Deliverable E - Project Plan and Cost Estimation

Nina Blaney, May Danhash, Dane Kontic, Mason Chopik,
Fadel Alameh

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Abstract

During this deliverable, the group discussed and researched the assumed cost of developing the program that the client wants, and as well as formulate an initial project plan. Firstly, the final design was chosen, which then led to the creation of the plan outline and an initial list of tasks and risks that can come along with the path chosen, as well as some contingencies. After, the bill of material and list of equipment was discussed. Finally, the fidelity, stopping criteria, objectives and other definitions were discussed and curated.

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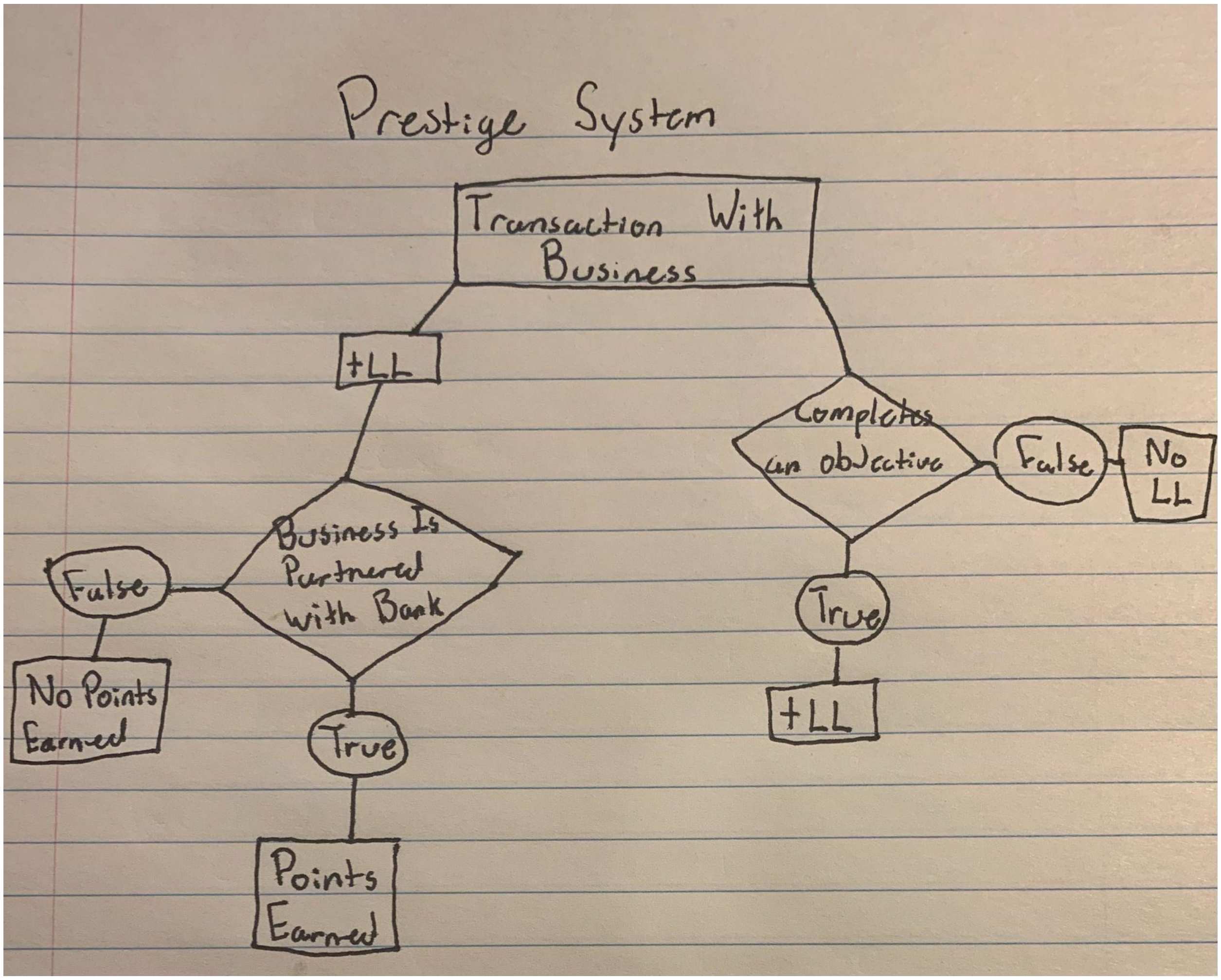
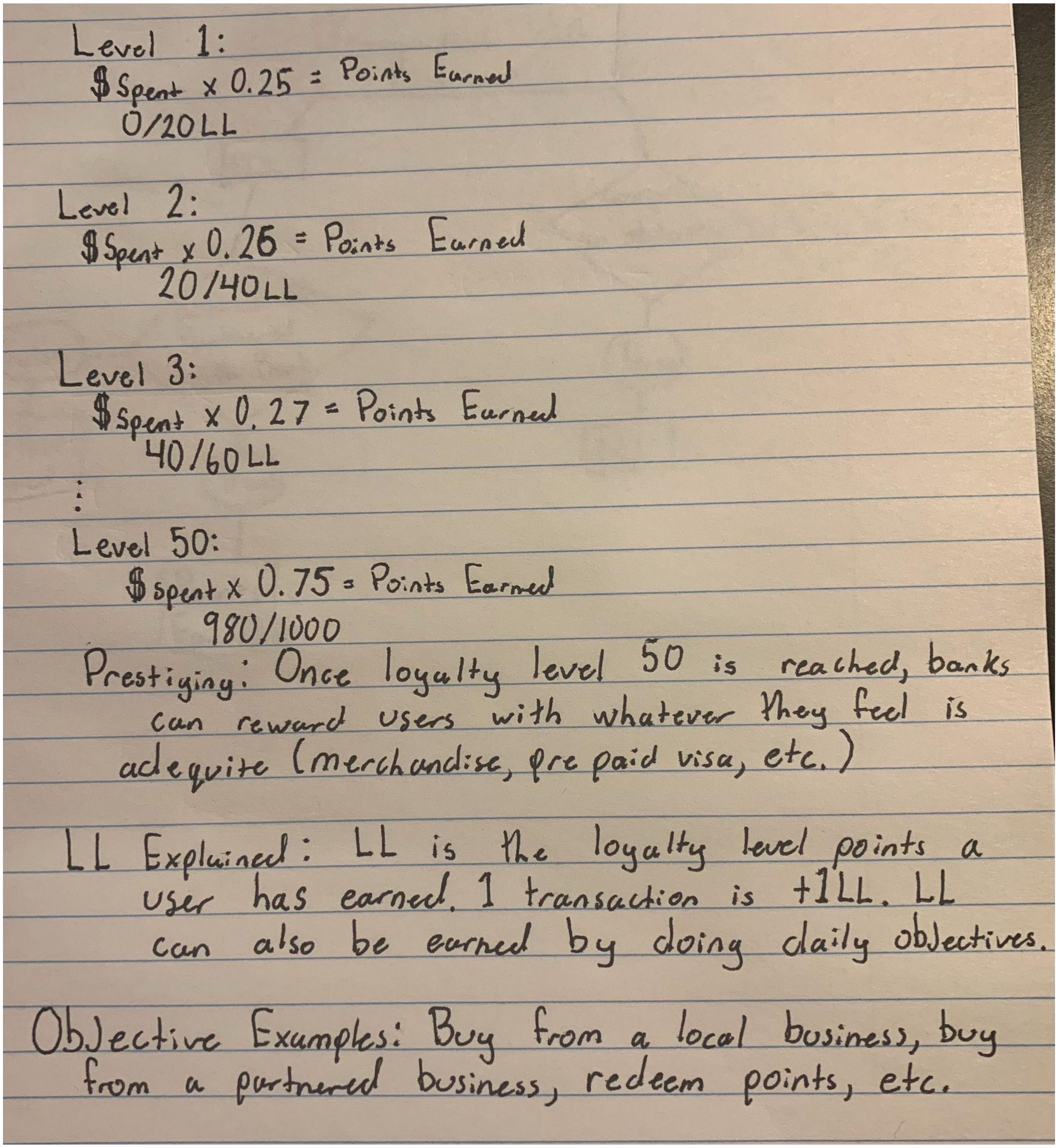
Deliverable E: Project Schedule and Cost

