## Assignment 3 Project overview WIP – TP 31/10/21

Below tied up for Thursday this week – UI prototyping an ongoing project until Next Sunday, should be wrapped by then (hopefully).

### Plans and Progress

Here you should give as much detail as you can about what your project will do, and how you will do it. This should also include how far you have got with developing any features or outcomes from your project. Tell us about the “story" of your project – how it began, how it has progressed, and what stage of the plan you are up to. Include any dead-ends you may have followed, decisions made, and changes that have been made to the project plan. This will need to include a significant amount of detail, so that it is easily seen what precisely you have done and are planning to do. If it helps, imagine the information that would be required if you were to hand this project over at the end of the semester to a new team to complete the job. What would you want to know, if you were one of the people taking over? There is no set length for this section, but it is hard to believe that less than two pages could be adequate. Three or four pages is far more likely.

The Problem

The Solution

The Method

* High staff turnover rates, seasonality employment, low margins/high staff cost
* “Small and medium businesses with higher levels of digital engagement are significantly more likely to be growing revenue, creating jobs, exporting and innovating new products or services. Despite these benefits, many businesses are still a long way off adopting digital technology”
  + Department of Industry, 2018. Australia’s Tech future. [online]p.17. Available at:

<https://www.industry.gov.au/sites/default/files/2018-12/australias-tech-future.pdf>

[accessed 7 November 2021]

The highest cost for a business is staff. This is especially true in the hospitality and retail sectors, where seasonal and low-skilled employment is often used to bridge staffing gaps over high turnover periods, such as Christmas. These industries are challenged by low profit margins against comparatively high staffing costs, making it difficult for businesses to generate consistent and strong revenue to enable the growth of the business.

According to the Department of Industry’s report from 2018, “Small and medium businesses with higher levels of digital engagement are significantly more likely to be growing revenue, creating jobs, exporting and innovating new products or services.” Despite this, “many businesses are still a long way off adopting digital technology.” We attribute this to lack of intuitive, affordable and accessible solutions for small to medium businesses; it is for these reasons the idea of stockIT was created to bridge the gap between the demands of the industry with the skills of the workforce.

StockIT is an integrated inventory management and business platform. It aims to empower business owners to make smarter, evidence based decisions through access to real-time data on the purchasing, tracking and fulfillment of inventory. It is through this process that stockIT’s three main goals can be realised, which are to:

* optimise wastage
* increase purchasing power
* improve supply chain efficacy.

In order to appreciate the full value add of stockIT for a business, it is important to understand the basics of and the underlying mechanics of inventory management. Purchase, store, supply, sell and analyse

INSERT IMAGE FOR INVENTORY LIFECYCLE

By digitalising inventory management by using stockIT a business can optimise their resources, increase purchasing power and improve supply chain efficacy.

* Optimising resources
  + Time/staff/money
  + Particularly human capability
* First iteration
  + Detail first idea for the first assignment
* Second iteration
  + How the idea grew/changed/developed from original concept when brainstorming with the group.
  + Mind Mapping
    - Splatter gun shot of ideas and concepts
  + Group involvement changed the idea from stock taking app to what stockIT is now
  + Second assignment was very much a “What could we accomplish if we saw this idea through to the end of development”
  + Development dead ends
  + How overarching and large the changes to original concept were
* Third iteration
  + Deliverables
    - Wireframing and UI prototyping
    - Back end offerings
  + What we can actually achieve vs what we planned to
  + Presentation
    - How does it fit in
  + Is the overall project achievable?
    - Is it workable?
    - Can we make this?
* Deep dive into the possibilities of the project but the limitations due to skill-sets, time and resources.
* Lessons learned between all three stages

## Timeframe

Another difficult aspect of project planning is knowing how much time to allow. You will have something like 36 hours per person for this assignment. In order to develop a plan for further work beyond the end of this course, let us assume that you will have an extra 10 hours per week per person for 10 weeks in addition to this time in order to develop your project. This means that you will have six weeks (Weeks 7 to 12) of the semester to work on your assignment, with a further 10 weeks after that. This means that your plan will be for a total of 15 weeks, with the first 6 being on this assignment.

