**Project Management**

**Supermarket System**

* **Offical project name :** Supermarket System.
* **Project sponser and contact information :** Rehab Ashraf.
* **Phone :**01008051280
* **Project manager and contact information :** Arwa Ezz .
* **Phone :**01006754169
* **Purpose of the project :**

1. Organizing the system of the supermarket and calculating the average of the annual profit by the easiest and best way as possible as we can .
2. Applying the QR technology code toy check the correct price of the goods .
3. Providing an application that helps the client to choose which goods he want to buy and if the good is available at the supermarket or not.
4. Providing the online shopping from the supermarket and delivering the goods to the clients.
5. Providing an automated system that helps the client to find the appropriate goods for the price he enters in this system .

* **Key deliverables of the project :** deal with the system of the supermarket as possible as we can , less the effort of the human and try to do the most of the jobs of the supermarket by using the this automated system .
* **Budget of the project :** 100,000 LE
* **General statement about how the team will approach the work :**
* We cooperate with each other to make the easiest and best project at the lowest coast .
* **Basic timeline of when the project milestones will be reached:**
* We started the project : on 25/10/2021
* We will check the project : on 25/1/2022
* We will end the project : on 1/2/2022
* Sources and refrence : IT Project Management book.
* **Project staff :**

(Rehab Ashraf –Arwa Ezz – Tsabeeh Mohamed – Arwa mostafa)

* **High level risks :**
* When some products don’t exist on the system of the project we made .
* When the budget end before we end the project purpose .

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* ***The project scope statement***
* ***Product scope description:***

- we will deliver a system to the owners of the supermarket , an application which helps the clients at dealing with the products and knowing their prices and using the QR code technology at buying the products.

-The project will not exceed the specified time and budget and will not go out of the supermarket system .

* ***Product Acceptance Criteria:***

-The system must include all supermarket products by registering them all in the system before it can be applied to the supermarket , which differs from supermarket to another .

* ***Project Deliverables:***

- A report explaining how the system works and how to deal with it .

- Delivering devices that support the system and help it work accurately, such as an application that works with QR technology.

* ***Project Exclusions:***

- The application used to know the prices of the products is only responsible for displaying the prices of the products and their names without attaching pictures to them or specifying the quantity available in the supermarket.

* ***Project constrains :***

-It must not exceed 100,000 LE.

-It must be finished on 1/2/2022.

* ***Project Assumptions:***

- The system must contains all the products that existed in the supermarket and their correct prices without any errors .

-The system must allow the addition of new goods when the old quantity runs out .

- delivering the goods to the customer in the best way without any damage .

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* ***Work Breakdown Structure {WBS }***

1. Database
2. Network

2.1. Router

2.2. LAN

2.3. WAN

1. Test the application.

3.1 analysis the project .

3.2 develop the Project .

3.3 test the validity of the project .

4.Ending and Launching the project .

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* ***WBS Dictionary***

1. Database : all data about the project .
2. Network : the mean of connection among the system devices in the supermarket .
   1. Routers : link between WANs of the supermarket system in different and remote areas .
   2. WAN: link between LANs of the supermarket system in different and remote areas.
   3. LAN: The supermarket network in which the system operates .

3.Test the application :

-find out if the app is working properly or not .

3.1.Analysis the project :

- find out if the project has any error or not .

3.2.Develop the Project :

- correcting the errors , if found .

3.3.test the validity of the project :

- enter some products and their prices then launch the project .

4.Ending and Launching the project :

- end the project and make it launch in the supermarket .

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* ***Roles and Responsibilities Matrix***

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Project manager | Application developer | Network engineer | Project designer | Project sponser |
| Create the application. | A | C | P | P |  |
| Test the application. | R | A | P |  |  |
| Package the  application. | A |  |  | P |  |
| Test the application  release. | R | A | P |  | R |
| Push the application  to the workstation. | A |  |  | C | R |
| Check the system  errors. |  | A | C |  |  |
| Code error handling. | R | C | P |  |  |
| Check the charter  of the project . | A |  |  | P | R |
| Check the budget  Of the project . | R |  |  |  | A |
| Marketing the project | R |  | P |  | C |

1. reviews

P-participant

A-approves

C-creator

|  |  |  |
| --- | --- | --- |
| Activity | Description | Preceding activity |
| 1. | Database | none |
| 2. | Network | none |
| 2.1 | Router | network |
| 2.2 | LAN | network |
| 2.3 | WAN | network |
| 3. | Test the application | none |
| 3.1 | Analysis the project | Test the project |
| 3.2 | Develop the project | Test the project |
| 3.3 | Test the validity of the project | Test the project |
| 4. | Launching and end the project | Database,Router,LAN,WAN,  Analysis,Develop and Test the validity of the project . |

