#### GNG1103-A00

## **Deliverable-E-Project Schedule and Cost**

Sunday, Oct 24, 2021

**Project Team-7** 

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# **Table of Content**

GNG1103-A00	1
Table of Content	2
Introduction	3
Project Plan and Schedule	3
Risks and Contingency Plan	5
Detailed Design	7
FlowChart	8
Prototype Test Plan	8
Bill of Materials	12
Conclusion	13

#### Introduction

The group previously made a few designs about the loyalty program software. Using the designs an ideal design was created that implements ideas from each member. The purpose of this deliverable is to look at the ideal design and analyze the cost of making this product in the form of a prototype. Additionally, the risks and contingency plans will be discussed and assessed to avoid any issues that could arise. Moreover the project plan and schedule are outlined to make sure the time is used effectively for each part of the project. Following up to the beginning of the course (GNG1103), members have enrolled in udemy courses to learn more about the programming language *Python* and blockchain technologies to better develop the application our team has in mind. We've also drawn up a flow chart for our application, to help visualize the step-by-step process each user would take to utilize the application.

#### **Project Plan and Schedule**

The tasks are assigned with enough allocated time in case any issues were to arise while attempting to complete the deliverable or task. The dependencies for the tasks are chosen based on what will affect the completion of the current task based on the completion of the previous task. The responsibility is the people who are responsible for ensuring the completion of the task or deliverable.



Figure 1.1: Gantt Chart Of Project Plan

S	Design day	1 Dec	New
P	Iterative Prototyping for Prototype III	18 Nov	New
S	Iterative Prototyping for Prototype II	10 Nov	New
S	Research and development in Power apps and other Software	4 Nov	New
s	Project Deliverable K-User and Product Manual	8 Dec	New
P	Project Deliverable J-Final Presentation	30 Nov	New
S	Project Deliverable I-Design Showcase Presentation	30 Nov	New
S	Client meet 3-Prototype 1 Feedback	4 Nov	New
s	Deliverable H-Prototype III and Customer Feedback	18 Nov	New
P	Deliverable G-Prototype II and Customer Feedback	11 Nov	New
~ 😝	: Deliverable F-Prototype I and Customer Feedback	4 Nov	New
	Build Prototype		New
~ 🛟	Deliverable E	24 Oct	New
> (	BOM, list of equipment, and cost	27 Oct	New
(	Plan for prototypes and Contingency plan	24 Oct	New
	Prototype test plan	24 Oct	New

#### Figure 1.2:List of Tasks and Deliverables for Project

Number of Task	Task	Dependencies	Responsible	Duration	Due date
1	Deliverable E- Project Schdule and Cost	None	Everyone	Current Milestone	Oct 24, 2021
2	Deliverable F- Prototype I and Customer Feedback	None	Everyone	12 Days	Nov 4, 2021
3	Research and development in Power apps and other Software	None	Everyone	12 Days	Nov 4, 2021
4	Client meet 3- Prototype 1 Feedback	None	Everyone	12 Days	Nov 4, 2021
5	Iterative Prototyping for Prototype II	None	Everyone	18 Days	Nov 11, 2021
6	Deliverable G- Prototype II and Customer Feedback	None	Everyone	18 Days	Nov 11, 2021
7	Iterative Prototyping for Prototype III	#6	Everyone	24 Days	Nov 18, 2021
8	Deliverable H- Prototype III and Customer Feedback	None	Everyone	24 Days	Nov 18, 2021
9	Project Deliverable J- Final Presentation	None	Everyone	36 Days	Nov 30, 2021
10	Project Deliverable I- Design Showcase Presentation	None	Everyone	36 Days	Nov 30, 2021
11	Design Day	None	Everyone	38 Days	Dec 2, 2021
12	Project Deliverable K- User and Product Manual	None	Everyone	44 Days	Dec 8, 2021

**Table 1:Project Schedule** 

#### **Risks and Contingency Plan**

This part of the deliverable will discuss the risks that could affect the final product of the project. The table will consider a variety of potential problems that could arise during the project as well as the impact of the risks on the progress of the project. The table displays the probability from high to low of the risk occurring as well as the impact on the team ranging from high to low. For each risk discussed there is a contingency plan to make sure all things will go well.