You will clearly not have the extra 10 weeks to work on the project; this is intended to give you a feeling for how much you would be able to achieve in that time. This means that the first 6 weeks of your timeline will end up being your actually progress on this project, with the remaining 10 weeks being your plan for the next stages.

This should be presented in the form of a table, with one row for each week, specifying as best you can the work for each person for each week. This means that the first six rows of the table will describe your progress so far, and the remaining 10 your best guess at how the remaining time would work.

This will no doubt change as you work on your assignment, as it will give you a more precise idea about how long it will take to get things done. This is not an unchangeable contract for exactly how things will work; that is unrealistic for just about any project. The idea is to get you thinking about how exactly your time should be allocated to the various tasks involved. It is a good idea to have a milestone (i.e. a specific outcome) for each week of the project. This may include getting familiar with tools, or reading up on a particular technique or technology. You should also include time for writing up the final report and any other documentation. Writing reports always takes longer than you think, especially as you should expect to re-write any piece of writing that you do at least three or four times.

* Visual time scale – mind mapping it
  + Visual time line with key points and deliverables
* Excel spread sheet the week by week deliverables
  + Similar to Tetsu’s sheet from second assignment
* What we **can** achieve in our given time frame
  + 6 weeks vs 10 weeks
* What we **can’t** achieve in our given timeframe
  + 6 weeks vs 10 weeks
* Report writing timeline
* What we could achieve given resources, experience & more time.

What are we trying to achieve in the 6 week timeline?

* Working UI for Web app and Mobile app
  + Unit Profiles
    - Recipe information
    - Allocate suppliers for each product
    - Inc formula for tracking
  + SILo’s
  + Accounting section
  + Supplier detail section
    - Create orders from Supplier section
  + Purchasing information
  + Input actual stock datas from RSB using the stocktake
* Video presentation of the App for investors/Public/Crowdfunding
* Roadmap for the design and implementation of the product
* What we can achieve as is VS what we could with technical skills
  + 16 week timeline is as if we hired a team of Devs
* Business model + Subscription Model
  + Generate prices
* Competitors
* There is a strong difference of what we can achieve as a group doing an assignment VS what we can achieve as a development team creating a product.

What are we trying to achieve by the end of the 16 week timeline

* Working back end code
  + Products can be inputted
* UI Figma Web App presentable on HTML website
* AI barebones/functionalities listed out
* Chatterbot integration
* Fundraising and investment pitch

## UI Development and Prototyping

* Time-line for development
  + Where does this fit into the larger timeline
* What’s realistic
* What should we show, what shouldn’t we
* Different ideas – best of the best UI from the opinions of each group member
  + **Please give me your inputs – I’m stuck looking at the same websites and need some fresh eyes and fresh ideas of good elements or places to look.**
* How much back end do we need – how does the stock data from RSB fit into the UI?

## Risks 5

What risks can you identify for your project? There will always be some generic risks (such as computers breaking down the night before a deadline, health and family issues, and institutional changes). Do not include generic risks such as these. The idea is to be as specific as you can to your project. For example, if your topic is to develop a game, there may be a risk that the software you choose to work with may be very difficult to learn, poorly documented, or not turn out to have the features that it claims it has. These properties are often only discovered once you have started working with the software, and so unless you have had lots of experience with the particular tool, there is always a risk that it may not work as well as you believe it should, no matter how much prior research you do. Similar comments apply to hardware.

|  |  |
| --- | --- |
| risks | |
| Assignment | Project |
| Market - landscape | Financial |
| Temporal – deadline | Market |
| Software | Temporal – Investor contracts |
| Skills | Supply Chains – Covid etc |
| Hardware | Staffing |
|  | AI |
|  |  |

What is the risk, what is our response, Can we mitigate Yes/No, How have we

Shared risks

* + Market
    - Will the market change, grow, etc. What is the risk, what is our response?
    - Small/Med Business data from above
    - Business Wire inv data from assignment
  + Temporal
    - Time to complete project
    - Time to complete assignment
    - Time is a factor in any situation, especially noticeable with deadlines and project dev lifecycles
    - First to market
    - Similar products at the same time, want to be first with the new niche’s

Non-Shared risks