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The idea came from the amount of shoes Irit's mother have and how hard it is to know where in the house is the one she is looking for. There was no way to keep track of the items and their locations.

Project Initiation Document (PID) Assignment

1. Business Case & Project Charter

Project Name (options):

- MyCloset
- OutfitMe
- ClosetManager
- Look&Find
- FitMatch

Problem statements

It's common to have problems in organizing your house, knowing what you have and where it is, losing items, forgetting you have them and buying doubles or something that won't match anything you already have.

Another connected problem is while trying to decide what to wear can take a lot of time, mess their closets and house and some people can have a hard time to choose the outfit for specific events.

Market Research

existing apps like H&M or Zara offer clothes to buy.

There are apps like Acloset or Whering for styling with your clothes without specifically managing your storage.

Purpose and Objectives

- keeping track of your closet
- creating and sharing outfits

Benefits and Impact

Decreases time in choosing item, build your outfit and no cleaning your mess after it, not only for you but for your family or business.

Saving money because you won't buy double items anymore and no buying something that will sit in your closet with no other clothes to go with it.

Creating outfits comfortable in your phone anywhere, get suggestions from your friends using existing items.

Fitting especially for stylists, second-hand stores and big families.

Scope

Include

- Managing closets or storage.
- Keep track of items, their state and location
- Search and Filter for specific item.
- Share outfits and closet with friends

Exclude

- Connection to online brands
- Sharing on other platforms

High-Level Risks

Limited time for development and small team with no experience in every stage of development, can be managed by planning ahead and good teamwork, also learning online any lacking information needed.

Alternative Solutions

Personal management by phone or default apps like notes is not organized or sorted.

Using excel for large numbers of item with date for each one will not be comfortable for most people.

Without incorporating photos there is no benefit compared to other apps.

Existing similar app focus only on outfits and connection to brand and shopping online so having more precise filter and closet management with the option for adding private item with sharing all of them.

Key Stakeholders

- End users
- Software team
- (Businesses and secondhand stores)
- Sponsors/ investors)
- Lecturer and practitioner (customer)

Resources

- Tools for software development
- DB
- Smartphone camera
- UI/UX design team/tool.

2. Statement of Work

Vision Statements

The app will show a full picture of all the clothes, shoes and accessories the user have and allow him to make quick search, create outfits, give and receive suggestions from friends.

The end state will allow every user to manage the closet in a smart, fast and accessible way by app that built on taking photos and tagging items while saving cost on redundant shopping, adjust by seasons events and needs, work on and share your style.

Scope of Project

Include

- Upload photos of item with option for bulk upload.
- Categorize by types and sub types, season, color, location and place.
- Adding/updating any information the user wants for the item
- Supports multiple closets
- Searching and filtering for items.
- Scroll through photos and choosing single needed item
- Save and post outfits
- Share your closet

Exclude

- Using online shopping by connecting directly to stores websites
- Automatically recognizing the item type
- Outfit suggestion and matching colors by AI.

Scope of Work

Characterize system and UI/UX

- Design layouts: login screen, upload items, edit item, search, creating outfit
- Planning fast and friendly feedback

Front-End Development

- Produce app pages.
- Display item lists.

Back-End and DB Development

- Creating users DB
- saving photos and item data
- API for connection to DB

Testing

- Usability
- Basic Overload
- Different Devices

Implementation Phase

- Test in focus group
- Bug fixes

Key Features

- Upload photos of item with option for bulk upload.
- Categorize by types and sub types, season, color, location and place in the closet.
- Adding/updating any information the user wants for the item
- Supports multiple closets
- Searching and filtering for items.
- Scroll through photos and choosing single needed item
- Pin item and continue scrolling to match for the outfit you want.
- Create history for your outfits.
- Display statistics like mostly used/ never used item/ favorite item/type.
- Open the closet for your friend to view with option to mark each item if private or public
- Save for yourself or post outfits for friends to see
- Friend can take your outfit and replace with different items and offer back to you

Constraints

- Limited time development (Academic assignment)
- Minimal budget
- Dependencies on phone camera and its quality.

Dependencies

- Usage in phone camera
- Third side libraries to photos upload
- DB server
- Internet connection to upload (depends if local save)

Deliverables

- Working application
- DB containing users and items
- Complete GUI screens
- Designs document
- Quick and easy guide screen
- Complete source code

Timeline

- Designing app pages
- Coding basic, major processes – login, creating, upload and update closet
- First usability tests
- Adding search, filter and starting creating outfits section
- Tests by the team and for user experience
- Integrating sharing and suggesting outfits

Performance Criteria

- Key features working without delays or bugs
- Test user is using the app after simple explanation and continue himself with no problems.
- Test user keep using the app and not abandoning it after a week.

Risk identification

Many items for every user

Users will need manually take photos and upload to the app, also the user have to update any changes – focusing on easy and fast UI

Mitigation Strategies

Requires good search and filter tools.

Choose DB with consideration to data size, budget and fast response

Test the app with users while still in development and give feedback

Contingency Plans

Split the work in the team adjusting in any event.

Adjust features after feedback

3. Feasibility Study Report

Technical Feasibility

Project is technically possible, its based on simple and accessible tools.

Android Studio for app development.

Chosen a known DB system for app data.

Usage of phone camera for users.

Existing libraries for working with pictures and data processing.

No special equipment needed, the tools are accessible for free or a minor cost so the development is possible in a time frame of semester and low budget.

Operational Feasibility

The app integrates easily with user habits.

Everyone uses their phone and keep them nearby.

Adding items is a short action.

The app simplify an existing everyday action.

The change for the user is minimal and worth the bulk upload of existing closet when using the app at first

Financial Feasibility

Development costs

assuming the development is by 3 students during 5 weeks and 10 hours a week

3 developers X 10 hours X 5 weeks = 150 hours

the cost according to instructions is

150 hours X 100\$ for hour = 15,000\$

total investment = 100,00\$

funds after development, for maintenance and publishing is 85,000\$.

Income Model

Possible income model

- basic version

- premium version costs 3\$ a month for extra features

With this model assuming in a year the number of active premium users is 5,000 the total income is 180,000\$.

NPV – Net Present Value

initial investment 100,000\$

yearly cash flow 180,000\$

assume yearly maintenance costs 30,000\$

net profit 150,000\$

$NPV = 150,000 - 100,000 = +50,000\$$

ROI – Return On Investment

$ROI = 100 \times \text{investment \% (investment - profit)}$

$ROI = (150,000 - 100,000) \% 100,000 \times 100 = 50\%$

In conclusion in technical , operational is high feasibility with positive NPV and high ROI indicate financial profit the project is possible and profitable.

4. Stakeholder Analysis Document

Stakeholder List

development team – Irit Inbar, Mona Badarni

end users – tests users (family and friends) that will try the app after the stage of adding create outfits

Customers – lecturer Meirav and practitioner Shaked

Interests and Expectations

developers team interests is building functioning application with the specifications mention in this document, and to get a pass grade.

End-users testing the app interested in the app and to help the students, expecting a smooth, fast and aesthetic app.

Communication Plan

customers publish weekly assignments for the app and have available hours.

Tests users are in daily communication with dev team.