Risk	Probability	Impact	Contingency Plan
			The team will use online resources such
			as tutorial videos and
			other information to work
Issue with Power		TT' 1	pass the dillema. As well the
apps link and Excel	Moderate	High	team will ask the IA or PM for help.
			One memeber of the team will continuously
Data loss/ Progress			save the data from excel and power apps
reset	Low	High	locally.
			The team members will schedule meetings
			gingerly in order to avoid scheduling conflicts.
			The memebers will notfy eachotehr of important
Schedule Issues			events in there schdule such as midterms to
with team	High	Moderate	avoid conflicts.
			If an internal conflict we to arise, the conflict
Internal/ personal			mangement procedure learny in class will be
conflicts	Very Low	High	use to solve the issue.
			The team member not completing their work
			will be informed of thier tasks again. If they continue
Team members fail			to not complete their work, action discussed in the
to complete work on			contract will be imposed adn the work will be distributed
time	Low	Moderate	equally.
			The team will use online resources such as tutorial videos
Issue using other			and other information to work pass the dillema. As well the
programming softwares	Moderate	High	team will ask the TA or PM for help.

Table 2: Risks and Contingency plan

#### **Detailed Design**



## FlowChart



## **Prototype Test Plan**

This prototype testing process is used to build a product that meets the needs and expectations of the users. The following steps identify problems with the application and areas for improvement, and make the necessary changes before development.

Test ID	Test Objective (Why)	Description of Prototype used and of Basic Test Method (What)	Description of Results to be Recorded and how these results will be used (How)	Estimated Test duration and planned start date (When)
1	Flexibility and efficiency	People are able to open the page very quickly. Time of users find what they need is also an important factor First users: professional analysts and regular bank clients	Timed a whole app using each item and observed if the interface was responsive. Whether users experience lag and program crashes during use The data we get can be used to produce feedback on normal use.	Check after finished Around one day
2	New users guide	This allows consumers to quickly understand the functions of the app and master the main operation process of the loyalty program First users: Anyone who has a bank business can be the first users.	Observe whether the instruction process enables beginners to learn the basic operations quickly The data we get can be used to produce feedback on normal use.	Check after finished Around two days

3	Freedom in controlling	Depending on the popularity of each item, the user can change the operation or the system can show the relevant items to the user through a database. Also, customers can find the item wanted in the shortest time First users: Anyone who has a bank business can be the first users.	Whether the program has setting items that users are accustomed to using, and whether the items recommended by the interface are popular with the public The data we get can be used to produce feedback on normal use.	Check it during the whole process Around one day
4	Aesthetic and minimalist design	Beautify the usage page to make it feel premium yet simple and comfortable. Also, adding ads or high profit strategy to attract people to use this app is beneficial. First users: professional art analysts and regular bank clients	The overall layout of the interface and whether the content meets people's normal aesthetic standards The data we get can be used to produce feedback on normal use.	Check it during the whole process
5	Information completeness	Make sure the information that is uploaded in the app is covered with all kinds of FAQs. Programming code	Percentage of content in the App versus actual content The data we get can be used to produce feedback on normal use.	Check after finished

		This test needs program designers to check items the program should have are fully included.		
6	Error prevention	This test is used to avoid an error in the app. This system should also send an email of information that is needed to prevent viruses from invading. This test needs program designers to check programming code.	correction errors generated in twenty arbitrary uses The data we get can be used to produce feedback on normal use.	Check it during the whole process
7	System bug identification, diagnosis and recovery	Use a program that can find an error in the whole system. When a problem occurs, there should be a reminder system for the users to recover the app. This test needs program designers to check programming code.	Percentage of program errors generated in twenty arbitrary uses The data we get can be used to produce feedback on normal use.	Check it during the whole process
8	Information accuracy	Make sure if the information provided has a high degree of accuracy with the actual prototype. The professional inspector needs to compare the app with the daily real-time	Evaluate the percentage of content in the App versus actual content The data we get can be used to produce feedback on normal use.	Check it during the whole process

	information without	
	errors.	

# **Bill of Materials**

se7en University of Ottawa Ottawa 1 (289)-698-8456

# **Bill Of Material**

#### Submitted on 23/10/2021

Invoice for	Payable to	Invoice #
GNG1103	Team 7	1
University of Ottawa		
	Project	Due date
Ottawa	Loyalty+	December 3rd 2021

Description	Qty	Unit price	Total price
IntelliJ Coding Interface	1	\$0.00	\$0.00
API For converter code	1	\$5.00	\$5.00
Udemy Python Coding Course	1	\$15.00	\$15.00
Block Chain Wallet course	1	\$5.00	\$5.00

Cost of project is developing, as we go along the

programming, we find ourseleves needing new

Notes:

software courses to complete

Subtotal \$25.00



# Conclusion

From this deliverable, we've achieved another step forward in the ideate process. Using the different design from deliverable D, along with feedback from the client interview, we were able to finalize a design, create a plan and schedule for prototyping, create a Bill of Materials and a prototype test plan.