be challenging for the project manager. There is a possibility that the organized workspace may not be suitable for working efficiency for required project's successful achievement.

The suggested solutions to neglect the identified resource risks are:

- Require having an interview with the management team of the organization to obtain more precise information for a nearly accurate project cost.
- Publish an advertisement to recruit team members or to higher freelancers from Fiver, workspace, or LinkedIn with higher service qualities which is the quickest way possible to recruit team members as soon as the project is approved.
- Before deciding and leasing any office/ workspace, it's suggested to pay a visit to the office and inspect the equipment and resources.

d) Schedule Risks and Feasibility

The potential schedule risks associated with implementing the proposed system are listed below:

- It is possible that the project deadline may not be achieved on time. Given inaccurate estimated time for the project.
- The Project Manager's poor analysis and planning can cause issues.
  If staff members have poor work ethics during a project, it could result in an unsuccessfully inefficient or ineffective outcome for the project.

  The suggested solutions to neglect the identified schedule risks are as follows: -

- Project managers should ensure they regularly check their team's progress and coordinate with business analysts on the regular basis.
- An experienced Business Analyst will collaborate with Project Manager to evaluate and confirm the accurate amount given to complete the project.
- Required to form a Gantt chart in planning the project, to ensure that every process of the project is performed firmly.
- As mentioned, the team members will be hired based on experience, and the quality of perfections in their skills and the provided references.

4) Establish the Project Environment

a) Captured Information

In this web development project, essential information captured along with tools and software required for the project are enlisted in the table below. Moreover, the introduction includes the individuals responsible for updating the information and specifies the authorized personnel who can access the captured data.

Tool and software		
Information captured	Software/Tools	User and authority
Project Requirements Document	Microsoft Word Microsoft Excel	View: Project team, Client Update: Business Analyst, Project Manager
Project Scope/Plan Document	Microsoft Word Microsoft Excel	View: Project team, Client Update: Business Analyst, Project Manager
Project Design Document	Microsoft Word Microsoft Excel	View: Project Team, Client Update: Designer, Project Manager
Project Budget Report	Microsoft Word Microsoft Excel	View: Client Update: Project Manager, Business Analyst
Project Test Plans and Results	Microsoft Word Microsoft Excel	View: Project team, Client Update: System Analyst, Project Manager
Feedback and Approvals	Microsoft Word Microsoft Excel	View: Project team, Client Update: Client, Project Manager
Communication	Microsoft Team Microsoft Outlook	View: Project team Update: Project team
Data/File sharing	OneDrive	View: Project team Update: Project team
Project management/ scheduling	Asana	View: Project team Update: Project Manager, System Analyst, Business Analyst
Project Dashboard	Asana	View: Project team Update: Project team
Design and Prototyping	Adobe Creative	View: Project team Update: System Analyst, Designer
Code editor	Visual Studio Code	View: System Analyst, Project Manager Update: Designer, Developer
Frontend/backend framework	React Express.js	Update: Designer, Developer, System Analyst View: Project Manager
Data base management	MySQL	Update: Designer, Developer, System Analyst View: Project Manager
Performance optimization	Lighthouse	Update: Designer, Developer, System Analyst View: Project Manager

Version control	Git	Update: Designer, Developer, System Analyst View: Project Manager
Content management system	Word Press	Update: Designer, Developer, System Analyst View: Project Manager
Testing and debugging	Chrome DevTools	Update: System Analyst View: Project Manager

Table 3.1: Information Captured

b) Work Environment

For this project, the team will be working in the company's own building. The office is set up in a comfortable space with fast Wi-Fi, comfortable workstations, and everything needed for a smooth workflow. The team will have access to the right tools and technology to ensure the project's success.

Hardware

Each project member will be equipped with a computer, monitor, mouse, table, and chair to ensure a comfortable working environment. Suitable stationery will also be provided for their use. Additionally, to minimize hardware expenses, the team will share access to a printer, scanner, and meeting room with other teams in the company.

Software

The team will employ Microsoft Word and Microsoft Excel for editing documents and reports.

To facilitate communication between team members, Microsoft Teams and Outlook will be utilized.

OneDrive will serve as the platform for sharing data and files.

For efficient project management, the team will use a free collaborative tool, Asana. Allows the manager and team members to organize tasks, set deadlines, assign responsibilities, track project progress, and communicate within the platform.

The website's design, prototyping, coding, development, and testing will require a range of software, tools, and frameworks including Visual Studio Code, Adobe Photoshop, React, Express.js, MySQL, Lighthouse, Git, WordPress, and Chrome DevTools. Most of these tools are available for free, except Adobe and WordPress.

