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A Software Solution For Media Bazaar

Project Plane

Team Members

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# Introduction

## 1.1 About the Project

“A Software Solution for “Media Bazaar” is the project of Media Bazaar. Media Bazaar is going to open their new shop in Eindhoven, for which they are looking for a proper administration application. Our team is going to work for Media Bazaar to provide them with a software solution according to their requirements.

## 1.2 Document Purpose

The Project Plan will define the project and will provide a roadmap for the project, it will identify who will do it. It will specify the goals and the objectives, and also how the following goals will be achieved. Furthermore, it will also identify the timelines for completion. Additionally, the plan will show the requirements of the client and the agreement between client and developers.

## 1.3 Project Approach

* Analysis (Project Plan, URS)
* Design (UML Diagram)
* Implementation
* Testing
* Final Product

## 

# Project Statement

## 2.1 Client

Mr.Hartingsveldt, Stan S.van is our client .He is the representative of company “Media Bazaar” . We can contact the client via email or MS Teams.

Email address: [s.vanhartingsveldt@fontys.nl](mailto:s.vanhartingsveldt@fontys.nl)

## 2.2 Group Leader

Project “Software Solution For Media Bazaar” is going to be led by *Yordan Ivanov.*  He is a student of ICT and Software Engineering at Fontys University of Applied Science. He will work nicely and cooperatively with the client along with his team.

## 2.3 Current Situation

Media Bazaar is a hardware store which is going to open their new shop in Eindhoven. Therefore, they are looking for an application to store information regarding their workers and also to keep track of their stock. For administration purposes currently they are using excel sheets and google calendar. Our team is going to meet the representative of Media Bazaar and will come up with an application according to their requirements.

## 

## 2.4 Problem Description

Media Bazaar is going to open a new hardware store. Lack of an efficient way for storing important information of the employees and the stock is the main problem which Media Bazaar is facing at this time. As it is mentioned before that currently excel sheets and google calendars are being used by the administration to store the data, which is too detailed and unreliable. Also the other problem which they are facing is proper scheduling (shifts management and attendance) of their employees, for which Media Bazaar is also interested in something productive. It will be easier for them, work more effectively and provide better services to their customers.

# 3.Goals

## 3.1 Project Goal

Goal for the project is to design an effective application for the administration system and a website for proper scheduling of employees according to the requirements of the company Media Bazaar.

Goals of the project are:

1. Accomplish projects objectives within defined time and according to the given requirements.
2. Make a project plan for the software solution.
3. Make a URS
4. Make test plan
5. Make a design consisting of UML diagram
6. Design a desired application

# 4. Deliverables

As it is going to be a brand-new company the client might want to add or change things by the time we are working, so we must be flexible and versatile to satisfy his needs. Along the way we are not the only team that is going to be building this software solution. We do not have any prepared software and we will start from the very beginning. We are going to deliver the following functionalities:

1. User management
   1. Administrator can add and hire to a certain position a new worker and add his information in the system
   2. Administrator can hire an employee
   3. Administrator or the worker himself can change his information
2. Scheduler for workers
   1. The schedule will have type of job, working week, date, working hours, shift type, per shift and depo location.
3. Website
   1. On the website the employee can see his personal information and can edit it
   2. On the website the employee can see his own schedule for certain week and combined working hours for that week
4. Depot management
   1. Depo workers can create new type of stock
   2. Depo workers can add new stock
   3. Sales workers can request new stock
   4. Depo workers can send stock to the sales workers
5. Statistics for stock and employees
6. Every employee has individual information about himself

# 5.Non-deliverables

## Expectations

There might be functionalities that do not persist in our end software depending on the difficulty of the requirements. Our client can have expectations based on the deliverables list and we are confident that we will deliver the right software for them. For now, we can’t deliver these functionalities:

* Website to see the schedule and info
* Employee can change his own schedule

# 6. Constraints

## 6.1 Project limits

The main goal of the project is to deliver a software solution that will satisfy our client and make his and the company employees’ job more pleasant and efficient. We can add additional features to the app depending on our experience and skills. Our team is confident in delivering the base requirements and if time and resources are on our side we will add additional features making the application better. The time frame is 4 weeks.

## 

## 6.2 What are we going to use to create the app

We have knowledge of using the program language C# and some skills for SQL and databases respectively. With this software and components, we are going to create the client’s application.

# 7. Phasing

## 7.1 Milestones

Phase I:

Initiation:

1. Initiation phase is the starting phase of the project during initiation phase the tasks to be done are:
2. To form a group
3. Interview the client

Deliverables for Phase I:

1. Project Plan

Deadline: Week 1

Phase II:

Design:

1. Events that will take place during design phase are creating URS
2. UML diagram
3. GUI mockup

Deliverables for Phase II

1. URS

Deadline: Week 3

Phase III:

Build:

1. During build phase coding of the application will be started according to the URS

Deliverables for Phase III

1. Intermediate version of Application

Deadline: Week 4

Phase IV:

Testing:

1. Testing phase is to test the application.

Deliverables for Phase IV

1. Test Plan
2. Test Report

Deadline: Week 5

Phase V:

Deploy

1. Deployment is the final phase of the project.

Deliverables for Phase V

1. Final version of application
2. Presentation

## 7.2 Phasing figure

## 

## 7.3 Workflow

Starting from the first week we are going to make a documentation of our product. After creating it and having a view of what we want and plan to do we will make a user requirements specification and, in the meantime, gather and think of some ideas for the software. Later on, with the interview we will be able to have some conclusions about what to build. After collecting information from our client, we can start work on the application, spread the work equally and synchronize between the weeks. In the process of our work there might appear changes so contact with the company manager will be vital.

## 7.4 Decision making

Our work will be based on our clients’ decisions throughout the span of time we have to create the project.

# 8. Conclusion

Generally speaking, the company needs a software solution that can make their job and their employees work way more efficient by managing it. The problems can be easily solved with our application and we are positive in succeeding with our task.