1. Clear and Detailed Design Drawing





Level 1:
$Spent x 0.25 = Points Earned
0/20LL

Level 2:
$Spent x 0.26 = Points Earned
20/40LL

Level 3:
$Spent x 0.27 = Points Earned
40/60LL
⋮
Level 50:
$spent x 0.75 = Points Earned
980/1000

Prestiging: Once loyalty level 50 is reached, banks can reward users with whatever they feel is adequite (merchandise, pre paid visa, etc.)

LL Explained: LL is the loyalty level points a user has earned. 1 transaction is +1LL. LL can also be earned by doing daily objectives.

Objective Examples: Buy from a local business, buy from a partnered business, redeem points, etc.

The transaction with the business will be API based using the gevis 365 enterprise cloud. The libraries we will be using are the Finance | Payment Management, Customer Loyalty Program, Finance | Invoicing for Dynamics 365 F&SCM, and <beat/> all by GWS mbH.

2. Plan Outline

2.1. List of tasks

Starting on Tuesday, October 26th:
Task 1: Create a code that creates the loyalty level system and point calculator using the YourPass system, 2 days (Dane)
Task 2: Find out how to create the objectives code using the YourPass system, 2 days (Nina)
Task 3: Integrate the spreadsheet that can fetch individual information for each user of our system, 2 days (Fadel)
Task 4: Create a code that allows new users to sign up, 1 day (Dane)
Task 5: Link the point calculator, loyalty levels, objective code, and spreadsheet up to the API, 1 day (Mason)
Task 6: Create a user interface that responds to our code, 3 days (May)

2.2. Risks and Contingency Plans

Risk 1: We lose track of the code and don't understand what the code does at a certain point.
Contingency 1: Using the // tool in C, describe what the code does at each point so everyone can understand what's going on.
Risk 2: Not enough time given to each task
Contingency 2: Including reading week, we have 11 days to build this prototype, so we will start during reading week.

3. Bill of Materials

YourPass for Customer loyalty ($0)
https://appsource.microsoft.com/en-us/product/dynamics-365-business-central/pubid.gws%7Caid.yourpass_customer_loyalty_program%7Cpappid.74c12a7d-6722-451b-82f1-9cc4a844d174?tab=overview

4. List of Equipment

Our computers, microsoft AppSource (specifically the yourpass library)

5. Prototyping Test Plan

5.1. Objectives

OUR PROTOTYPE MUST:

1. Allow for people to sign up
2. Recognize the difference between a partnered business and a business that isn't partnered
3. Be able to house the data of all users
4. Award loyalty level points when any purchase is made, or an objective is completed
5. Award points when a purchase is made with a partner of the bank
6. Validate that our basic idea is applicable

5.2. "Stopping" Criteria

-Does all the above in objectives = Success
-Fails to do any of the above = Fail, identify area of failure

5.3. Metrics and Fidelity

1. Allows user to sign up: YES or NO
2. Recognize a partner or not: YES or NO
3. Be able to store the data of users: TB
4. Award loyalty level points where appropriate: YES or NO, # of LL
5. Award points when appropriate: YES or NO, # of points
6. Validate that our basic idea is applicable: All the above is correct or incorrect

The fidelity of this prototype is considered to be low to medium. While most of the functions and the general idea of our project are going to be in this prototype, this is nowhere near our final design. The lower fidelity prototypes allow us to make a rough sketch and not let too many ideas form and allow for the feedback to truly impact our design and ideas.