ONLINE AGRICULTURE PRODUCT STORE

BPM FOR ONLINE AGRICULT TORE:

GOAL: PROFIT/SUPPORT

INPUT: Agriculture products Seed, pesticides and fertilizers

Resources: internet, mobile app, farmers, Seed, pesticides and fertilizers companies’ details

OUTPUT: mobile app which gives all details regarding products, payment, delivery details so that product delivered to the farmers to their locations

ACTIVITIES: order details, payment method, delivery details and product feedback

VALUE: Facilitating farmers need and customer satisfaction

2.SWOT ANALYSIS:

STRENGTHS:

product quality, delivery on time, affordable prise, more payment modes, customer satisfaction,feedback

WEAKNESS:

Slow loading times,internet issues, insufficient storage, unavailability of products

OPPERTUNITIES: Fast delivery partners,all products within one application

THREATS:

Low quality products,slow web speed,new product competitors.

3.FEASABILITY STUDY:

Technology- Mr. Karthik will use JAVA technology to build this application with the

help of software development team.

Budget- 2 Crores INR

Time- 18 months

WE REQUIRE 1 Technical team to handle project

We need 1 project manager

Technical team

Java developers

Tester

Time required for collecting data is minimum 3-4 months

4.mr.karthik need to create a gap analysis and to be submitted to project client mr.henry

Defining main purpose,assess current performance,analysing root cause problems analysing where improvements has to be done. Setting SMART goals

By introducing online app,to buy best quality products, app to be build in user friendly,so everyone can use easily.which brings more profit to the project.

5.RISK ANALYSIS:

Risk identification:

Identify theft,fake online stores,unencrypted data,fake apps

BA RISKS:

Not gathering requirments properly,

Not choosing proper elicitation techniques.

Change request has been given in last moment.

Coordination are not proper between developers

Lack of communication

Not having good team management.

No easy payments.

PROJECT RISKS:

Quality of product is not good

No proper awarness of product and application

App features are not understanding properly to end users

6.RACI MATRIX:

STAKEHOLDERS are Peter,Kelvin,Ben

Responsible: BA (shoba)and the technical team are responsible for the

Project.

Accountable -Mr. Vandanam as a project manager is accountable and approves of

the project

Consultant : Ms. Juhi, Mr. Tyson, Mr. Tucker, Mr. Bravo, Mr. Mike, Alkeya and Jhon ,

Mr. Pandoo and Mr. Dooku.

Informed: Customers- Peter, Kevin and Ben.

Mr.Henry is a sponsor

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| NAME | POSITION | R | A | C | I |
| SHOBA | BA | YES |  |  |  |
| MR,VANDANAM | PM |  | YES |  |  |
| MR.DOOKU,MR.PANDOO | STAKEHOLDERS |  |  |  | YES |
| R,TYSON,MS.JUHI,MR.MIKE,MR.BRAVOALEKYA,JOHN | DEVELOPERS,TESTERS,NETWORK ADMN,DB ADMN |  |  | YES |  |
| PETER,KELVIN,BEN | CUSTOMERS |  |  |  | YES |

7.BUSINESS CASE DOCUMENT:

Scope of project:

* Requirement study
* Design
* Testing
* development

|  |  |
| --- | --- |
| SR.NO | QUESTIONS |
| 1 | why project is initiated |
|  | Mr.henry identified needs to farmers of agriculture products to deliver to their location,its an opportunity to him to capitalize |
| 2 | What are the problems |
|  | Farmers facing difficulty to get products which are important to them to farm, buying seeds for farming can help them to reduce pests in crops |
| 3 | Problem solving by introducing the project |
|  | By this project farmers can buy products from anywhere through internet |
| 4 | Resources required for this project |
|  | Financial resources such as sponsers,banks,man powers delivery boys, packing people,developers,testers,sellers and buyers |
| 5 | Change requirement is needed? |
|  | No change requirement is needed |
| 6. | Time frame for ROI? |
|  | 8 MONTHS |
| 7 | IDENTIFYING STAKEHOLDERS? |
|  | determining their impact on project, how they related to project mr.henry,kelvin,peter,ben ,farmers and sellers are stakeholders |

8.SDLC METHODOLOGIES:

1.sequential-waterfall model:

It is easy to find which product should be recommended to customers

* Requirement analysis
* Planning
* Design
* Development
* Testing
* Deployment and maintenance

Due to lack of feedback from end users or stakeholders during design and development stage it makes unnecessary features which makes wastage of time and money

2.Iterative-rup:

Identifying any issues in project and adapt to client needs

Need more management.

