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| Project Closure Report | |
| Purpose: This report should be completed at the end of a project. | |
| Project Name | **RepairBud** |
| Project Team | **T15** |
| Company Name | **N/A** |
| Company Contact | **N/A** |
| Project Actual Start Date | **2020-01-05** |
| Project Actual End Date | **2020-03-27** |
| Reason for Project Closure | **End of Academic Term** |
| Client Acceptance Date | **2020-04-14** |
| Project Description | RepairBud is a software as service application. It focuses on industries within the car servicing sector that is still heavy reliant on paper base business processes and storage. The software is aimed to rid business’ within this sector to handle user information, customer bookings, and payment history within one single application that is safe and secure. As these companies deal with sensitive information, storing it in the form of paper documentation is risky. RepairBud is aimed to be a user friendly application that is easy to use and most importantly helpful. |

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| Closure Activity Confirmation | | |
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| **Item** | **Confirmation** | **Comments** |
| **Project Considered a Success** | **NO** | Due to some unforeseen issues within the group we were not able to build the application to the extent that we would call the project a success.  As we did complete a bulk of the project. As a group we estimate around 80% of the project is confirmed done. We worked endlessly to get to a point where we deemed the project is in a state we will content to present |

| Release of Hardware / Software | | |
| --- | --- | --- |
| Item | Description | Release Date |
| MEAN Stack Front-End (Angular 8) | API client data handler   * Controls views * Displays User Interface * Handles events (button clicks, key strokes etc.) | **2020-03-30** |
| MEAN Stack Back-End  (MongoDB, Express, NodeJS) | API Client Data Handler   * Handles HTTP request * Connects to our server database * Established back-end connection to front-end | **2020-04-15** |
| Live Website | N/A   * Due to time restrictions we were not able to deploy or website as of yet | N/A |

| Project Archival List | | | | |
| --- | --- | --- | --- | --- |
| Project Deliverables Report | | |  | |
| # | File / Email Description | Document Location | | Storing Media (Hardcopy/Softcopy) |
| 1 | Project Vision |  | | Softcopy |
| 2 | Project Charter |  | | Softcopy |
| 3 | WireFrames/Mock-ups |  | | Softcopy |
| 4 | High Level system Requirements |  | | Softcopy |
| 5 | System Analysis And Design |  | | Softcopy |
| 6 | Project Status Report 1 |  | | Softcopy |
| 7 | System Implementation 1 |  | | Softcopy |
| 8 | Project Status Report 2 |  | | Softcopy |
| 9 | Project Status Report 3 |  | | Softcopy |
| 10 | Project Summary |  | | Softcopy |
| 11 | Final Presentation |  | | Softcopy |
| 12 | Final System Implementation |  | | Demo |

| Re-usable Component / Tools Developed | | |
| --- | --- | --- |
| # | Re-usable Component / Tools Name Description | File Name |
|  | N/A |  |

| Project Value/Benefits | | |
| --- | --- | --- |
| Provide a summary of the value/benefits of this project and indicate whether they have already been realized or will be realized in the future. | | |
| # | Value/Benefit | Realized / Future |
| 1 | Reduces paper usage when dealing with client information and sensitive data | Realized |
| 2 | All companies important files within on application, no need for file storage or paper lose within the company | Realized |
| 3 | Easy to use application where everything you need is in its proper place and no confusion caused by the user experience of our site | Realized |
| 4 | Easy for users to add records in our application (bookings, customer profiles, payment history etc) | Realized |

| Lessons Learned | |
| --- | --- |
| Include any technical, managerial lessons learned, preventative measures for issues faced, and aspects of the project that had a positive impact on the success of the project. | |
| # | Description / Explanation of Lesson Learned |
| 1 | Time Management is essential to the success of any project. This was a lesson learned for our team as we needed to prioritize our time as efficiently as we could in order to meet the goals that we wanted to achieve. |
| 2 | Team Work is also a big factor in web/software development as without team chemistry that can be the decided factor of a successful work environment. Team work enables members to keep on going even though the work is getting tough. The members around you are just as important than the type of technology stacks you are using. A good team motivates you too keep working, and makes you realize that the relationships arounf you are just as important as the software to be developed. |
| 3 | Design/Planning/ and testing are crucial to the application. If you have a clear direction of where you want the project to go and a clear plan in place it becomes much easier to manage task. |
| 4 | The market potential for our type of application is in high demand. As more and more companies are looking for a software as a service to handle all business process, communications and file handling in one convenient application. As we were research for our software we came across multiple technology articles that rephrase the need for companies to go more digital as it is more secure and easier to use and maintain then paper based operations. |

| Best Practices | |
| --- | --- |
| Identify any innovative methods, techniques, processes developed, as well as any other best practices used on the project. | |
| # | Description of Best Practice |
| 1 | **Agile Methodologies –** The agile mythology was the technique that allow us to move through phase seamlessly as it first taught us to plan out our project with well formatted documents and build ideas. It gave use a clear vision of who will be using our application and why we are building it. Without the agile methodology we would have a hard time building our software blindly. |
| 2 | **Scrum Methodologies –** This methodology goes hand and hand with the agile method. As this type of software that we were developing calls for the scum process. It help with planning out our assignment and getting a clear path on how we wanted to build our software. |
| 3 | **UX/UI Design –** As we developed our application we studied some basic user experience and user interface design practices. This process we for the purpose to make the experience for the user as quality as it can be and making our application stand out a bit more. |

| Prepared By | | | |
| --- | --- | --- | --- |
| **Project Team** | **REPAIRBUD TEAM** | | |
| (name) (signature) (date) | | |
| **T15** | Artem Dryevov A.D 04/11/2020 | | |
| **T15** | Asim Patel A.P 04/11/2020 | | |
| **T15** | Patrick Parreno P.P 04/11/2020 | | |
| **T15** | Elham Salmanian E.S 04/11/2020 | | |
| Handover Approvals | | |
|  | | |
| **Stakeholder/Industry partner Name and Title** | | **N/A** |
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| Project Closure Approval | |
| **Stakeholder/Industry partner Name and Title** | **N/A** |
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Document Reference: www.ocio.gov.nl.ca/OCIO/pmo/docs/**project\_closure\_report**\_template.docx