



PROJECT PLAN

THE VERSION HISTORY OF THE DOCUMENT

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1. INTRODUCTION

1.1 The Aim of the Document

This document explains development of a fictional online-only retail bank named OAMK Bank. The project is part of curriculum needed to complete first year studies at OUAS. Intended audience of this project work is students of DIN17SP group and project supervisors, Kari Laitinen and Pekka Alaluukas.

OAMK bank provides basic retail banking services with possibility for consumer credits and loans. Corporate banking services does not belong to operation of OAMK Bank.

Documentation includes background information about project, group members, development plan for the project (including ideas, processes and how the project will be implemented. The project uses the *Waterfall model*.

To aid the completion of the project, knowledge acquired from courses studied earlier in the academic year were utilized. Skills acquired from Database, PHP Programming and JavaScript courses from module ID00BO86 of the curriculum served a major role in the design of OAMK Bank's online banking portal.

2. THE CONTENTS OF THE PROJECT

2.1 Background Information and Starting Points of the Project

Project partners for this project are Oleksandr Gudenko, Kihun Han, Ifedayo Olaleye and Tran Nham. Brainstorming for an idea was briefly made. The team eventually proceeded with the idea proposed by Kihun Han.

During the brainstorm session, a name for the bank was decided together with a logo for the bank. A GitHub repository was created, and team members were all given access to the repository.

Team's task was to design an online banking solution where bank customers will be able to open an account with the bank. Registration information is sent to the bank MySQL-database system and a customer ID is automatically generated for prospective customers. Upon approval, customers will be able to log in to view their account information, make payments, transfer money within own accounts and apply for loans. There is also a possibility to send message to the bank in a logged in session.

For added security, a two-factor authorization was implemented to the login process.

2.2 Subject

Aim of the project is a creation of a fictional online-only bank without physical entity. Target group will be mainly customers within the ages 18-45 who are familiar with Internet technologies. Bank offers similar services as other retail banks without debit and credit cards. In the future, the bank plans to extend services to include mobile payment systems such as Android Pay, Apple Pay etc.

Within the first few years of operation, all financial transactions will be performed online. The user will be able to manage his or her bank account and take a loan if necessary.

Additionally, the bank will introduce added security measures such as 2-step authentication for the login system. This will greatly improve overall security of financial transactions.

3 ORGANIZING THE PROJECT

3.1 Supervising Group

The supervising group of the project consists of the following persons.

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3.2 Project group

The project group consists of the following persons.

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4 DELIVERABLES

Deliverables of the project are as follows: -

- Project plan document
- Functional specifications of the online bank
- Source code files
- Test report
- Presentation