

# Deliverable E: Project Plan and Cost Estimate

Alaa Elkurtehi

Sofia Iglesias

Allen Wang

Tony Guan

Yassine Ouloum

October 24, 2021

# Table of Content

<b>Introduction</b>	<b>2</b>
<b>Project Plan and Schedule</b>	<b>2</b>
<b>Bill of Material and Equipment needed for Prototypes</b>	<b>3</b>
<b>Design Drawing</b>	<b>4</b>
<b>Prototype 1 Test Plan</b>	<b>5</b>
<b>Risks and Contingency Plans</b>	<b>5</b>
<b>Conclusion</b>	<b>6</b>

## Introduction

After discussing our conceptual design in the last deliverable we will now be planning out project development and assessing our prototypes. Our meeting schedule, project process and our cost estimates will also be covered. Our goal is to carefully plan our prototypes to ensure a quality product for design day.

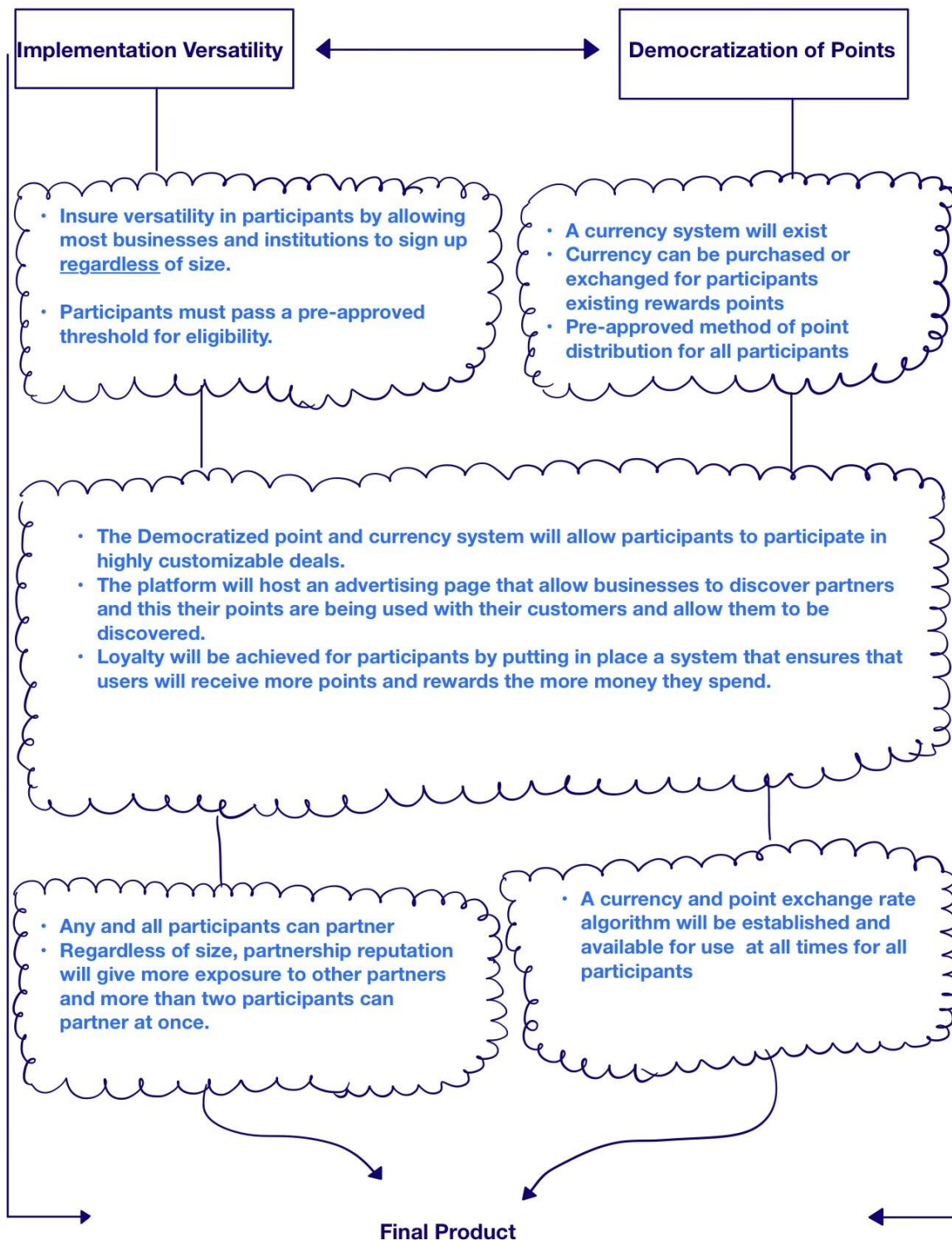
## Project Plan and Schedule

<https://www.wrike.com/frontend/ganttchart/index.html?snapshotId=ZdpvIZOUszyf1Ho7eoYITSPv6NK1YtxJ%7CIE2DSNRXGM3TGLSTGIYA>

## Bill of Material and Equipment needed for Prototypes

components and materials	quantity	cost	description	link
Power apps	1	0	Tool that is used to build programs	<a href="https://powerapps.microsoft.com/en-ca/">https://powerapps.microsoft.com/en-ca/</a>
Microsoft offices	1	0	A package of softwares that are used for analysing ideas and data	<a href="https://www.microsoft.com/en-ca/microsoft-365">https://www.microsoft.com/en-ca/microsoft-365</a>
Google docs	1	0	Software for sharing ideas with teammates	<a href="https://docs.google.com/document/u/0/">https://docs.google.com/document/u/0/</a>
Zoom	1	0	Team meeting software	<a href="https://zoom.us/">https://zoom.us/</a>
Wrike	1	0	Tool for task management	<a href="https://www.wrike.com/">https://www.wrike.com/</a>
Matlab	1	0	Basic coding program that is used to solve numerical problems	<a href="https://www.mathworks.com/help/matlab/learn_matlab/plots.html">https://www.mathworks.com/help/matlab/learn_matlab/plots.html</a> <a href="https://it.uottawa.ca/students/remote_labs">https://it.uottawa.ca/students/remote_labs</a>

# Design Drawing



# Prototype 1 Test Plan

Test ID	Test Objective	Description of Prototype used and Basic Test Method	Description of results to be recorded and how these results will be used	Estimated Test duration and planned start date
