**PROJECT MANAGEMENT**

## Work Breakdown Structure (WBS)

**Major Tasks:**

### Research and Planning:

Research user needs, market trends, and technology requirements.

### Design Phase:

#### User Interface (UI) Design:

Create mockups and wireframes for the software interface. **ii. 3D Visualization Tools:**

Develop the 3D modeling and rendering capabilities.

### Development Phase:

#### Backend Development:

Set up databases, servers, and APIs.

#### Frontend Development:

Build the actual software interface using the designs from the design phase.

### Collaboration Features:

Implement features for real-time collaboration between designers and clients.

### Customization Options:

Develop tools for customizing design elements.

### Cost Estimation Tools:

Create features for budget estimation.

### Feedback System:

Build a system for collecting and managing user feedback.

### Testing Phase:

#### Unit Testing:

Test individual components for errors. **ii.**

#### Integration Testing:

Ensure all parts work together seamlessly. **iii.**

#### User Testing:

Get feedback from real users to identify any issues.

### Deployment and Maintenance:

**Deployment:**

Launch the software for users.

### Maintenance:

Provide ongoing support and updates.

# COST ESTIMATIONS:

### Software Costs:

Licenses for any third-party software or development tools needed for creating 3D visualizations and collaboration features.

### Hardware Costs:

High-performance computers for rendering 3D models and possibly VR/AR equipment.

### Labor Costs:

Salaries for the development team, designers, and testers.

### Miscellaneous Costs:

Expenses such as office supplies, internet, marketing, and user training materials.

# RISK TABLE:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Risk | Description | i | Likelihood  t | Mitigation |
| Limited User | Users may not embrace | High | Medium | Conduct market research to understand user needs and preferences.  Continuously gather feedback for improvements. |
| Adoption | the virtual interior design |  |  |
|  | platform, resulting in low |  |  |
|  | usage and engagement. |  |  |
| Technical Compatibility Issues | Compatibility issues with different devices, browsers, or operating systems may hinder user experience. | High | Medium | Test the platform across various devices and browsers during development. Implement responsive design principles. |
| Data Security Breach | Unauthorized access to user data could result in privacy violations and damage to the platform's reputation. | High | Low | Implement robust security measures, including encryption, user authentication, and regular security audits. |
| Performance Degradation | Slow response times or system crashes could lead to user frustration and abandonment of the platform. | High | Medium | Conduct performance testing to identify and address bottlenecks. Optimize code and infrastructure as needed. |

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| --- | --- | --- | --- | --- |
| Design Inaccuracy | Design inaccuracies or discrepancies between virtual and real-world settings may lead to user dissatisfaction. | High | Medium | Implement accurate measurement tools and realistic rendering techniques. Allow users to preview designs in realworld settings. |
| Vendor or Supplier Issues | Delays or quality issues from furniture vendors or suppliers could disrupt project timelines and deliverables. | High | Medium | Establish partnerships with reliable vendors. Have backup suppliers in place and maintain open communication channels. |
| Lack of Design Expertise | Users may struggle to create aesthetically pleasing designs without professional interior design knowledge. | Medium | High | Provide design templates, tutorials, and access to expert advice or consultations within the platform. |
| Regulatory Compliance | Failure to comply with legal regulations, such as data protection laws or industry standards, could result in penalties or fines. | High | Low | Stay informed about relevant regulations and ensure platform features and policies are compliant. |
| Financial | Budget limitations may | High | Medium | Conduct thorough costbenefit analysis. Prioritize essential features and seek funding or investment opportunities. |
| Constraints | restrict the development |  |  |
|  | and maintenance of the |  |  |
|  | platform, affecting its |  |  |
|  | quality and scalability. |  |  |

* + **RESOURCE ALLOCATION:**

### Team Members:

**Project Manager:**

Oversees the project, ensures deadlines are met.

### UI/UX Designers:

Design the user interface and user experience.

### Developers:

Code the software, implement 3D visualization and collaboration features.

### Testers:

Test the software for bugs and usability issues.

### Tools:

**Development Tools:**

IDEs, graphic design software, 3D modeling tools.

### Collaboration Tools:

Software like Slack or Microsoft Teams for communication. **iii.**

### Time:

Allocate time for each phase (planning, design, development, testing, deployment. **iv.**

### Assigning Tasks:

Ensure each team member knows their specific tasks and deadlines.

# TIMELINE OF DELIVERABLES:

**i. Planning Phase:** 2 weeks

### Research and Planning:

Conduct initial research and plan the project. **ii. Design Phase:** 4 weeks

**UI Design:** Create wireframes and mockups.

**3D Visualization Tools Design:** Plan the 3D features.

1. **Development Phase:** 8 weeks **Backend Development:** 2 weeks **Frontend Development:** 3 weeks **Collaboration Features:** 1 week **Customization Options:** 1 week **Cost Estimation Tools:** 1 week **Feedback System:** 1 week **Testing Phase:** 4 weeks

**Unit Testing:** 1 week **Integration Testing:** 1 week **User Testing:** 2 weeks

### v. Deployment and Maintenance: 2 weeks

**Deployment:** 1 week

**Maintenance:** Ongoing