3.evolutionary-spiral

Adding features to application which are user-friendly, easy to use and choose the product ,selecting to order with few clicks.

4.Agile:

Promoting products, delivering on time, responding to change and encourage frequent communication among team members and stakeholders.

Agile considered as best method for online applications

Some roles in agile project are:

Product owner

Scrum master

Team members

Advantages of agile:

Easy to understand market interest

Better quality product

Less risks

Flexible and adaptable

Having more transparency with strong communication.

With standard delivery and with cost effective solutions,if we are in to the market and make a nitch of online web app,project can be succeded

9.WATERFALL RUP AND SCRUM MODEL:

As a BA I would like to choose both agile and waterfall model

Agile is a best method for online product store because its flexible and adaptable to change market and end user needs

It is more flexible for customer feedback

It includes quality checks through development process

It focus on early delivery and give value to end users.

It has fewer risks some techniques are:

Drop shipping

Online market research

Google adds,

Web scraping

Waterfall model:

It is simple and easy to understand and divided in to several phases

Gathering requirments,documenting,design,implementation,testing,deployment and maintenance

10.Difference between WATERFALL AND V-MODEL

|  |  |
| --- | --- |
| Waterfall model | v-model |
| It tests only after development is complete | It emphasizes test at each stage |
| It requires more documentation and formalization | It is in V-shaped structure |
| Testing is separate stage after development is complete | Testing and development occurs in parallel, allowing teams to identify and resolve issues early |
| It is less adaptable  | It is more adaptable to change in project requirement |
| It is less expensive than v-model | It is more expensive because it is more complex |
| Risk is high and higher chance of failure because testing is less extensive | Low risk of failure |
| It identifies flaw at the outset | Identifies flaws during the testing phase |
| It follows v-model from left to right | It is also known as verification and validation model |
| It is simple | It is intermediate |
| It is rigid | Little flexible |
| No way to return to the earlier phase | No constraint in v-model |
| Steps move in a linear way | Don’t move in linear way |
| Re-usability is linear | Re-use for some extent |
| User involvement is only in beginning | User involvement also same in beginning |
| Success rate is low | Success rate is high |
| It is a continuous process | It is a simultaneous process |
| Requirement specification is necessary in beginning | Requirement specification is necessary in beginning |
| Software made using waterfall model number of defects are less | Software made using v-model number of defects are more |
| Debugging is done after last phaseLess used by software engineer | Debugging is done in between phasesWidely used |

11.As BA I would like to choose waterfall model:

* It is easy and simple model and divided in to several phase
* Gathering requirements and analysis
* Documenting requirements
* Design phase to design entire system
* Implementation phase
* Testing and integration
* Software is sent to market and adding new features are in deployment and maintenance phase
* Thos model is best for small projects

12.GANTT CHART:

Client wants to finish project within 18 months

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| months | jan | feb | mar | apr | may | june | july | aug | sept | oct | nov | dec | jan | feb | mar | apr | june | july | aug |
| Requirement gathering |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Requirement analysis |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| design |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Development1 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Test plan and case |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| QA testing |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Development 2 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Test plan and case |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| QA testing |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Development 3 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Test plan and cases |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| QA testing |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Development 4 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Test plan and case |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| QA testing |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| UAT |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| UAT sign off |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Production deployment |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| training |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

13.fixed bid and billing

FIXED BID:

Requirements are fixed at the start of project estimation made based on requirements

