COURSE NAME: ITECH\_3208 PROJECT-1

LECTURER: UMESH POUDEL

SUBMITTED BY: DENIS THAPA

SUBMITTED ON: 22.08.2020

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| **PROJECT VISION DOCUMENT** |

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| **GROUP 3**  **JOB POSTING API** |

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| --- | --- | --- |
| **Student Name** | **Student ID** | **Role** |
| Ganesh Pokhrel | 30387561 | Product Owner |
| DENIS THAPA | 30383367 | Scrum Master |
| Saroj Kafle | 30369670 | Team Member |
| Sagar Bhattarai | 30379752 | Team Member |
| Saurabh Shankhi | 30383246 | Team Member |

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| **TABLE OF CONTENTS** |

REVISION CHART

PREFACE

* PURPOSE
* AUDIENCE

VISION STATEMENT

INTRODUCTION AND SUMMARY OF THE PROJECT

* PROJECT OVERVIEW
* SUMMARY OF PROJECT
* PROJECT SCOPE
* SUSTAINABLE VISION
* STAKEHOLDER DESCRIPTION

PROJECT DELIVERABLES

EVOLUTION OF THE HANDBOOK

DEFINITION AND ACRONYMS

REFERENCES

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| --- |
| **REVISION CHART** |

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| **PREFACE** |

**Purpose**

This document describes the planning and organisation of the project and decisions made during the making of a system API i.e. ATS on Job Posting.

Job Posting API is known as an application programming interface that allows job posting features in a system that works according to the needs and values of an organisation.

ATS refers to the act of tracking the applications during the hiring process in an organisation. It can help the managing teams manage every aspect of hiring and recruitment.

The Product Owner is part of the agile team who are not someone “borrowed” from business. They represent the needs of many customers and stakeholders and are empowered to make decisions on what to deliver, when to deliver and the budget of the product development.

The Scrum Master ensure all the Scrum Events run smoothly as scheduled with a dedicated and focused team.

The team consists of developers, designers, analysts and testers, working together to form the best and most effective outcome that’s being worked on. In this case, it is the system for tracking applications for job recruitment in an organisation that has multiple features, where linking two software products is one of the high priorities.

**Audience**

Administrative Member, the Head of Talent Acquisition and Technical Personnel responsible for installing and configuring the Job Posting API-ATS in the organisation.

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| **VISION STATEMENT** |

The idea behind this project is to have an Application Programming Interface that is an Application Tracking System, for a boutique recruitment company named MACS TECHNOLOGY for Job Posting.

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| **INTRODUCTION AND SUMMARY OF THE PROJECT** |

## Project Overview

Macs Technology, being an Australian based boutique recruitment company, provides a range of recruitment solutions to the various corporate and government organizations of Australia.

To provide the optimum solutions to human capital requirements, the MACS technology like to have API (Application Programming Interface) which can post jobs in LinkedIn via MACS web portal.

The main aim of the project is to have an interface which can post jobs in LinkedIn via MACS technology. This helps the organization to build a long-term business partnership based on knowledge, trust and integrity. This API enables the member to post a vacancy to various sites at one time and ATS partner don’t need the login account to publish on behalf of clients.

This product will be developed using Python, Java/JavaScript languages to deliver CMMI standards and viable quality product. Also, for the future enhancements and cloud storage, MySQL database is used for scalability of the system.

## Summary of Project

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| --- | --- |
| Project Title | Job Posting API |
| Date of authorisation | 28/07/2020 |
| Project Start Date | 04/08/2020 |
| Project end Date | 13/10/2020 |
| Project Manager | Denis Thapa  [denisjthapa@gmail.com](mailto:denisjthapa@gmail.com)  Ph no: 0420420171 |
| Project | Application Programming Interface i.e. ATS for Job Posting |
| Resources Required | PYTHON, JAVA, JAVA SCRIPT, MySQL |
| Budget | Variable cost |

# Project Scope

It is necessary to meet all the requirement provided by the client and to obtain a final product that is suitable for Job posting API, where the design system should be scaled and should include cloud solution if possible, for future enhancements.

ATS member and their partner don’t need login information to post jobs on behalf of clients.

# Sustainable Vision

In the near future, the product we designed is not only meant to be linked with LinkedIn, but also with many other job posting websites. Our team tries to meet all the user requirements and updates according to the user feedback during various sprints throughout the designated time.

