Sports Equipment Rental Program

Proposal

CIS 498 Capstone

Northwestern University

**Background and Problem Statement**

Sports & More is a national sporting goods supply company that operates throughout the US. The company has been in business for 20 years. Their primary business is selling specialty sports equipment such as mountain bikes, snow boards, etc. This process includes:

* Viewing available equipment
* Sending notices to Sports & More as equipment comes back due
* Allowing Sports & More to add new equipment for rent
* Tracking equipment (showing customers that have rented equipment)
* Receiving equipment back into inventory

Sports & More is looking to expand its business model by adding equipment rental to its portfolio. Sports & More is willing to evaluate a beta application that will allow customers to rent available equipment. Team 3 has been engaged as a consultant to design and build this beta application for a single Sports & More location. Sports & More thinks the sports equipment rental market go add a great amount of value to the company, they will use this beta application as a market test to prove their hypothesis.

**Benefits**

The web-based application will allow Sports & More customers to view equipment that is available for rent. The application will allow the customer to reserve the equipment and issue a customer pick-up number that would be required when picking up the equipment. Payment will be made at the local store and not through the application. The customer will have a set amount of time to pick-up the equipment, if the reserved equipment has not been picked up in the specified time, the system will release the equipment for another customer to rent the equipment.

**Technical Solution Overview**

**Scope**

|  |  |
| --- | --- |
| **In Scope** | **Out Of Scope** |
|  |  |

**Assumptions**

**Tools and Technologies**

**Project Duration**

10 weeks

---

Week 1: Project proposal and development

Week 2: High level business requirements / Project plan

Week 3: Detailed functional requirements

Week 4: Finalize project management plan / System Design

Week 5: Start Systems Build

Week 6: Build / Change and Communication Management Plan

Week 7: Build / Systems Testing

Week 8: Build / System Testing Continues (UAT)

Week 9: Finalize Build

Week 10: Go-Live / Lessons learned

**Team Members**

|  |  |
| --- | --- |
| **Name** | **Position** |
|  |  |
|  |  |
|  |  |
|  |  |