# BRANDLICIOUS

Brand, Marketing, Sales

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### Problem statement

In the dynamic landscape of the business world, brands and companies face the constant challenge of establishing a strong presence, creating a positive image, and effectively reaching their target audience due to the diverse skill sets and resources required. To overcome these hurdles, they often require a dedicated team of professionals adept at marketing and image creation.

## Solution

Brandalicious transforms into a 360° creative digital media organization:

A one-stop shop for all marketing and image creation needs. Offering integrated services including:

- Talent Management
- Video Production
- Social Media Management
- Influencer Marketing



### USP

unique Selling Price

#### **Comprehensive Solutions:**

 All-in-one branding platform offering logo design, social media branding, content creation, and more.

#### **Personalized Service:**

 Tailored branding solutions to meet unique business needs and preferences.

#### **Collaborative Approach:**

 Seamless collaboration between brands and experts for effective brand development.

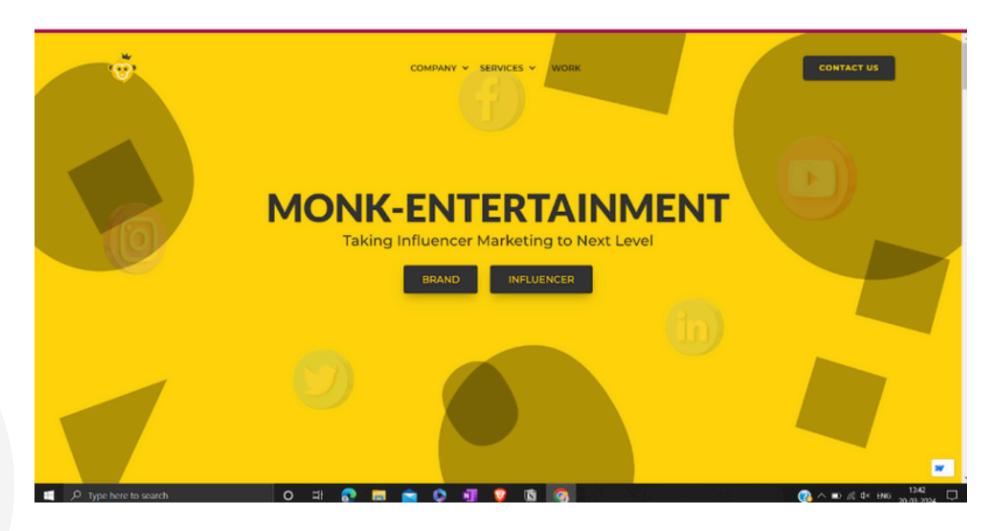
#### **User-Friendly Design:**

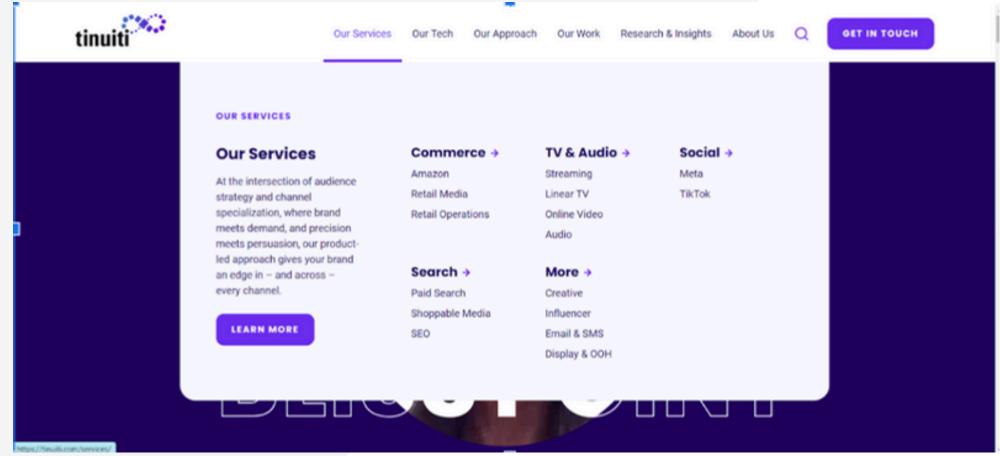
 Intuitive interface for easy navigation and enjoyable user experience.

#### **Results-Driven:**

 Innovative strategies to enhance brand visibility, engagement, and growth.