1	Test effectiveness of point system	Try to convert various reward systems to points	We will try and rate the ease of conversion on a 1-10 scale, these results will show if point system is viable	Start date : 10/28/2021 Estimated time: 2 days
2	Test versatility in implementation	Reach out to small businesses for feedback to see if the options are favorable for them	Feedback on experience on 1-10 scale, if the results are too low that means we failed to make a platform for every business size	Start date : 11/08/2021 Estimated time: 1 day
3	Test ease of use for back end users	Reach out to diverse populations to give feedback on their impressions on the website/app	Feedback on user experience on 1-10 scale, if the results are too low that means the app/website is not easy enough for people to navigate alone	Start date : 11/20/2021 Estimated time: 1 day

## Risks and Contingency Plans

The points' system could prove to be obsolete, that's why we have to try the conversion as soon as we have the minimum requirements and try to improve it. If it still doesn't work we'll have to come up with new ideas to democratize loyalty solutions.

Time management is crucial in our project so we organize tasks and keep an eye on deadlines using Wrike. We also have weekly meetings where we discuss our next steps and re-organize them by priority if needed.

The project being software, risks of bugs and logic failure are high so we will scrutinize the program and test the system many times and offer other people to use it and get their feedback to ensure it's bug-free and fully functional.

We could also avoid making a low quality product by asking for feedback from backend users (family, friends,...) and maybe businesses if we find some willing to help at every step and for every version, and implement that feedback in our creative process.

## Conclusion

After carefully planning our project timeline we will be meeting as often as possible(through zoom) to have successfully created at least three prototypes by December first. The objective of our prototypes is to mostly test three things, the effectiveness of the points system, versatility in implementation and ease of use for backend users. We aim to have our first prototype ready by November 4th, our second prototype by November 11th and our third prototype by November 25th. Although there may be last-minute changes our objective is to keep the cost as low as possible without compromising the quality.