Physical Environment

The project will be conducted in a dedicated workspace within the company's own building. Each team member will have their own workstation. The Project Manager will coordinate with the Office Management department to assign meeting room usage. The team can use projectors, screens, and whiteboards to facilitate discussions and planning, along with high-speed internet for smooth communication and data exchange. Additionally, team members will be allowed to use the pantry and break areas to support the team's needs during the project.

c) Project Processes & Procedures

Reporting & Documentation

Documenting and information from meetings with the Project Director and the project team meetings will be recorded by the project manager using Microsoft Word and Microsoft Team (for online meetings). Additionally, the manager will manage the project schedule and task by Asana.

The project cost is recorded by the Business Analyst using Microsoft Excel.

Design diagrams, test reports, and system documentation will be conducted by Developer, Designer, and System Analyst.

The web and database design will be store on Git during the design and development phase and latter on update on to OneDrive.

Most of the project notes, documents, and reports will be stored on OneDrive.

Programming

The building procedure will follow the Agile development methodology. Tasks will be given to the Designer, Developer, and System Analyst by the Project Manager. The Designer will work on designing the interface for the website using WordPress, React, and Photoshop, while the Developer builds the website using Express.js, MySQL. The System Analyst will be responsible for leading the programming group, including inspecting the test of each subsystem, connecting, and giving advice to the Developer and Designer.

Testing

During each iteration, the Developer and Designer will debug the code using support functions in the code editor software or Chrome DevTools. Additionally, the System Analyst will be responsible for performing testing after each iteration. The results of the testing will be reviewed by the Project Manager to ensure that each subsystem introduces the intended functions. The final version will be thoroughly tested and fully functional.

Deliverables

The project deliverables, including subsystems, related documents, placement database, and website interface, will be tested by the Programmer/Developer and Systems Analyst. After testing, they will be submitted to the Project Manager for internal approval. Once approved by the Project Manager the website interface will be activated internally after final testing and internal approval. The project team will ensure a comprehensive demonstration of the entire system before deploying it.

Code & Version Control

The version control system (Git) will manage the system's codes to avoid conflicts and protect the source code. It will keep track of all modifications made to the source code files and document any changes, making it easy to access specific versions if necessary. Moreover, it enables the team to restore previous code versions, which aids in identifying the root cause of any bugs during the development process

Support staff

The team will be supported by the staff of the administrative department by handling various administrative duties. These encompass tasks like arranging meeting rooms, ensuring the availability of suitable equipment and stationery. Their role extends further to promoting the functioning of the office through maintaining an orderly workspace.

5) Schedule Work

a) Project Work Breakdown Structure

The table presents a sequential list of tasks within the Limited Edition Lottery Subsystem's Work Breakdown Structure (WBS). Each task is assigned a unique ID and accompanied by a description. The tasks are organized based on their interdependencies and ordered in the sequence they need to be completed. Additionally, an estimated timeframe is provided for each task, contributing to an overall projected completion time of 1 weeks.

Work Breakdown Structure Limited Edition Lottery Subsystem			
Task ID	Task Description	Duration	Predecessor
Project planning			
1	Project Manager meeting with client	1.5	0
2	Project team meeting	1	1
3	Develop and schedule WBS	1.5	2
4	Obtain client approval	1	3
Analyst tasks			
5	Meet with sale team	2	4
6	Meet with marketing team	2hrs	4
7	Analyze the system requirement	3hrs	5,6
8	Document functional requirements	1hr	7
9	Create user activities	3hrs	7
Design tasks			
10	Design classes and access, control mechanisms	2hrs	7
11	Design communicating mechanisms with other subsystems	2hrs	10
12	Design luck counter	2hrs	11
13	Design low-fidelity and high-fidelity wireframes	4hrs	7
14	Review design with Marketing team	2.5hrs	11,12,13
15	Review design with client	2.5hrs	11,12,13
Build tasks			
16	Design UI/UX	10hrs	8,9,10,11,12,13,14,15

17	Implement classes and access, control mechanisms	10hrs	10,12,13,15,16
18	Implement communicating mechanisms with other subsystems	10hrs	10,11,12,15,16
19	Perform unit test	2hrs	16,17,18
20	Perform integration test	1.5hrs	19
21	Perform user acceptance test	1hrs	20
22	Release acceptance version	0.5hr	20