# Stakeholder Description

In each project, stakeholder play the vital role. They have various roles in the development and launching of the project. The both internal and external stakeholders have crucial duty and responsibilities to complete the project. thus, the stakeholders involved in this project are listed below:

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| Name | Position |
| MACS Technology | Client |
| DENIS THAPA | Project Leader/Scrum Master |
| SAROJ KAFLE | Team member |
| GANESH POKHREL | Team member |
| SAGAR BHATTARAI | Team Member |
| SAURABH SHANKHI | Team Member |

# Project Deliverables

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| Deliverables | Due Date | Members Responsible |
| Project Vision Document | Sunday, 23rd August 2020 (04:01 pm) | Denis, Saroj |
| Initial Backlog/ Functional Requirements analysis | Sunday, 23rd August 2020 (11:56 PM) | Denis, Saroj, Ganesh, Sagar, Saurabh |
| Initial Project Plan | Sunday, 30th August 2020, (04:01 PM) | TBA |
| Technical Documentation | Tuesday, 01st September 2020 | TBA |
| Installation Manual | Wednesday, 04th September 2020 | TBA |
| Meeting Duration | Everyday 10-15 minutes maximum | Denis, Saroj, Ganesh, Sagar, Saurabh |
| Project Handbook | Sunday, 20th September 2020, (04:01 PM) | TBA |
| Sprint Iteration 1 Documentation and Evidence | Sunday, 13th September 2020, (04:01 PM) | TBA |
| Development Demonstration 1 | Tuesday, 22nd September 2020, | TBA |
| Sprint Iteration 2 Documentation and Evidence | Sunday, 11th October 2020, (04:01 PM) | TBA |
| Development Demonstration 2 | Tuesday, 13th October 2020 | TBA |
| Product Prototype | Tuesday, 13th October 2020 | Saroj, Denis, Saurabh, Ganesh, Sagar |

# Evolution of Project Handbook

* Every update, that are scheduled and unscheduled have been well documented and are being recorded in the project handbook.
* Meetings have been happening every day for 10 to 15 minutes maximum, with a given name as Scrum Meeting.
* Any other changes happening anytime are solved through an up to date communication through various convenient medias.
* The changes and updates are being approved by the Scrum Master under common grounds and understandings between the members working on the project.
* All the changes are being made only when all the team members are present in the meeting and are being entered on the handbook.
* In regard to the change control, any changes updated are being and are to be notified to the supervisor and team members via convenient sites and medias.
* Here, the meetings are being held on ZOOM, MS. TEAMS, VIBER, iMessage/Messages, VOICE CALLS, FACETIME and similar medias where possible.

The given illustration below accordingly shows the necessary steps taken and to be taken in the near future;

A picture containing cup, computer, parking, computer

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FIG: SCRUM PHASES IN ILLUSTRATION

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| **DEFINATION AND ACRONYMS** |

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| API | Application Programming Interface  (a set of functions and procedures allowing the creation of applications that access the features or data of an operating system, application, or other service) |
| ATS | Applicant Tracking System  (A software application that enables the electronic handling of recruitment and hiring needs from receiving resumes to hiring employees) |
| Boutique | A business or establishment |
| Recruitment | The action of enlisting new people in the group of people with common goals |
| Stakeholder | A person with an interest or concern in something, especially a business. |
| LinkedIn | An employment-oriented online service that operates via websites and mobile apps |
| Recruiter | A person whose job is to enlist or enrol people as employees, in the armed forces, or as members of an organization |
| Talent acquisition | The process of attracting, finding and hiring skilled human labour for organizational needs in order to meet labour requirements. |
| Backlog | An accumulation of uncompleted work or matters needing to be dealt with. |
| Prioritize | To arrange things in an order of importance |
| Sprint | A set period of time during which specific tasks must be completed |
| Utilizes | Make practical and effective use of. |
| Portal | A website or web page providing access or links to other sites |
| ZOOM, MS. TEAMS, VIBER, iMessage/Messages, VOICE CALLS, FACETIME | Means of communications with features like video conference, chats, sharing of documents. |

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| **ORGANISATIONAL STRUCTURE OF THE PROJECT** |

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FIG: Visual representation of the project’s vital members

The project is created by THE DGS3 PROJECT team contributing in the overall planning and development of the system where an API i.e. Application Programming Interface is created for the client which will be able to post jobs through the ATS i.e. Application Tracking System in different sites.

The Scrum Master in the project contributes and has contributed so far in looking at the various fields and being a technical support to the team members in every instance.

The system analyst has made sure that the system is made in such a way that it runs as per the plan and setting. The system designer has built the design and layout of the system so as to make it look presentable. The programmer has the key to the backend and has established in such a way that the system is able to run as per the plan and process. The software tester has contributed in finalising the product’s versions in order to build the most effective final output.

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| **REFERENCES** |

Doyle, A. (2020). What Is an Applicant Tracking Systems (ATS)?. Retrieved 21 August 2020, from https://www.thebalancecareers.com/what-is-an-applicant-tracking-systems-ats-2061926

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