# RESEARCH



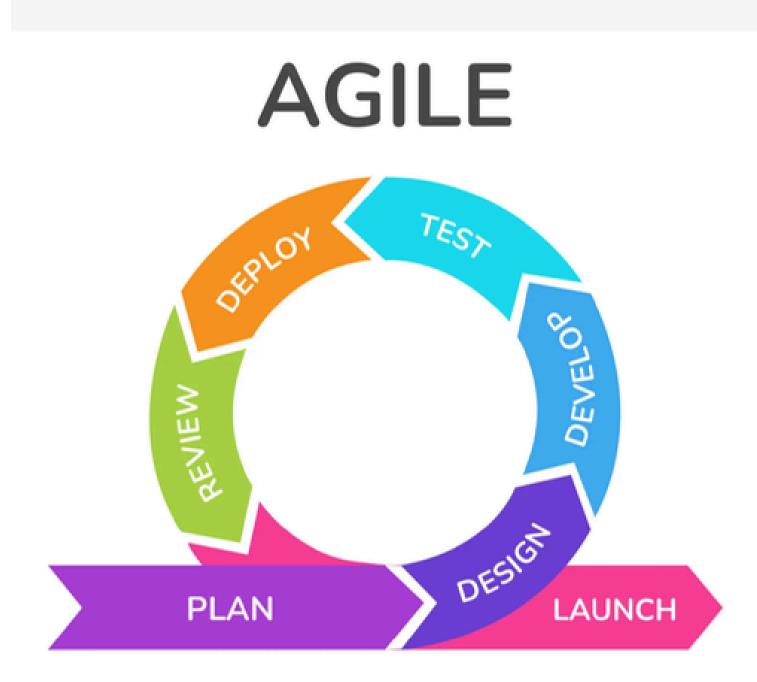


# Existing Solutions

### Model used

#### AGILE MODEL

- Agile enables rapid adaptation to change and market demands.
- Collaboration and feedback drive customer satisfaction and alignment.
- Short cycles ensure early and frequent delivery of value.
- Agile fosters transparency, accountability, and continuous improvement.
- Enhances flexibility, productivity, and delivery speed for business success.



### SDLC PHASES

REQUIREMENT



# Stakeholders & target Audience

#### **External Stakeholders**

Small and Medium-sized Businesses (SMBs)
Freelancers and Independent Professionals
Marketing Agencies and Professionals
Nonprofit Organizations and Causes

#### Internal Stakeholders

Development Team
Marketing Team
Design Team
Customer Support Team
Management

#### **Primary Target Audience:**

Small and Medium-sized Businesses (SMBs) Freelancers and Independent Professionals

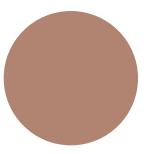
#### **Secondary Target Audience:**

Marketing Agencies and Professionals
Students and Educators
Nonprofit Organizations

