# Project plan

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# Contents

# Introduction

In this project plan made by group LuBaToMe, the scope of the project will be shown and the main information about the project will be made clear.

# Client

The client that represents Media Bazaar is Brice Guayrin. He can be contacted using Microsoft Teams. Media Bazaar is a new upcoming hardware store located in Eindhoven. It sells technology such as telephones, televisions, game consoles, etc.

# Team

The team that must work on the client's problem is LuBaToMe. The team is represented by Lucas Jacobs. LuBaToMe can be contacted by Microsoft Teams.

# Current Situation

Currently, our team is faced with making a software solution for a company called Media Bazaar. We are asked to construct a working prototype for managing both employees and stock and attach it to a working database. After the 6 week phase of the project, we will get started on constructing a web application for the company. At this time, there is only one other team working on a similar solution, but what differentiates us from the other teams is that we will work more on our team management and communication.

# Problem Description

Media Bazaar has no easy way to manage work shifts, employees, stock, and store data. This is a problem because it will lead to messy and inefficient working, there is no way to quickly find or change something. This leads to time being wasted, and unnecessary money being spent. Brice Guayrin has asked LuBaToMe to make an application (both front- and back-office) for Media Bazaar.

In six weeks from now (8/2/2022), LuBaToMe will hope to have made an application that will fix these problems for years to come and help Media Bazaar have a smooth take-off.

If the application works, it will be much easier for all employees of Media Bazaar to get their jobs done.

Down below, the problems are mentioned form the client:
- The problem with most priority is that currently, the company has no way to manage employees and stock.
- The company currently has nowhere to store data.
- adding and managing work shifts is currently done on a whiteboard, which can get cluttered, is prone to mistakes, and might not be the easiest to take in visually.
- Viewing statistics of employees is not possible, because there is no easy way to keep track of it.
- there is no specific department management system at the moment.
- All functions and management are done in different places, which is inefficient.
- there is no automated system that keeps track of stock, doing this all by hand takes a lot of time and effort.
- The company currently has no logo or branding.

# Project Goal

This project aims to deliver a working solution that will help the company manage its employees, work shifts, and stock. The information is going to be saved in a database.

## Deliverables

- A desktop application for the employees and management
- A database that will communicate with this desktop application.
- The logo and the slogan for Media Bazaar.
- Several wireframes from the design of our desktop application
- User requirements specification
- A UML-Class diagram for the desktop application
- Project plan

## Non-deliverables

- Minute meetings document
- Process report

## Constraints

At the moment (8/2/2022), the team does not have the knowledge required for quite some of the needed features of this project. Because of that, time will be a constraint, since LuBaToMe would sometimes have to wait for the next class where they will get certain aspects of the needed theory explained.

Our coding knowledge is still very basic, but making the 2 functions asked for by the client won't be too big of an issue, However, our lack of professional coding skills might hinder quick and smooth implementation. The quality issue might arise if we find out we have limited time.

We will be making a rather simple application in visual studio, this means the language will be C# which is the language we are most familiar with. Working in a visual studio also means that budgeting won't be an issue since we won't have anything we need to pay for. We don't have to buy any physical hardware as well.

# Phasing

Phasing LuBaToMe plans on working with the waterfall methodology. At the moment (10/2/2022), with the use of the structure of the waterfall methodology, it is still in the analysing phase. LuBaToMe is now gathering all available information it can use for the project, by using the initial client interview, the second interview, and the assignment description.

following that, LuBaToMe will go on to the designing phase, making the UML class diagram and the general layout for the back-office application. This way it will be much easier for LuBaToMe to work on their project and focus on their bigger challenges.

After the designing phase, LuBaToMe will start the actual programming in the implementation phase. This will be based on the UML class diagram and the wireframe that LuBaToMe made in a previous phase. This phase will probably take the most time for them since it requires the most time and it is the hardest work too.

When most of the programming is done and the project almost looks like a decent prototype, the verification phase will start. A lot of the work LuBaToMe will do in this phase will probably already be done in the implementation phase. The implementation needs a lot of testing to work properly and to our client's expectations.

After all that is done, LuBaToMe will work on the details, during the maintenance phase. All the phases from the waterfall methodology should be done and ready to be sent to the client in a total time spent of six weeks. At the end of the phase, we get the go/no-go from the client. Down below, there is a table where our schedule is presented.

| Week 1: Analysing | Week 2: Designing | Week 3:Implementing |
|---|---|---|
| - Starting up the group by creating a name and logo<br>- Analyse project reader<br>- Interview the client<br>- Analyse answers that are given by the client<br>- Create a project plan | - Perfecting project plan based on feedback<br>- Create URS<br>- Create UML for desktop app<br>- Create wireframe for desktop app | - Based on the UML class diagram and wireframe, implement necessary code for desktop app |
| **Week 4: Implementing** | **Week 5: Implementation / Verification** | **Week 6: Maintenance** |
| - Just like in week 4, implement code based on UML class diagram and wireframe | - Test the application in as many ways as you can think of<br>- If needed, implement code to fix bugs | - Fix minor bugs<br>- Wrap up the project and deliver it to the client<br>- Present project |

*Table 1: schedule for each week*