Table 5.1: Work Breakdown Structure for Limited edition lottery subsystem

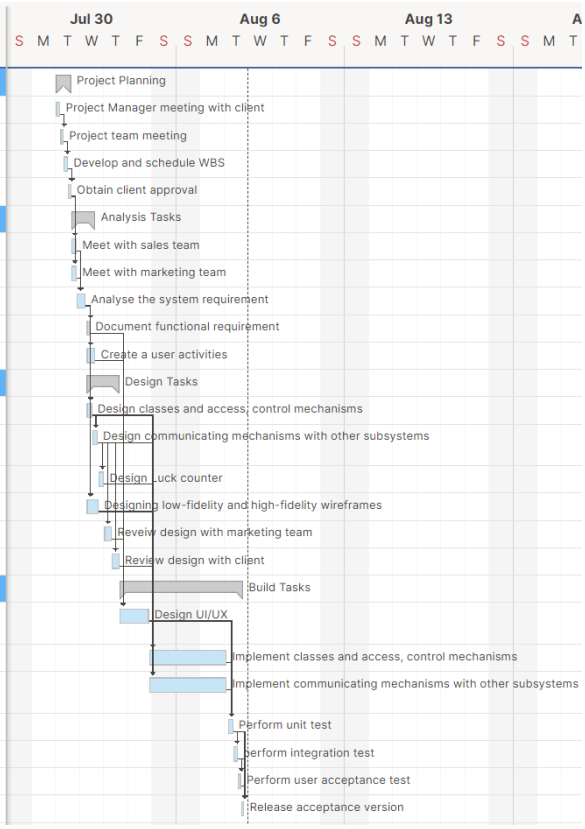
b) Gantt Chart

The Gantt Chart displayed below was defined using Smartsheet and is based on the previously mentioned Work Breakdown Structure (WBS). It shows the Task ID, Task Descriptions, duration, start and end date, and predecessor completion and required sequences.

Table 2.1 clearly indicates that the **"Limited lottery subsystem"** requires **1 week** which concludes to be **5 working days** for evaluation after exempting weekends. The explanation for this has already been provided in the above-mentioned table including detailed summary.

At last, Finally, the **critical path** has been established using the lightning blue theme one of the among others for The Shūchaku Anime Store. Each task has a specified timeline, and any delays can cause a non-positive impact on the image of management. Therefore, the critical path allows every process to stay on scheduled track.

Tasks ID	Tasks	Duration	Start Date	End Date	Predecessor
	Project Planning	***0.625d***	***08/01/23***	***08/01/23***	
1	Project Manager meeting with client	1.5h	08/01/23	08/01/23	
2	Project team meeting	1h	08/01/23	08/01/23	1
3	Develop and schedule WBS	1.5h	08/01/23	08/01/23	2
4	Obtain client approval	1h	08/01/23	08/01/23	3
	Analysis Tasks	***1d***	***08/01/23***	***08/02/23***	
5	Meet with sales team	2h	08/01/23	08/01/23	4
6	Meet with marketing team	2h	08/01/23	08/01/23	4
7	Analyse the system requirement	3h	08/01/23	08/02/23	5, 6
8	Document functional requirement	1h	08/02/23	08/02/23	7
9	Create a user activities	3h	08/02/23	08/02/23	7
	Design Tasks	***1.375d***	***08/02/23***	***08/03/23***	
10	Design classes and access, control mechanisms	2h	08/02/23	08/02/23	7
11	Design communicating mechanisms with other subsystems	2h	08/02/23	08/02/23	10
12	Design Luck counter	2h	08/02/23	08/02/23	11
13	Designing low-fidelity and high-fidelity wireframes	4h	08/02/23	08/02/23	7
14	Reveiw design with marketing team	2.5h	08/03/23	08/03/23	11, 12, 13
15	Review design with client	2.5h	08/03/23	08/03/23	11, 12, 13
	Build Tasks	***3.125d***	***08/03/23***	***08/08/23***	
16	Design UI/UX	10h	08/03/23	08/04/23	8, 9, 10, 11, 12, 13, 14, 15,
17	Implement classes and access, control mechanisms	10h	08/04/23	08/08/23	10, 12, 13, 15, 16
18	Implement communicating mechanisms with other subsystems	10h	08/04/23	08/08/23	10, 11, 12, 13, 15, 16
19	Perform unit test	2h	08/08/23	08/08/23	16, 17, 18
20	perform integration test	1.5h	08/08/23	08/08/23	19
21	Perform user acceptance test	1h	08/08/23	08/08/23	20
22	Release acceptance version	0.5h	08/08/23	08/08/23	19, 20, 21



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