# Feasibility Analysis



**User story** 

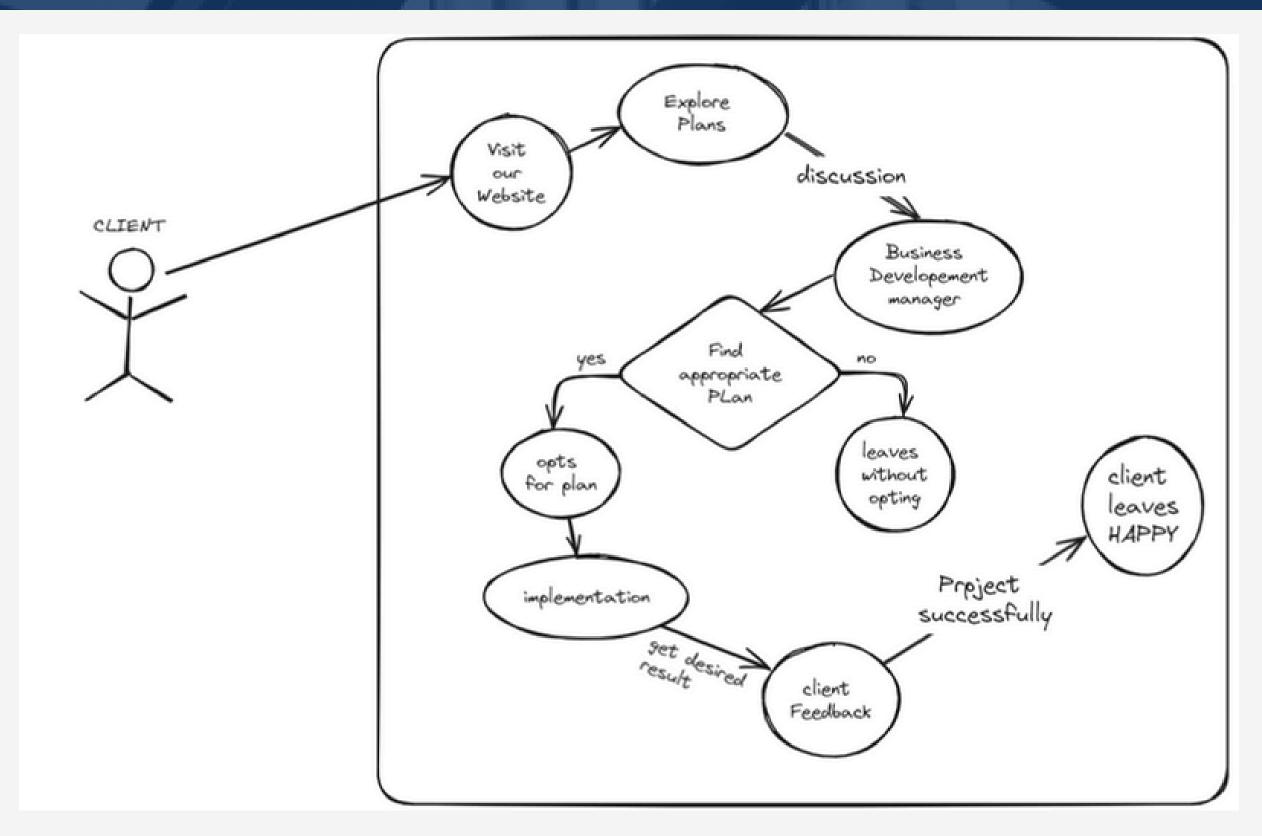


use Case Diagram

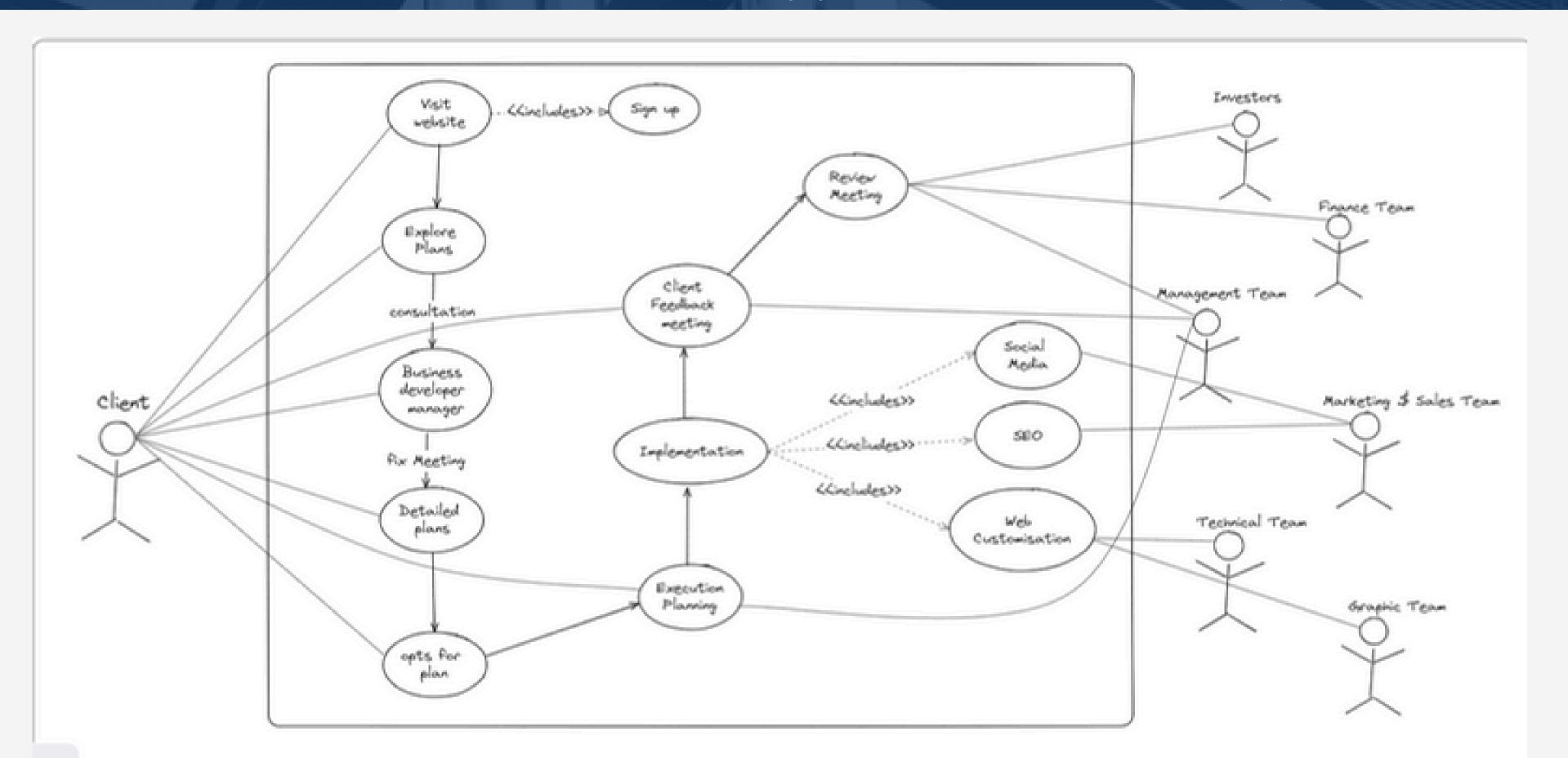
Chief Finance Officer

# User Story

https://docs.google.com/document/d/1oCJWhC8PvJl0dhtS5z3VlrYEp9MRyV5FGASW0msW5LU/edit



