

Project Title: Commerce Web App	
Start Date: 09/21/2020	End Date: 12/07/2020
Project Manager: Evan Wike	
Team Members: Brittney MacLennan, David Johnson, Ashish Sharma, Tyler Wheaton, Evan Wike	
Project Sponsor: Commerce Bank	
Customer: Commerce Bank	
Users: customers, bank employees	
Stakeholders and Expectations: <p>Team: Have open communication with project sponsor if any questions about requirements arise. Have other team members readily available for collaboration and insight to make iterations cohesive.</p> <p>Professor Bingham: Have students have a working prototype.</p> <p>Commerce Bank: Gain web visibility with an app that customers can get notifications of account activity.</p>	

Purpose (Problem or opportunity addressed by the project): Bank customers will be given an intuitive interface that will be easy for them to interact with and understand. With this interface they will be able to easily receive notifications on transactions, add their own transactions, as well as choose how they would like to receive these notifications.

Goals and Objectives: To design an application that allows users:

- Function in an intuitive manner.
- Provide customers with an interface that allows them to easily receive alerts as well as manually add transactions.
- Configurable notification rules that notify users when transactions fit a set of criteria.
- Ability to pull/compare notification rule different timeframes and be able to export to a spreadsheet.

Schedule Information (Major milestones and deliverables):

10/04/2020 - Requirements Complete

10/05/2010 - Iteration #1 Plan Complete

10/07/2020 - Technical Prototype Complete

10/11/2020 - Project Plan Complete

10/14/2020 - Customer Approved UI Prototype Complete

10/19/2020 - Iteration #2 Complete

11/02/2020 - Iteration #3 Complete

11/08/2020 - Architecture Document Complete

11/11/2020 - Test Report Complete

11/16/2020 - Iteration #4 Complete

11/29/2020 - Test Plan

11/29/2020 - User and System Guide Complete

12/07/2020 - Iteration #5 Complete

12/09/2020 - Present Project

Financial Information (Cost estimate and budget information):

1 project manager at 4 hours per week for 14 weeks 56 hours * \$66/hr = \$3696

1 requirements engineer at 4 hours per week for 14 weeks 56 hours * \$33/hr = \$1848

2 software engineers at 4 hours per week each for 14 weeks 112 hours * \$48/hr =
\$5376

224 hours total, \$10,920 total, avg, \$48.75 per hour

Project Priorities and degrees of freedom: Dates are not flexible without prior authorization from the sponsor. Hours worked on the project is at the discretion of the team based on approaching deadlines. Roles are changeable based on workloads of individual team members and are expected to shift throughout the project as needs arise.

Approach: An iterative and incremental approach is planned, where feedback from one iteration will be used for the one following. Each iteration will build upon the one before it and add complexity after basic functions have been implemented. The first iteration will focus on basic design and layout so that components can be added in a modular fashion.

Success Criteria: The project will be considered a success if the team is able to deliver an operational and user-friendly prototype at the end of the semester.

Scope: At a minimum, the web app will (1) be responsive and aesthetically pleasing, and (2) allow customers to receive notifications of their choosing, while also (3) allowing customers to manually add transactions, (4) view their transaction history, and (5) export it to a spreadsheet.

Outside Scope: The web app will not (1) allow users to transfer funds between accounts, and (2) will not display sensitive personal information such as account and routing numbers.

Risks and obstacles to success: A risk the team faces is inexperience with web app development as well as inexperience with new programs being used for the project. Current goals are estimations made before work has started on the project and may not line up with actual progress.