**Project report**

Logic University Stationary Store Inventory System

Team 08 – SA38

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# Introduction

This project is done for the Logic University Stationary Store Inventory System to ensure that problems faced by the store is solved in the most effective way and all the demands of the User is properly met at the earliest and in an efficient manner. The project will focus on implementing a system, which emphasizes on proper inventory management system, improving communication between stake holders.

The purpose of this project was to provide an opportunity for practicing the technical and management skills that has been acquired throughout graduate diploma program.

We will work in teams to deliver an application software using Object-Oriented analysis and design (OOAD) of software development life cycle based on Rational Unified Process (RUP) using Unified Modelling Language (UML).

The main deliverable of this project is the Logic University (LU) Stationary Store Inventory System.

Based on the Project Objective Document and interaction with the User Representative and User Manager, we developed project plans, analyzed and designed a solution, code and test, conduct user acceptance test and deliver documentation and codes with given time frame. The schedule for this project was from 18th Aug. 2014 to 15th Sep. 2014.

# Product Deliverables

This section will describe all the product deliverables for this project.

* 1. Requirement Specification (Functional Requirements).
  2. Requirement Specification (Non Functional).
  3. UI Specifications.
  4. Analysis Models.
  5. UI Design.
  6. Architectural Platform.
  7. Final Design Sequence Diagram.
  8. Consolidated Class Diagram
  9. Relational DB Design.
  10. Code.

Functional testing for each Use case.

# Recommendations

For system improvements and for future phases of development

* The department head can delegate authority to an employee for a particular time period.
* Improve the UI in web screen, by choosing the appropriate UI controls with minimal clicking.
* Follow proper naming conventions
* Develop a mobile application for iOS as to not restrict the users to just use Android devices in using the system.
* Implement the disbursement list functionality in web also.

# Lesson Learned

* The first most important step was to draft a proper project plan to make sure the project be completed in the stipulated time
* Assigning tasks to individual members helps organize and finish the project.
* Every project will have risks and we need to foresee these potential risks and avoid unnecessary mistakes.
* Try to stick to the user requirements while design of the UI to avoid correction at later phases.
* Web and mobile design should be consistent in the design and usability.
* Testing helped us to find new problems and loopholes in the system and helped us solve it.

# Problems and Solutions

There are some problems we faced during the project:

1. Could not get enough information during the initial user meeting.
2. Integrating the screens with the controller was challenging.
3. Integrating the complete project was a huge challenge.

There are some solutions to solve these problems we faced:

1. Test and integrate iteratively.
2. Plan ahead for different task ie, Coding and design.

# Looking back

Things could be done differently if we are assigned to a similar project:

1. Well prepared proper questionnaire before meet with user and be professional during the meeting.
2. Spend more time on design phrase and go through all the logic to check if it is correct before we start coding.
3. Make a good project plan will also help us done project faster and better.
4. Prepare more than one device for demo, so that if any problems happened we will have another device for backup. This will reduce the risk in case.
5. Get along well with team members can also help us learn different culture from different background.