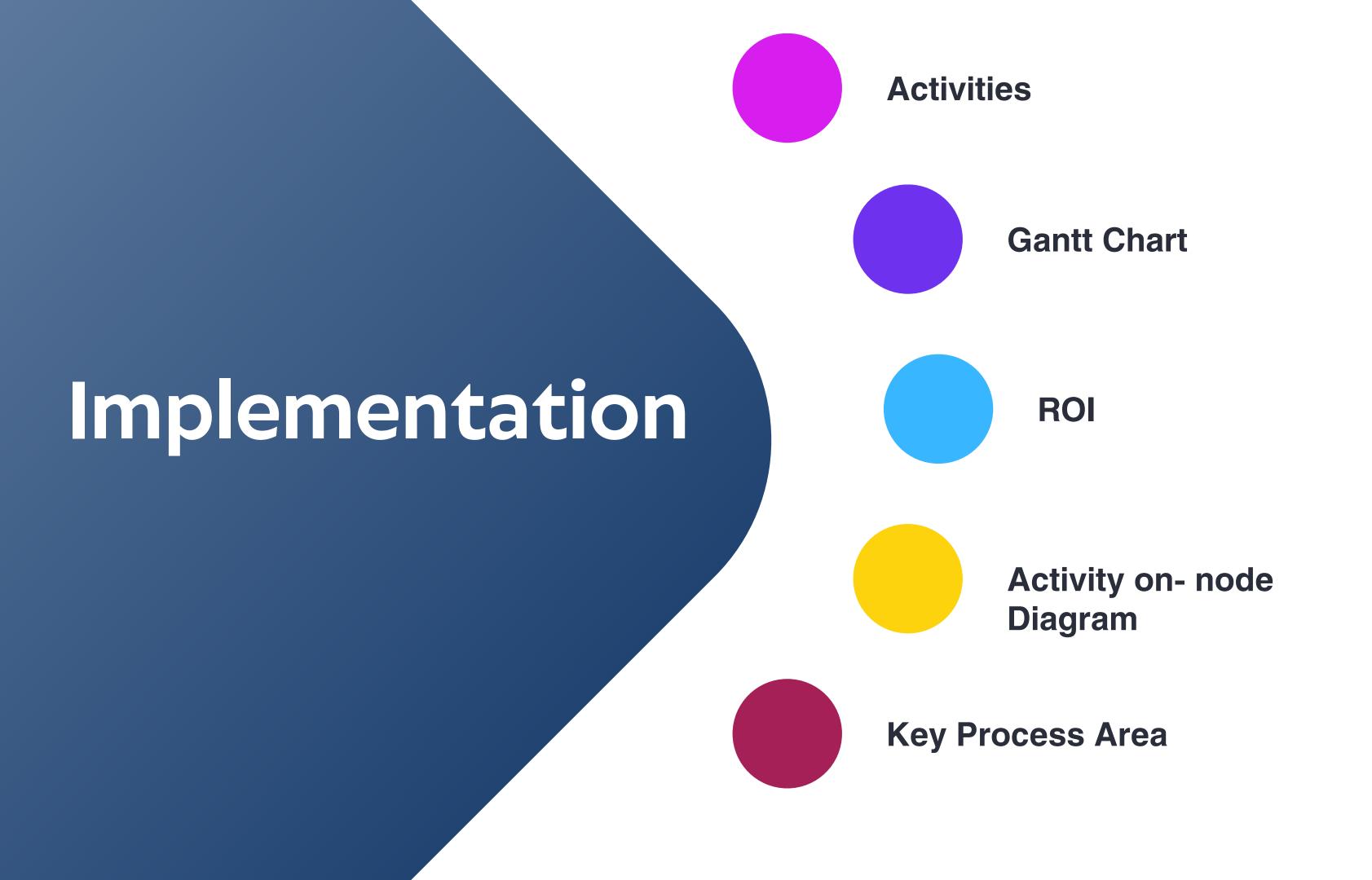
## Use case



# Design



https://www.figma.com/proto/RAVYcJQFzOMALWwjBLzpQP/BRANDLICIOUS? type=design&node-id=2051-532&t=WXzjdFd1CgEyhb5u-0&scaling=scale-down-width&page-id=0%3A1&starting-point-node-id=2051%3A532



# Activities

A	8	С	D	E	F
S.NO.	Activity	Predecessor	Duration (Estimated)	Group Size	
1	Define Project Scope and Objectives		2 weeks	2	Α
2	Market Research and Competitor Analysis	•	3 weeks		В
3	Define target audience & stakeholders	Market Research and Competitor Analysis	3 weeks		С
4	User Persona Development, User Journey Mapping	Define Scope, Target Audience & Stakeholders	1 week	2	D
5	Information Architecture & User Flow	User Journey Mapping	1 week		E
6	Wireframing & Prototyping	Information Architecture & User Flow	3 weeks	0(same as User Flow person)	F
7	Ul Design & Style Guide	Information Architecture & User Flow	3 weeks		G
8	Frontend Development	UI Design & Style Guide	6 weeks	4	н
9	Backend Development	UI Design & Style Guide	6 weeks		1
10	API Integration	Backend Development	2 weeks		J
11	Integration of modules	API Integration	2 weeks		K
12	Unit testing	Prototyping	2 weeks	2	L
13	Integration Testing	Unit testing	2 weeks		M
14	Quality Assurance (QA) Testing	Integration Testing	2 weeks		N
15	Feedback & Iteration	Wireframing & Prototyping	Throughout the project	1.	0
16	Deployment (iOS/web app, Android)	Quality Assurance (QA) Testing	1 week	2	P
17	Launch	Deployment (iOS/web app, Android)	1 week		Q
18	Monitoring	Launch	Ongoing	0(same as feedback person)	R
			TOTAL - 27 weeks	14	

### **Gantt Chart**

### **Excel Sheet Link**

MONTHS	,	JAN	JAR'	Y	F	EBR	URA	۱Y		MAI	RCH			AP	RIL			M	AY			JU	NE		J	ULY	
WEEKS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
ACTIVITY																											
Α																											
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### Return on Investment

