OnlyBugs Inc.



Project Plan

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## Client Description

Our client is Ms. Sreedevi who will represent and who we can contact using email: s.thayyakatheraveendran@fontys.nl and weekly meetings.

Media Bazaar is a daughter company of Jupiter that is trying to open a shop in Eindhoven and for that they need an application which helps them with the overall management of the store but mainly for that of employee and stock.

## Team Introduction

Our team consists of 4 people who will be represented by Daniil Blagoev.  
you can contact him using email: [d.blagoev@student.fontys.nl](mailto:d.blagoev@student.fontys.nl) and weekly meetings.

Team: Daniil Blagoev, a student from Bulgarian origin.  
 Jakub Jelínek, a student from the Czech Republic.  
 Rositsa Nikolova, a student from Bulgarian origin.  
 Rens van den Elzen, a student from the Netherlands.

We are software engineering students in Fontys and we all have worked together on a different project before and all of us contributed something that helped get the project to a very respectable and well-functioning final version. We think that we can do even better with this project since we have acquired new skills and knowledge.

## Current situation

Parent company Jupiter wants to open a new shop called Media Bazaar and they prefer being well prepared before they open the shop. They feel that the biggest roadblock will be managing employees and their shifts. That is why they want an application that will allow them to manage their employees and their statistics, and a way to manage their inventory.

## Problem statement

The software solution focuses on two main problems: managing employees and keeping track of stock. The administration of the employees has the highest priority as the client requested. For the administration department the system is going to solve the problems with assigning work shifts, keeping track of attendance and adding and removing employees. The management department is currently not able to see an overview of the employees, stock, and detailed information about every employee, which is essential for every management team. The employees cannot adjust their working shifts and edit their personal information at the moment, which can cause misunderstandings in the working process. To summarize, the issues listed above can lead to misinformation, lack of coordination between the different departments, difficulties in the working processes and delays.

## Project goal

Our team aims at designing a user-friendly and easily extensible software system for managing employees and stock in the hardware store from scratch. The first release includes a desktop application with three types of users – Administrator, Manager and Worker. The user interface and functionalities are going to be different for every user. For administrators, the application is going to provide the ability to manage employees and schedule, for managers - useful statistics and overview of employees and for the workers - checking their own schedule.

In the second release a website for the workers is going to be created with additional functionalities.

## Deliverables x non-deliverables

Our team will deliver an external deliverable, i.e. working system which solves the problems mentioned during our meeting interview, URS (User Requirements Specification) document which describes the business needs for what users require from the system and an internal deliverable such as user’s guide, i.e. how to use an app (e.g. user accounts).

Since our client was clear about his main concerns and priorities, we will focus on those. Priorities such as managing employees and managing stock. From these two, our client gives higher importance to managing employees over managing stock.

However, we must be realists and acknowledge that six weeks is not a long time. Besides, we would need more meetings and more consultations regarding specific problems. We can promise a working solution (App).

What we cannot promise is a website and automated scheduling of working shifts. Opportunity to schedule shifts manually is guaranteed.

Our team will do its best to delight you with our software solution and the attached documents.

## Project Constraints

The first product presentation has a hard deadline of week 6. It will consist of the team presenting the functionalities with the highest priority (managing employees and stock), which will come in the form of an application. The team’s focus will be on making the prioritised requirements fully functional and the visual quality of the product might suffer slightly, as it will be put in the background until most other things are fully working. The programming languages which will be used are: C# and SQL for the application’s logical processes, HTML and CSS for the visual representation of it. We suspect that no money will have to be spent on hardware as such problems can be taken care of by our university (ISSD). The project plan document will be finished by the end of the first week, the URS by the end of the second and from then up until week 6 we will be working on the implementation.

## Phase planning

Phase 1:

* Activities: Pre-implementation documents
  + Activity 1.1a:
    - Analysis of the first interview with the customer and initial work on the Project plan document
    - Estimated time: ~3 hours; done by the end of week 1
  + Activity 1.2a:
    - Finalisation of the project plan document based on feedback
    - Estimated time: ~1 hour; done by the end of week 2
  + Activity 2.1a:
    - Second customer interview
    - Estimated time: ~45 minutes; done at the very beginning of week 2
  + Activity 3.1a:
    - Analysis of the second customer interview, outlining the discussed requirements and initial work on the URS document
    - Estimated time: ~4 hours; done by the end of week 3
  + Activity 3.2a:
    - Finalisation of the URS document based on feedback
    - Estimated time: ~1 hour; done by the end of week 4
* Deliverables (Milestone 1):
  + Deliverable 1.1: Project plan document
  + Deliverable 2.1: URS document

Phase 2:

* Activities: Implementing the software solution
  + Activity 1.1a:
    - Creation of the base architecture of the app based on the customer’s functional requirements and beginning the building process
    - Estimated time: ~7 hours; done by the end of week 4
  + Activity 1.2a:
    - Finishing touches on the app and work on the final UI design
    - Estimated time: ~5 hours; done by the end of week 5
  + Activity 2.1a:
    - Creation of a test plan and sending it to peers
    - Estimated time: ~3 hours; done by the end of week 5
  + Activity 3.1a:
    - Review peers and filling in their test report
    - Estimated time: ~2 hours; done by the end of week 5
* Deliverables (Milestone 2):
  + Deliverable 1.1: Test plan for our own project
  + Deliverable 2.1: Test report for the other group’s project

Phase 3:

* Activities: Presenting the software solution
  + Activity 1.1:
    - Creating a process report
    - Estimated time: ~2 hours
  + Activity 2.1:
    - Presenting the software solution to the customer and peers
    - Estimated time: ~30 minutes
* Deliverables (Milestone 3):
  + Deliverable 1.1: Process report
  + Deliverable 2.1: Software solution