Newspaper Agency Automation Software.

- By Team WunderKind

Do Until You Can't Do

- **Team WunderKind**

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About Newspaper Agency : -

Project Name: - Newspaper Agency Automation Software

Objective (aim of the project): -

NPAAS is to streamline operations, reduce costs, and enhance reader engagement. It automates content management, scheduling, and cross-platform publishing while optimizing ad revenue. This software ensures efficient resource management and data analytics to adapt to the digital age.

Users of the product: - Customers

Technologies: -

- HTML
- CSS
- BOOTSTRAP
- MYSQL
- ADVANCED JAVA

There are many departments involved in this project. The project manager has to divide the project roles and responsibilities to various departments. Here we have Work break down structure model for dividing roles. As per the WBS the project manager divides the project. Each level of this structure breaks the project deliverables or objectives of more specific and measurable units.

WBS will help with assigning responsibilities resource allocation, monitory the project and controlling the project.

The WBS makes the deliverables more precise and concrete so that the project team knows exactly what has to be accomplished with in each deliverable

Work Assignment to Team WunderKind: -

Work Name	Assigned Person
Requirements Gathering	Entire Team
Interface	Entire Team
Story board	Entire Team
WBS	Entire Team
URD	Entire Team
SRS	Entire Team
Risk Analysis	Entire Team
Front end Design (HTML pages)	Entire Team
Backend Design (Database)	Entire Team
Code Integration	Entire Team
Testing	Entire Team
Final Demo	Entire Team

Work Break Down Structure for NPAAS Tool: -

```
1   Outline: NPAS Tool

2   Requirements Phase
    3   Requirements Analysis
    4   Technical Analysis
    5   Story Boards

6   Designing phase
    7   User Requirement Document
    8   SDLC
    9   UML Diagrams
    10  SRS Specification
    11  Risk Analysis

12  Programming Phase
    13  Front End Design
    14  Backend Design
    15  Integration

16  Testing & Transition phase
    17  Product Internal Testing
    18  Beta Release of the Project
    19  Bug Fixing of any Additions
    20  Final Release of the Project
```