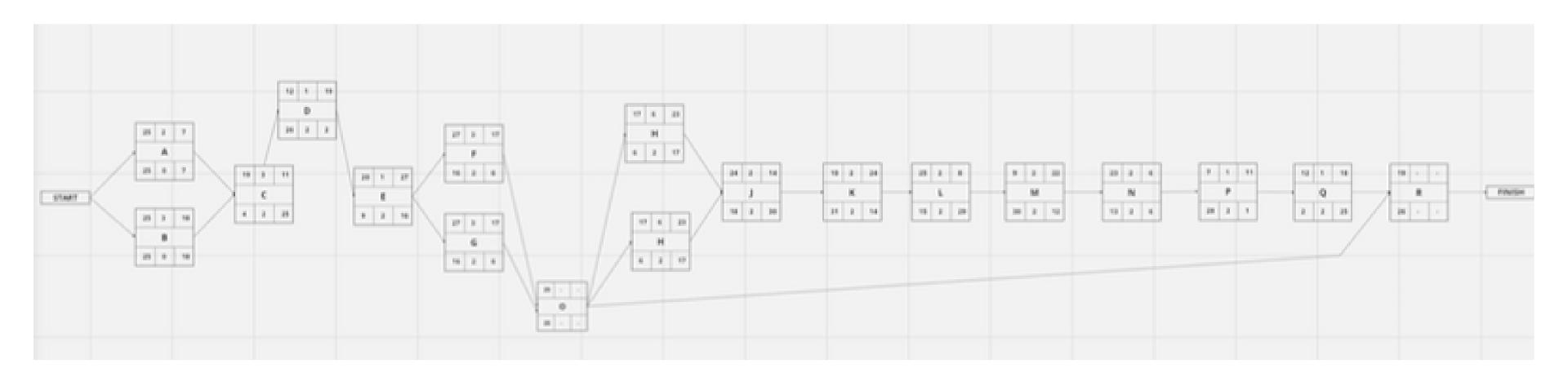
Cost of Person/day:	₹800	
Team Size:	14	
Cost of whole Team/day:	₹11,200	
Cost of Entire Project:	₹1,512,000	
Average Profit:	₹383,808	
ROI(Return On Investment):	25.4%	
ROI = (Net Profit / Investment Cost) * 100	% = (₹383,808 / ₹1,512,000) * 10	0% ≈ 25.4%

### **Activity on-node**

A	В	C	D	E	F	G	Н
S.NO.	Activity	Duration (Estimated)	Earliest Start	Earliest Finish	Latest Start	Latest Finsh	Float
1	Define Project Scope and Objectives	2 weeks	25	7	25	7	0
2	Market Research and Competitor Analysis	3 weeks	25	18	8	18	0
3	Define target audience & stakeholders	3 weeks	19	11	4	25	2
4	User Persona Development, User Journey Mapping	1 week	12	19	26	2	2
5	Information Architecture & User Flow	1 week	20	27	9	16	2
6	Wireframing & Prototyping	3 weeks	27	17	16	6	2
7	UI Design & Style Guide	3 weeks	27	17	16	6	2
8	Frontend Development	6 weeks	17	23	6	17	2
9	Backend Development	6 weeks	17	23	6	17	2
10	API Integration	2 weeks	24	14	18	30	2
11	Integration of modules	2 weeks	10	24	31	14	2
12	Unit testing	2 weeks	25	8	15	29	2
13	Integration Testing	2 weeks	9	22	30	12	2
14	Quality Assurance (QA) Testing	2 weeks	23	6	13	6	2
15	Feedback & Iteration	Throughout the project	25	-	25	-	-
16	Deployment (iOS/web app, Android)	1 week	7	11	28	1	2
17	Launch	1 week	12	18	2	25	2
18	Monitoring	Ongoing	19		21	-	-

#### **Miro Diagram**

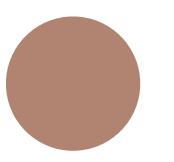
### **Activity On node Diagram**



CMM Levels	Focus	Key Process Areas
Initial	Foundational	Understanding client needs and basic planning:  Exploring Plans and Consultation  Stakeholders:  1. Business Development Manager
Repeatable	Process Management.	interacting with clients ,Influencers Collaboration Process, Managing all process, Identify potential risks. Stakeholders:  1. Management Team 2. Finance Team
Defined	Process (UML Attached below)	Establishing branding processes:  brand development, design, messaging, and communication strategies.  Stakeholders:  1. Marketing Team 2. Finance Team 3. Graphic Designers 4. Technical Team
Managed	Quality	Ensuring quality brand deliverables and client satisfaction and Also Using Quality Metrics:  Review meeting, Client feedback meeting  Stakeholders:  3. Management Team
Optimizing	Innovation & Change	Embracing innovation, Technology change Management, and strategic alignment