* ***Project Network***

|  |
| --- |
| 1 |
| database |

|  |
| --- |
| 2.1 |
| router |

|  |
| --- |
| 2.2 |
| LAN |

|  |
| --- |
| 4 |
| Launching and  End the project |

|  |
| --- |
| 2 |
| network |

|  |
| --- |
| 2.3 |
| WAN |

|  |
| --- |
| 3.1 |
| Analysis the  project |

|  |
| --- |
| 3 |
| Test the  application |

|  |
| --- |
| 3.2 |
| Develop the  project |

|  |
| --- |
| 3.3 |
| Test the  Validity of  The project |

* ***Resource Constrained***

|  |  |  |
| --- | --- | --- |
| **6** | **2.1** | **8** |
| **1** | **routers** | |
| **7** | **2** | **9** |

|  |  |  |
| --- | --- | --- |
| **11** | **3.1** | **14** |
| **0** | **Analysis the**  **project** | |
| **11** | **3** | **14** |

|  |  |  |
| --- | --- | --- |
| **0** | **1.** | **4** |
| **0** | **Database** | |
| **0** | **4** | **4** |

|  |  |  |
| --- | --- | --- |
| **6** | **2.2** | **8** |
| **1** | **LAN** | |
| **7** | **2** | **9** |

|  |  |  |
| --- | --- | --- |
| **14** | **4.** | **16** |
| **0** | **Ending and**  **Launching**  **The project** | |
| **14** | **2** | **16** |

|  |  |  |
| --- | --- | --- |
| **4** | **2.** | **6** |
| **0** | **network** | |
| **4** | **2** | **6** |

|  |  |  |
| --- | --- | --- |
| **9** | **3.** | **11** |
| **0** | **Test the**  **application** | |
| **9** | **2** | **11** |

|  |  |  |
| --- | --- | --- |
| **11** | **3.2** | **14** |
| **0** | **Develop the**  **project** | |
| **11** | **3** | **14** |

|  |  |  |
| --- | --- | --- |
| **6** | **2.3** | **9** |
| **0** | **WAN** | |
| **6** | **3** | **9** |

|  |  |  |
| --- | --- | --- |
| **11** | **3.3** | **13** |
| **1** | **test the**  **validity of**  **the project** | |
| **12** | **2** | **14** |

|  |  |  |
| --- | --- | --- |
| **ES** | **ID** | **EF** |
| **SL** | **Description** | |
| **LS** | **DUR** | **LF** |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **ID** | **RES** | **DUR** | **ES** | **LF** | **SL** | **0:1** | **1:2** | **2:3** | **3:4** | **4:5** | **5:6** | **6:7** | **7:8** | **8:9** | **9:10** | **10:11** | **11:12** | **12:13** | **13:14** | **14:15** | **15:16** |
| 1. | **2P** | 4 | 0 | 4 | 0 | 2 | 2 | 2 | 2 |  |  |  |  |  |  |  |  |  |  |  |  |
| 2. | **2P** | 2 | 4 | 6 | 0 |  |  |  |  | 2 | 2 |  |  |  |  |  |  |  |  |  |  |
| 2.1 | **1P** | 2 | 6 | 9 | 1 |  |  |  |  |  |  | 1 | 1 |  |  |  |  |  |  |  |  |
| 2.2 | **2P** | 2 | 6 | 9 | 1 |  |  |  |  |  |  | 2 | 2 |  |  |  |  |  |  |  |  |
| 2.3 | **2P** | 3 | 6 | 9 | 0 |  |  |  |  |  |  | 2 | 2 | 2 |  |  |  |  |  |  |  |
| 3. | **1P** | 2 | 9 | 11 | 0 |  |  |  |  |  |  |  |  |  | 1 | 1 |  |  |  |  |  |
| 3.1 | **2P** | 3 | 11 | 14 | 0 |  |  |  |  |  |  |  |  |  |  |  | 2 | 2 | 2 |  |  |
| 3.2 | **2P** | 3 | 11 | 14 | 0 |  |  |  |  |  |  |  |  |  |  |  | 2 | 2 | 2 |  |  |
| 3.3 | **2P** | 2 | 11 | 14 | 1 |  |  |  |  |  |  |  |  |  |  |  | 2 | 2 |  |  |  |
| 4. | **1P** | 2 | 14 | 16 | 0 |  |  |  |  |  |  |  |  |  |  |  |  |  |  | 2 | 2 |
| **Total Resource Load** | | | | | | 2 | 2 | 2 | 2 | 2 | 2 | 5 | 5 | 2 | 1 | 1 | 6 | 6 | 4 | 2 | 2 |
| **Resource Available** | | | | | | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 |

* ***Budget Baseline***
* **What are the risks that can face your project?**

-When some products don't exist on the system of the project we made.

-When the budget end before we end the project purpose.

* **How to deal with these risks?**

-Providing all products so that there is no shortage of some products.

* **Demostrate how to montior your project ?**

- A meeting is held every certain period of time to see what the project has achieved.