

Project Assignment 2 Project Inception Brief.

Team Members:

1. Isaac Dehora – g00372043@gmit.ie / Scrum Master
2. Doha Kadour – g00390296@gmit.ie / Tester
3. Sean Cunningham -- g00381530@gmit.ie / Product Owner

Introduction:

Our three-person team's name which was agreed upon is named The Bookshelf,

Through brainstorming and discussing ideas about the project we agreed on the project being an online bookstore for customers to visit and buy different books and other materials involving book i.e book markers and highlighters. We chose this because we felt it was refreshing and I Isaac personally had never tried to do a bookstore before only sports shops, so I was intrigued by Doha's idea about books. The goal of our project is to build an informative clean and accessible website that provides simple but enticing for our customers.

Project Ideas: Isaac Dehora

My project idea was a fitness website named Quick Step to help people stay in shape it would have recommended progress bases on their age and level of fitness and sell different types of products to help with their exercise for example dumbbells, ropes and protein. The contact page would have a form to fill out that then redirects to the business email to respond and answer any questions they may have. I thought it was good project idea because during the lockdown and restrictions some people could not exercise, they used to and wanted to I thought it could be an outlet for them. I drew up my ideas using Mind Meister and OneNote having interactive mind maps with my fellow team members.

Project Ideas: Sean Cunningham

The project idea I had come up with was to deliver bundle food recipes and the ingredients to go along with them, I had thought of this idea because many students can find it hard to balance a healthy lifestyle when it comes to having education,working,exercise and eating all to think about as this would be an easy solution to have healthy food ideas delivered to your door. The target audience for this product would be students but would be for all people who are looking to cook healthy food for themselves

Key aspects

- cost-effective meals
- Delivery service
- Healthy food
- Balanced lifestyle

App Names

*These names ideas are to try to tell customers that it would be **easy, healthy and cheap***

- **Cooking done easy**
- **Easy Cooking**
- **Health on a budget**

Main problem

The problems this project would address would be the young generation not learning to eat healthy themselves as a lot of them would look towards food delivery services and continue to not be leading a healthy lifestyle which can end up effect other parts of their lives, (e.g school,health,learning)

Project Name: The Bookshelf

Project Chosen:

The project that was chosen by consensus was The Bookshelf one of Doha Ideas that intrigued me Sean was sick that week but as scrum master I got into contact with him and shared the ideas that was discusses in the labs he agreed fully and that allowed us to move one step closer in our scrum. One of the reasons it was chosen is that it was refreshing to approach in all our eyes and was different to do as none of us had done anything like it in the past. The way our group agreed on our project was to create a OneNote that we all could add and edit ideas and share in real time I have used Mind Meister before and so I was familiar with it I set one up for the group and added all parties to share any thoughts and ideas. This allowed us to communicate when someone was not present in labs our lectures they were able to check in on the progress of the group whenever they were free.

project proposal/charter:

1. The name for the project/app o Describe the project idea

Name: The Bookshelf / project being an online bookstore for customers to visit and buy different books and other materials involving book i.e book markers and highlighters. We chose this because we felt it was refreshing and I Isaac personally had never tried to do a bookstore before only sports shops, so I was intrigued by Doha's idea about books. The goal of our project is to build an informative clean and accessible website that provides simple but enticing for our customers.

2. Describe the problem/challenge that the project will solve

The Bookshelf will help solve the problem of young readers/students not being able find reading material that they like, for them and allow an accessible location which is simple and is friendly.

3. Describe the background/justification of the project

One of my thoughts on our project is that in the library in Gmit has a substantial amount more educational books rather than fictional books for students so it was one of the reasons that I thought making The Bookshelf would be intriguing

4. List the project objectives (Measurable, e.g., related to quality, performance, technical).

1. Easily accessible for all and especially for students who want to find books fictional book online as the library is mostly full of nonfiction books
2. Technically the goal is to have responsive website to increase the style and appeal and to modernize it
3. To maintain the performance goals of our project a responsive contact form will be worked on to be sent to the website email to help with better customer service and in turn better site performance

5. List the key features to be delivered/not delivered (the scope)

1. Responsive aspects throughout the page dim/highlighter/animation
2. Showing description and information of the book eg. Year type/thriller/fantasy
3. The books regarding age will be categorized and there could be age suggestions
4. Maybe a report on books and stock count

6. List the key benefit(s) of solving this problem

- 1.

7. List the project milestones (These are dates when key tasks are to be completed e.g. requirements ready, release date etc..).

