Project Management in Engineering

Homework 1

Group Members:

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PROJECT OVERVIEW STATEMENT	Project Name: SuitUP!	Project Sponsor: Various clothes stores who want to use our platform (e.g. Mango, Zara etc)	Project Manager: Aleksja Braka

Problem/Opportunity:

Generally people go to stores to first see or try out products instead of buying them online. On the other hand, due to some reasons, going to stores can be difficult and takes time. Especially during the pandemic, avoiding going out and crowded places became a priority. By creating such an app, customers will easily see how to match clothes together and which combination suits them. In addition, there will be no excessive packages sent and then sent back by post because of size or matching issues. There is no such platform that allows us to try clothes at home instead of trying them in the store.

Goal:

To create a platform, which is planned and developed as a mobile app that allows us to try out the clothes we need at home so we don't have to go to the store for this reason.

Objectives:

1. Create a mobile application which has a user-friendly interface.
2. To provide convenience to people's daily life with this mobile application.
3. Using the benefits of computer science such as artificial intelligence and augmented reality; people feel like they are in a real store when they are at their home.
4. Improve security features of the app regularly, so that users do not become victims of cyber attacks.
5. To establish a platform where users can evaluate the products and the application, and share their views and comments.
6. Implementing a live chat section that allows users to communicate with the support team to answer their questions.
7. To facilitate the work of businesses, as well as the facilitation of people.
8. Also in this time of pandemic, the creation of this application helps to reduce infections with COVID-19 and helps us maintain safety and good health.

Success Criteria:

1. Implementing an interface that provides user satisfaction with its superlative design.
2. Completing the project with success without any budget exceeding.
3. Completing the design and implementation of the project within the period determined by the project manager.
4. 1 million downloads of the application from Google Play Store and IOS app store.
5. Integrating the app into more than 50% of the online shopping habit.

Assumptions:

1. Using the latest and up-to-date cryptography techniques for the security of the mobile app.
2. Mainly Java and Python languages will be used for development of the mobile app.
3. According to the agreement of the project manager, Olark (https://www.olark.com/) will be used as a live chat software.

4.	Half of the team will be dealing with frontend and backend implementations of the project, meanwhile the rest of the team will test the app regularly, determine the issues of the app and fix them.

Risks, Obstacles:

1. There might be difficulties in implementing some essential features that can cause a delay in project delivery.
2. The technological infrastructure of textile companies may not support the software.
3. Insufficient knowledge of the team members in some necessary points while the project continues.
4. To face the exceeding of the determined budget.
5. Application design is not done as desired and application cannot provide user-friendly interface.
6. Live chat company (Olark) can give up the agreement while the app development is ongoing.
7. Users of app can be victims of identity theft because hackers could have access to user's accounts or finances.

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