Based on requirements number of resources required at each stage is decided

Cost of developing the product is estimated once discussed

Cost may be increased or decreased if change occurs

Iterations are introduced to improve software quality

Each stage is defined with timeline cannot be changed

BILLING BID:

Requirement defined at initial stage, requirement may increase during developing the software

Resource requirement may vary based on change

Budget may increase if new features are added, timelines are flexible for change request

Timeline for delivery has no change in the requirment

14.TIME SHEET OF BA IN DESIGHN PHASE:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| S.NO | TASKS | ACTION | START TIME | END TIME | DURATION |
| 1 | Identify stakeholders | To develop project | 10:00am | 11:00 am | 1 hour |
| 2 | planning | Section of project plan | 11:00am | 12:00am | 1hour |
| 3 | Project outcome | Success of project | 1:00pm | 2:00pm | 1 hour |
| 4 | Time line and cost | Calculating budget and cost | 2:00pm | 3:00pm | 1 hour |
| 5 | Informing project plan | Discussion of input | 3:00pm | 7:00pm | 4 hours |
| 6 | total |  |  |  | 8 hours |

TIMESHEET FOR BA IN DEVELOPMENT PHASE:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| S.NO | TASKS | ACTION | START TIME | END TIME | DURATION |
| 1 | PROJECT CHARTER | GOALS,ROLES AND RESPONSIBILITIES OF STAKEHOLDERS | 10:00AM | 11:00AM | 1 HOUR |
| 2 | PLANNING | PLANNING TO ALLOCATE TASKS OF EACH TEAM | 11:00AM | 1:00pm | 2 HOURS |
| 3 | EXECUTING PLAN | Meeting with pm about delivery of project | 2:00pm | 3:00pm | 1 hour |
| 4 | Quality assurence | Meeting with development team | 3:00pm | 4:00pm | 1 hour |
| 5 | close | Feedback is collected | 4:30pm | 7:00pm | 2.5 hours |
| total 7.5 hours |

TIMESHEET OF BA IN TESTING PHASE:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| S.NO | TASKS | ACTION | START TIME | END TIME | DURATION |
| 1 | Requirement analysis | Meeting with testers | 10:00am | 11:00am | 1 hour |
| 2 | planning | Call with testers | 11:00am | 12:00pm | 1 hour |
| 3 | Developing of test case  | Discussion with testers who are writing test cases | 1:00pm | 4:00pm | 3 hours |
| 4 | Setup for test environment | Meeting with QA | 4:30pm | 5:30pm | 1hour |
| 5 | Execution and report | Meeting with QA,testers and stakeholders | 5:30pm | 7:00pm | 2.5hours |
| Total 7.5 hours |

TIMESHEET OF BA IN UAT:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| S.NO | TASKS | ACTION | START TIME | END TIME | DURATION |
| 1 | Scope of testing | Meeting with testers | 10:00am | 11:00am | 1hour |
| 2 | Identify test scenarios | Meeting with developers | 11:00am | 1:00pm | 2hour |
| 3 | Create test | Discussion with testers | 2:00pm | 3:00pm | 1 hour |
| 4 | Execute test results | Meeting with test developers | 3:00pm | 4:00pm | 1hour |
| 5 | Evaluate test results | Discussion to evaluate | 4:30pm | 7:00pm | 2.5hours |
| Total 7.5 hours |

DEPLOYMENT AND IMPLEMENTATION TIMESHEET OF BA:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| S.NO | TASKS | ACTION | START TIME | END TIME | DURATION |
| 1 | User training completion | Meeting with boards | 10:00am | 11:00am | 1hour |
| 2 | Standup production environment | Meeting with production team | 11:00am | 12:00pm | 1hour |
| 3 | Run deployment wizard and check error log and resolve issues | Meeting with development team | 12:00pm | 1:00pm | 1hour |
| 4 | Completing manual configuration items | Meeting with testers | 2:00pm | 3:00pm | 1hour |
| 5 | Review production | Meeting with design to review | 3:30pm | 7:00pm | 3.5hours |