8. List measurable project success criteria (How will you know the project is completed)

1. *Scope* -- This refers to the goals set for the project and the results it is expected to offer upon completion. We must examine and determine whether the project met the objectives we set out/the standard we set on ourselves for it to be a success

2. *Schedule* – I think this is the simplest and easiest way to measure our success. All we need to do ask ourselves is if the objectives were met in time. If it was handed in late, how far behind schedule was it completed and how much has it set us back.

3. *Quality* –

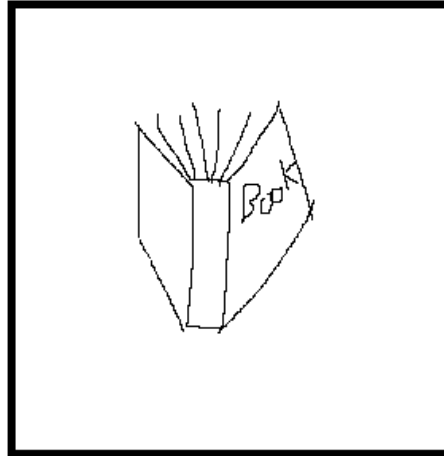
We could try and aim to exceed expectations of the project and of ourselves by adding little things that may increase different aspects of our website eg. A static logo/A animated logo

Elevator pitch

- For book lovers
- who bring bookstore to a online setting along with e-books
- the bookshelf
- is a online book store
- that greatest assortment of books
- Unlike other bookstores
- our project will bring a different type of book store

Product box

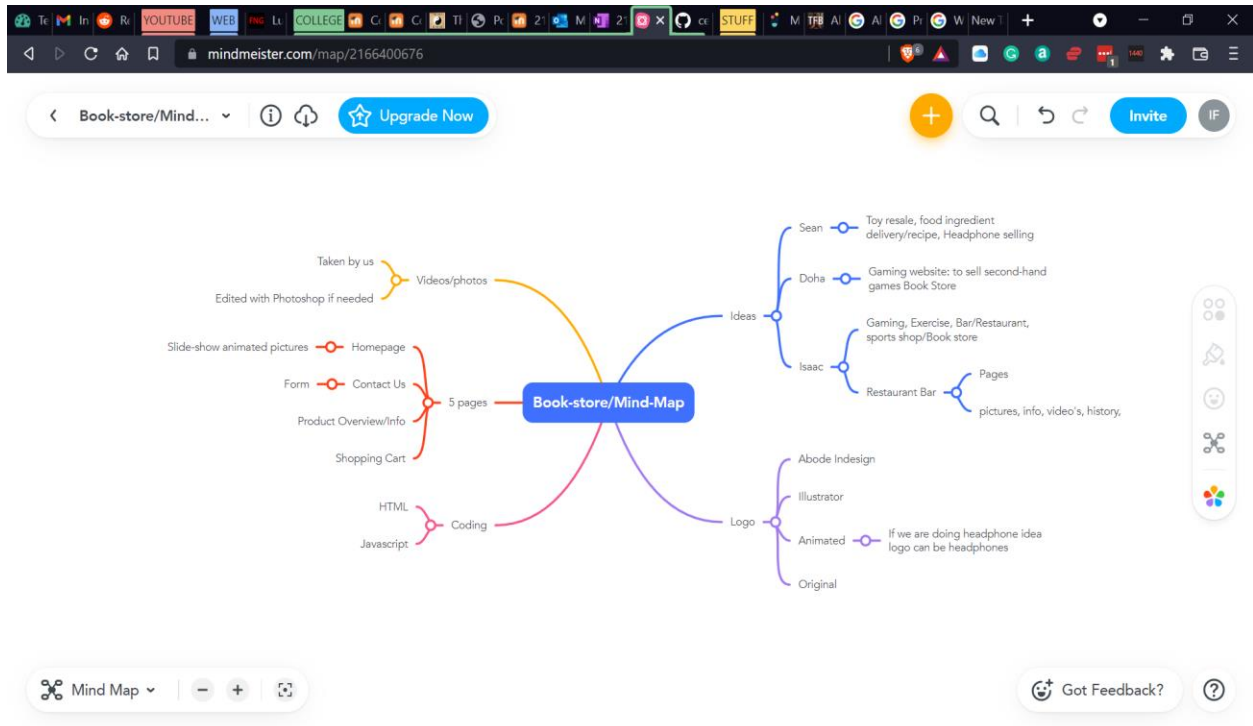
The bookshelf



We want to help you find the stories you love!

E-Books!

**Option to list your own books for sale on our site!
proceeds go to charity!**



Project Ideas/Mind-Map
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