### **Key Process Areas**

# TESTING



**Test Cases** 



**Risk Assessment Table** 

### **TEST CASES**

Test Case ID	Test Scenario	Test Case Description	Expected Output	Remarks (F
TC-001	User Registration	User attempts to register with a valid email and password.	User account is successfully created and a confirmation email is sent.	Positive
TC-002	User Registration (Invalid Email)	User attempts to register with an invalid email format.	An error message is displayed indicating the email format is invalid.	Negative
TC-003	User Login	User attempts to log in with a valid email and password.	User is successfully logged in and redirected to the main dashboard.	Positive
TC-004	User Login (Incorrect Password)	User attempts to log in with an incorrect password.	An error message is displayed indicating the password is incorrect.	Negative
TC-005	User Booking Services	User selects a specific service and proceeds to book an appointment.	Appointment booking process is successfully completed.	Positive
TC-006	User Booking Services (Invalid Time Slot)	User attempts to book a service at an unavailable time slot.	An error message is displayed indicating the time slot is unavailable.	Negative
TC-007	Accessing Subscription Plans	User navigates to view available subscription plans.	List of subscription plans with details and pricing is displayed.	Positive
TC-008	Selecting Subscription Plan	User selects a subscription plan to purchase.	Subscription plan selection process is successfully completed.	Positive
TC-009	Selecting Subscription Plan (No Plan Selected)	User proceeds to purchase a subscription plan without selecting any plan.	An error message is displayed indicating no plan is selected.	Negative
TC-010	Payment for Subscription Plan	User proceeds to make payment for the selected subscription plan.	Payment process is successfully completed.	Positive
TC-011	Accessing User Dashboard	User accesses their dashboard after logging in.	User dashboard with personalized information and options is displayed.	Positive
TC-012	Viewing Appointment History (No Appointments)	User attempts to view their appointment history when no appointments are bo-	User has no appointments and the appointment history section is empty.	Negative
TC-013	Cancelling Appointment	User cancels a previously booked appointment.	Appointment cancellation process is successfully completed.	Positive
TC-014	Upgrading Subscription Plan	User upgrades their current subscription plan to a higher tier.	Subscription plan upgrade process is successfully completed.	Positive
TC-015	Downgrading Subscription Plan	User downgrades their current subscription plan to a lower tier.	Subscription plan downgrade process is successfully completed.	Positive
TC-016	Accessing Help & Support (Unauthorized)	User attempts to access help and support resources without proper permission	Access to help and support resources is denied.	Negative
TC-017	Submitting Support Ticket	User submits a support ticket for assistance.	Support ticket submission process is successfully completed.	Positive
TC-018	Viewing Ticket Status	User checks the status of a submitted support ticket.	Ticket status with updates and resolutions is displayed.	Positive
TC-019	Accessing User Profile	User navigates to view and edit their profile information.	User's profile information is displayed along with edit options.	Positive
TC-020	Payment for Subscription Plan (Declined)	User proceeds to make payment for the selected subscription plan, but the pay	Payment process is unsuccessful.	Negative
TC-021	Updating Payment Method	User updates their saved payment method for future transactions.	Payment method update process is successfully completed.	Positive .
TC-022	Changing Account Password	User changes their account password for security reasons.	Password change process is successfully completed.	Positive -

# Risk assessment Table

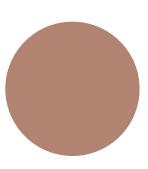
Risk	Probability	Impact (1-5)	Risk Mitigation Monitoring & Management
Talent Acquisition and Retention	Medium	4 - Difficulty attracting and retaining skilled personnel can hinder project progress, reduce service quality, and increase costs.	Competitive compensation, Positive work environment, Talent pipeline
Client Onboarding and Satisfaction	Medium	4 - Failing to meet client expectations can lead to project delays, scope creep, budget overruns, and client churn.	Onboarding process, Communication, Realistic expectations
Integration Challenges	Medium	3 - Difficulties integrating various services can delay launch, hinder platform functionality, and frustrate users.	Testing & Integration, Documented workflows, Dedicated team
Market Acceptance	Medium	4 - Difficulty attracting clients can limit revenue growth, hinder brand awareness, and jeopardize the long-term viability of the business.	Brand identity, Marketing & Sales, Competitive pricing
Technological Disruption	Low	3 - Rapidly evolving technologies could make Brandalicious' services obsolete, leading to a loss of competitive edge and market share.	Emerging tech monitoring, R&D investment, Culture of innovation

## DEPLOY



github link

# MAINTENANCE



Feedback form



### **Feedback Form**



# THANK YOU!