Project Charter

Team Number: 10

Team Member Names: ​Rishabh Jeed, Nafis Bhamjee, Aamir Vidha, Mohammed Aadil Suhail Shaikh​

Team Name: Neon

Date: 05/23/2024

The project charter represents the first blueprint of the system. It is a statement of intent by your client of their desire to develop a software solution.

## Business Purpose

NB Technlogies aims to revolutionize the way old electronic devices are handled and repurposed. Instead of letting them collect dust or end up in landfills, NB Technlogies offers a comprehensive solution for individuals and businesses to sell, refurbish, and recycle their old electronic devices in an environmentally friendly and socially responsible manner.

## Project Roles/Responsibilities

|  |  |
| --- | --- |
| **Team Member Name** | **Project Role** |
| Mohammed Aadil Suhail Shaikh | Project Leader |
| Nafis Bhamjee | Client |
| Aamir Vidha | Developer |
| Rishabh Jeed | Developer |

## Feature List

* + - **Dashboard:** A centralized dashboard providing an overview of key metrics, alerts, and other important information relevant to the user’s roles.
    - **User Authentication:** Secure login system with role-based access control to ensure only authorized users can access specific features and data.
    - **Reporting and Analytics:** Generate customizable reports and visualizations to analyze data, track performance, and make informed decisions. This could include charts, graphs, and data export options.
    - **Integration Capabilities:** Ability to integrate with other tools and platforms commonly used in the organization, such as email clients, CRM systems, and productivity apps.
    - **Mobile Responsiveness:** Ensure the app is optimized for mobile devices, allowing users to access and manage tasks on the go.
    - **Notifications and Alerts:** Provide customizable notifications and alerts to keep users informed about important updates, deadlines, and changes within the system.

## System Objectives

* + - **Minimizing Electronic Waste**: The primary aim of the system is to reduce the amount of electronic waste generated by providing individuals and businesses with an accessible and convenient solution for handling their old devices.
    - **Maximizing Social and Environmental Impact**: Through educational outreach and environmental conservation efforts the system aims to generate positive social and environmental impact, empowering individuals and communities to participate in sustainable practices and contribute to a healthier planet.

## Project Critical Success Factors

## **Customer Satisfaction**: Ensuring a positive experience for customers is crucial. This includes providing accurate device assessments, timely repairs, fair pricing, and excellent customer service throughout the process.

## **Market Demand and Pricing**: Understanding market demand for refurbished devices and setting competitive pricing is critical for sales success. Continuous market research and analysis can help identify trends and adjust pricing strategies accordingly.

## **Environmental Impact**: Demonstrating a positive environmental impact, such as reducing electronic waste and carbon emissions is important.

## **Continuous Improvement**: Embracing a culture of continuous improvement and innovation is crucial for staying ahead of the curve, adapting to changing market dynamics, and addressing emerging challenges and opportunities in the electronic device industry.

## Preliminary Technical Architecture

C# ASP.Net along with the MS SQL database server.

## Event Table

*A catalogue of use cases that lists events in rows and key pieces of information about each event in columns. The event table lists the business events that are to be part of the software solution.*

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| *Event* | *Trigger* | *Source* | *Use*  *Case #* | *Use Case* | *Response* | *Destination* |
| *User Registration* | *First time login* | *Customer* | *UC01* | *Register new User to the system* | *User details are saved and used to make their profile* | *Customer* |
| *Transaction summary report* | *End of month* |  | *UC02* | *Produce report* | *Monthly reports* | *Admin* |
| *Email communication* | *On system communication between users* | *Customer* | *UC03* | *On system Communication* | *Messages are sent among users regarding transactions* | *Customer* |
| *Online product registration* | *Anytime after user login* | *Customer* | *UC04* | *Users registers he product(old gadgets) he wants to sell* | *Registered product is enlisted in selling products list on application* | *Customer* |
| *Online Product purchase* | *Anytime after user login* | *Cstomer* | *UC05* | *Users can proceed to buy any product from the enlisted products to purchase* | *Purchase order is placed and communication is sent to seller to start the purchase* | *Customer* |
| *Transaction Notifications* | *System* | *System* | *UC06* | *Sends communication updates to both the parties regarding the ongoing transaction* | *Emails are sent to buyer and seller regarding the stage of transaction* | *Customer* |
| *Feedback and Reporting* | *Anytime after the transaction* | *Customer* | *UC07* | *Sends feedback of transaction carried out* | *Inpormation is collected and analysed for continuous improvement of the system* | *Admin* |

## Reference

Satzinger, J., Jackson, R., Burd, S.D. (2008). Systems Analysis and Design in a Changing World (5th ed.). Course Technology. p. 169.