Week 3 Group Work

Members. Sachin Kurremula, Tharun Venkata Sainath, Sai Simha Venkata Prasad Ravula, Bhanu Prakash Chimmiri & Sri Poojitha Bollu

IST 7060

Wilmington University

**Chapter 5 Task 1-Bollu**

Collecting requirements for the project:

Collecting requirements is the initial step of every project, in which the project manager gathers all project needs from clients, such as product type, functionality, and performance. There are both technical and non-technical criteria.

**Prepared by:** Bollu

**Date:** Mar 26

**Technical Requirements:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Requirement No** | **Name** | **Category** | **Source** | **Status** |
| 1 | Power Supply | Hardware | bollu | Complete |
| 2 | Microsoft Suite | Software | bollu | Complete |
| 3 | Laptop | Hardware | bollu | Complete |
| 4 | Antivirus | Software | bollu | Active |
| 5 | Internet | Technical | bollu | Active |

**Non-Technical Requirements:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Requirement No** | **Name** | **Category** | **Source** | **Status** |
| 1 | Business regulations for various types of users. | Non-Technical | bollu | Complete |
| 2 | Announcing the need for administrators to monitor site activity. | Non-Technical | bollu | Complete |
| 3 | As the website is used in several countries, various local, state, and international regulations must be applied. | Non-Technical | bollu | Complete |
| 4 | On the website, you can find historical data and statistics. | Non-Technical | bollu | Active |
| 5 | Locale support in website for various languages. | Non-Technical | bollu | Active |

**Chapter 5 Task 2-Kurremulla**

Scope Statement (Version 1)

|  |
| --- |
| **Project Title: Global Treps Project**  **Date:03-26-2023** **Prepared by:** Manisha Akkapally |
| **Project Justification:** The goal is to build a functional website and test it in four shark tank-like events conducted in four different countries. The estimated budget is $30,000 for travel, $20,000 for the required hardware and software, and $20,000 for event planning, consultants, legal/business fees, and other expenses. The site will be updated and scaled up after the event, and advice will be given on how to turn the concept into a lucrative business. |
| **Product Characteristics and Requirements:**   1. Provide instructions and templates for organizing a shark tank-style event. 2. Accept donations from possible investors for individual organizations desiring to conduct an event. 3. With a budget of $1,000 for each event, the initiative will pay refreshments and prizes for the victors. 4. Purchase Hardware and software required for the project. 5. Improvements and recommendations will be made for a follow-up project after testing the site and receiving client feedback. |
| **Product User Acceptance Criteria:** Organizations create their website to get local participants, collect applications, and publicize the winners and losers. Users will also provide feedback post the event so that modifications can be made. Based on the suggestion strategies will be made to scale the project.  **Summary of Project Deliverables**  **Project management-related deliverables:** Business case, charter, team contract, scope statement, WBS, schedule, cost baseline, status reports, final project presentation, final project report, lessons-learned report.  **Product-related deliverables:**   1. Conduct four shark tank-like events in four months. Create a fully functional website and test it during the four events. 2. Document the feedback for the follow-on-project. 3. Provide advice on how to turn the project's outcomes into a profitable enterprise. 4. Provide 20 groups the chance to establish their personalized websites. |

**Chapter 5 Task 3- Tellabati**

Work Breakdown Structure (WBS)

**Project Name:** Global Treps

1. Beginning of Project

1.1 Assigning Project Manager

1.2 Team Formation

1.2.1 Developers Team

1.2.2 Marketing Team

1.3 Project charter

1.4 Miscellaneous

1. Project Planning

2.1 Scope of the project

2.2 Requirement gathering

2.2.1 Technical Requirements

2.2.2 Non - Technical Requirements

2.3 Analyze project prerequisites

2.4 Develop other plans

1. Project Execution
   1. Website prerequisites gathering
   2. Designing website

3.2.1 Goals and objectives of project

3.2.2 Implement the features

* 1. Develop the website
  2. Testing and Maintenance

1. Project Monitoring
   1. Support team for the project
   2. Report
      1. User’s manual
      2. Project Guidelines
   3. Release the website in development environment
   4. Website launch

5.0 Project closing

**Chapter 5 Task 4-Chimmiri**

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**Chapter 5 Task 4-Ravula**