

# The Mobile AppProject Canvas (ver. 1.0)

## Blood Bank Management System

<b>CONCEPT</b> <small>Describe the idea of the app you want to create</small>  We will be designing a management system for a blood bank which will manage information related the blood bank in an organized, categorized, easy to use and efficient manner.		<b>OBJECTIVES &amp; PURPOSES</b>  To create blood bank management system that can: <ol style="list-style-type: none"><li>1. Interact with user easily using a GUI</li><li>2. Maintain backend data and provide CRUD functionality</li><li>3. Keep the Blood bank up to date with inventory and expiry info</li><li>4. Send automated request for low in stock items.</li><li>5. Provide blood if available when someone request through an automated request</li></ol>		<b>VALUES</b>  A blood bank management system for a blood bank that must be: <ol style="list-style-type: none"><li>1) Easy to use.</li><li>2) Efficient&amp; Fast.</li><li>3) Cost effective.</li><li>4) Agile.</li><li>5) Secure.</li></ol>	
<b>PERSONAS</b> <small>Describe the archetype of the users who will use your app</small>  A computer operator with a basic knowledge of computer skills and substantial knowledge of the working of the blood bank.		<b>PROBLEMS TO SOLVE</b> <small>Weaknesses of the current / similar solution. What is not working? What are the critical points?</small>  The system should be able to resolve the following problems in the current system: <ol style="list-style-type: none"><li>1. Inaccurate and out of date inventory information in the system.</li><li>2. Slow access and retrieval of data</li><li>3. Problems of connectivity and synchronization between different branches and hospitals</li></ol>		<b>COMPONENTS</b>  <ol style="list-style-type: none"><li>1. User Friendly Interface</li><li>2. Back end database</li><li>3. API for interaction</li></ol>	
<b>STAKEHOLDERS</b>  Blood Bank Management		<b>RISKS</b>  1)Certain unforeseen incidents might occur such as emergency situations  2)Change of requirements and additional functionalities request might be added later.  3) Internet connectivity at all times might make the system more vulnerable to hacking.		<b>FEATURES</b> <small>What the app should do? What services are provided? List all the features your users expect to find</small>  <ol style="list-style-type: none"><li>1. The product must be able to store personal details about donors, receivers, funds donators, volunteers and employees.</li><li>2. It must also store information about the blood that is donated as well as the health of the donor. The option to add, update, delete and read these records must be available as well as the option to navigate between them.</li><li>3. The system must inform the administrator if blood is expired, or has run out basically calculating the volume of blood remaining.</li><li>4. The system must also be able to calculate employee payroll on monthly salary based on number of days present, deduction of income tax and addition of any bonuses.</li><li>5. The system must require security details when accessing employee payroll for the sake of privacy and security.</li></ol>	
<b>APP NAME</b>  Blood Bank Sys		<b>CONTEXT OF USAGE &amp; COVERAGE</b>  Local offices of Blood Bank with internet connection always on for connectivity purposes		<b>TECHNOLOGY</b>  .NET App Local Server Storage DB	
<b>PLATFORM, OS,...</b> Microsoft Windows, Visual Studio		<b>ORIENTATION</b> Landscape		<b>RELEASE</b> 2022	
<b>MILESTONES</b>  <ol style="list-style-type: none"><li>1) This will be communication in which we will gather preliminary stakeholder requirements..</li><li>2) This will be database creation &amp; connectivity with UI</li><li>3) This will be the creation of forms and implementation of functionalities/features; basically, creating a prototype.</li><li>4) This will be delivering the prototype and then taking user feedback to fix any bugs and add any new features and giving them a newer version of the prototype; basically, maintenance of the application.</li></ol>		<b>DELIVERABLES</b>  <ol style="list-style-type: none"><li>1) A executable version of the application.</li><li>2) Documentation of the project.</li><li>3) A manual to explain how to use the application.</li></ol>			