

# PROJECT QUICKMART

SUPERVISION..

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## 01 INTRODUCTION

QuickMart is a mobile application that offers a self-checkout facility to help customers avoid long queues at check-out counters. It allows customers to scan items, set quantity, and generate total bills. The app also provides a POS system for supermarket back-end operations and a desktop admin portal for analytics and sales patterns.



## 02 CITATION

1- <https://www.salaryexpert.com/salary/job/project-analyst/united-states/new-york/amenia>

2-

<https://www.salaryexpert.com/salary/job/project-analyst/united-states/new-york/amenia>

3-

[microsoft-project-2013-step-by-step.pdf](https://www.microsoft.com/en-us/download/confirmation.aspx?id=39379)

4-

5- [https://www.researchgate.net/publication/362342059\\_Easy-Mart\\_Self\\_checkout\\_System\\_for\\_Supermarkets](https://www.researchgate.net/publication/362342059_Easy-Mart_Self_checkout_System_for_Supermarkets)

## 03 RESULTS

One of the results we have achieved is achieving the goals. We saved money by providing workers, and we saved time and effort waiting at the cashier. We worked on achieving security from during QuickMart App, and we worked on increasing the efficiency of inventorying resources.

## 04 METHODOLOGY

After looking at the project and how to implement it, and with our full knowledge of achieving flexibility in implementing the project, we decided to use Agile Approach and the tasks were divided based on SDLC to implement the project and achieve flexibility in dealing with the project during the implementation process. After creating WBS, we implemented the Agile Approach on WBS as shown in Microsoft PM.

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