Software Solution for

Media Bazar,

Initial Content Document

-Semester two project-

Team Oxya

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# Project Description

Problems:

* Managing employees: add, remove, assign to a specific

department, assign work shifts (prefferably automated).

* Managing stock.
* Storing and working with data (stock, employees, departments).
* Providing personal information for employees and ability

 to change it.

Possible solutions:

* Creating a system which would provide a better

monitoring of employees for administration (attendance,

hours of work, schedule, etc) and add new departments if

needed.

* Application for managers to view various statistics of

employees, departments, stock.

* Website for employees where they would be able to adjust their personal information, view their workshifts
* The taking into account all the possible types of accounts that can be introduced into the system (the administration, the management, the depot workers) with the advantages and disadvantages that come with on type of usser.

# Project Goal

The goal of the project is reflected in how well we, as a group (Oxya), manage to satisfy the requirements of our employer.

As seen in the interview between James and Henriette, ”Jupiter” plans to open up the „Media Bazaar” and a lot of software to back it up with.

The project can be considered fulfilled once we have created these essentials:

* An administartive system that allows the company to keep track of employees and products.
* Addition of workshifts assigned to certain employees and the ability to view these assignments.
* The corect management of said employess and their information by approved members of the company (only the Human Resources department and the Admin should be able to make segnificant changes to the way of working)
* Addition of departemnts, in store attendance and a dedicated website are to be added in the future

Keeping in mind the size of the project we intend to add the proposed features step by step and ain such a way that they (the features) are compatible with eachother.

# Deliverables

Our team, Oxya will be delivering several artifacts in order to help Media Bazaar organize its employees and stock better.

* Software

1. A software application (solution) designed specially to present a good user experience. This implies the implementation of a platform that supports all the possible employee types. This implies:
2. an easy to use inteface that makes it easy for the user to know what they are supposed to do and where
3. a reliable source of information concerning the planning of events and activities such as shifts or calls (not to be confused with telephonic calls)
4. A good webiste that will support compatibility with back end software programs and functional databases.

# Non-delivrables

1. We will not be delivering the sketches of the design we have made as they are used for planning and staging purposes only.
2. We will also not be delivering to the client the project phasing plan.
3. We are not going to support the client with the User Requirements Specifications or with the Process Report to the client
4. We are not going to provide any material on how to use the software created by the team.

# Phasing

Phase 1 – Beginning

The first phase of our project will consist of several basic components, in order for us to have a proper start. The first step will be creating a name and logo for our group. As our client should have a clear perspective and opinion that we are capable of building the system he/she wants from us. A proper name and logo will give us advantage and sets an amount of confidence in our team.

The second step will be to arrange a team meeting and decide what questions we have towards the client. We should then conduct an interview and dive deeper into the company’s needs and priorities for this system.

And Finally , we will create and hand in our project plan , and then receive feedback for improvement from our tutor.

Phase 2 – More detailed planning

Around the second week before our second meeting with the client , we should’ve improved our project plan , and we will also consider and create the User Requirement Specifications , based on the feedback we have. For the third talk with our client , we should already have a wireframe for the system , based on the URS we have created.

The last step from this phase will be to improve our wireframe, finalize our URS and create the Use Cases for our app. From this point , we will start implementing the solution.

The first milestone is the time when we’ve made an agreement with our client that he/she is satisfied with our final decisions. That’s simultaneously the period when we should’ve concluded the best possible UML Diagram and agreed on the construction and relationship of the classes we will use for the system.

Phase 3 – Implementation

We will implement the decisions for around roughly 2 weeks , and then the second milestone comes when we show our progress to the client. We will conduct a proper test plan and execute it. After the test plan , we will carefully analyze the client’s opinion and notes. Afterwards , we will create a test report – the third milestone.

Phase 4 – Finalizing the project

We will refactor and improve the system as best as we can , based on the previous phases we went through , and after that deliver the final version and present it to the client. In conclusion , the whole Phase 4 is the last milestone