**Online Agriculture Products Store**

**Question 1 – BPM - Identify Business Process Model for Online Agriculture Store – (Goal, Inputs, Resources, Outputs, Activities, Value created to the end Customer)**

**Answer 1** - Below are the Business Process Model for Online Agriculture Store

**Goal:**

The primary goal of the Online Agriculture Product Store is to create a digital platform where farmers and manufacturers can directly connect to facilitate the procurement and delivery of agricultural products like fertilizers, seeds, and pesticides. This aims to eliminate intermediaries, reduce procurement challenges, and provide convenience and accessibility to farmers, especially in remote areas.

**Inputs:**

* Farmers’ requirements for agricultural products, including fertilizers, seeds, and pesticides.
* Manufacturers’ product details, such as names, prices, specifications, and availability.
* Technical infrastructure, including tools for application development, hosting, databases, Cloud Infrastructure and Testing Tools.

Project Name: Online Agriculture Product Store

Question 1 – BPM - 2 Marks

Identify Business Process Model for Online Agriculture Store – (Goal, Inputs, Resources, Outputs,

Activities, Value created to the end Customer)

Ansa:

Below are the Business Process Model for Online Agriculture Store:

Goal: To reach maximum customers at the right time to increase sales and profitability of the

Business of Agricultural products.

Inputs: Developers, Raw materials /tie ups with companies for raw materials, Delivery boys to deliver

Purchased products, admin to manage the flow of products and orders. High quality photos/ images/

Videos of the products, product specifications, brands, prices. Checkout page, shopping cart,

Payments options, delivery details.

**Resources**:

* **Human Resources:** Developers, testers, project managers, database administrators, and stakeholders.
* **Technical Resources:** Cloud servers, APIs for payment gateways and logistics, and development tools (Java, Spring Boot, etc.).
* **Financial Resources:** A budget of ₹2 Crores INR allocated for development, infrastructure, and operations.

**Outputs:**

* A functional web/mobile application with an intuitive user interface.
* Detailed product listings with descriptions, pricing, and availability.
* A streamlined transaction system for secure order placement and payments.
* Logistics integration to ensure timely delivery to remote locations.
* Features for user feedback and customer support.

**Activities:**

* Requirement Gathering and Analysis
* System Design
* Development
* Testing
* Deployment
* Training and Support
* Monitoring and Feedback
* Risk Management

**Value:**

* **Accessibility:** Farmers can procure agricultural products without traveling long distances.
* **Convenience:** A user-friendly platform enables easy browsing, ordering, and payment.
* **Cost Savings:** Direct connections with manufacturers eliminate intermediaries, reducing costs.
* **Transparency:** Detailed product information allows informed purchasing decisions.
* **Efficiency:** Simplified processes save time and effort for both farmers and manufacturers.

communicate directly with product manufacturers/sellers/dealers etc. It will be convenient for

customers to buy online, and they can save time and travelling cost

**Question 2 – SWOT - Mr Karthik is doing SWOT analysis before he accepts this project. What Aspects he should consider as Strengths, as Weaknesses, as Opportunity and as Threats**

**Answer 2 –** Below is the SWOT Analysis

**Strength:** Procuring farming products manually while living in remote areas can be challenging. This challenge becomes a strength for driving the online business. The new app will accept product details from manufacturers and display them to farmers. Farmers can browse through the available products, select what they need, place purchase requests, and have the items delivered to their location.

**Weakness:** If this app is launched in the market, there is a potential threat of competitors introducing similar apps. To address this, it is crucial to maintain a strong brand identity, ensure consistent quality and standards of our products, and focus on sustaining healthy business turnover.

**Opportunity:** The app will create new opportunities for increased sales of farming products. It will cater not only to remote farmers but also to anyone who can place orders from the store 24/7. This feature will boost sales for sellers and encourage them to introduce better products. Sellers can also promote new product launches, offers, and discounts through advertisements. For customers, the platform offers the convenience of online shopping, saving both time and travel expenses.

**Threats**

**Threats:** There are different factors which can be threats to the business. Some examples are below.

* Ensuring timely delivery to remote areas.
* Recruiting delivery personnel willing to travel and deliver in remote locations.
* Potential demands for higher pay or additional allowances, such as fuel and incentives, from delivery staff.
* Limited tech-savviness among some farmers, which may hinder their ability to use the app effectively.
* External challenges in remote areas, such as inconsistent electricity or internet connectivity, which may impact the ordering process.

**Question 3 – Feasibility study - Mr Karthik is trying to do feasibility study on doing this project in Technology (Java), Please help him with points (HW SW Trained Resources Budget Time frame) to consider in feasibility Study.**

**Answer 3** - A feasibility study is an analysis conducted to determine whether a proposed project, idea, or solution is practical, viable, and achievable within the given constraints, such as time, budget, and resources. It helps assess the potential risks and challenges that could arise during the execution of the project and ensures that the benefits outweigh the costs and efforts involved.

* **Hardware Requirements (HW)**
	+ Server Infrastructure
	+ Client Devices
	+ Networking
* **Software Requirements (SW)**
	+ Technology
	+ Database
	+ Other Tools
	+ Middleware and APIs
* **Trained Resources**
	+ Java Developers
	+ Database Administrator (DBA)
	+ Network Administrator
	+ Testers
	+ UI/UX Designer
	+ Business Analyst
* **Budget**
	+ Allocated Budget
	+ Resource Costs
	+ Hardware Costs
	+ Software Licenses
	+ Miscellaneous Costs
* **Timeframe**
	+ Project Duration: 18 months.
	+ Phase 1 (3 months): Requirement Gathering and Feasibility Study.
	+ Phase 2 (6 months): System Design and Development (Backend and Frontend).
	+ Phase 3 (4 months): Testing (Unit, Integration, System, and User Acceptance).
	+ Phase 4 (2 months): Deployment and User Training.
	+ Phase 5 (3 months): Post-deployment Support and Maintenance.

**Question 4 – Gap Analysis - Mr Karthik must submit Gap Analysis to Mr Henry to convince to initiate this project. What points (compare AS-IS existing process with TO-BE future Process) to showcase in the GAP Analysis**

**Answer 4** – Below is the GAP Analysis

**AS IS PROCESS**: Stakeholders Peter, Kevin, and Ben are facing challenges in obtaining essential agricultural products such as fertilizers, seeds, pesticides, and other necessary items for farming.

**TO BE PROCESS:** To eliminate the need for manual purchasing of agricultural products, Mr. Henry decided to create an online agriculture product store. It will serve as a centralized platform connecting remote farmers with commercial product suppliers and sellers, accessible anytime and anywhere. This will streamline the process of sourcing fresh produce for buyers while providing farmers with reliable markets and efficient, fast payment options

**GAP** – The current payment method may lead to procedural inefficiencies, such as delays in settling payments to merchants. To address these issues, integrating mobile money services into the platform is essential. Additionally, other challenges like delays in product delivery, difficulty in sourcing manpower for remote areas, and product shortages after an order is placed need to be addressed.

**Outcome** - Reduced wastage, improved income of sellers/dealers, increased productivity of farmers, convenient method, time saving, more employment of delivery boys/packers etc.

**Question 5 – Risk Analysis - List down different risk factors that may be involved (BA Risks And process/Project Risks)**

**Answer 5** – Below are the different risk factor involved

**Business Analyst Risk**

* **Incomplete or Misunderstood Requirements**
	+ Stakeholders (e.g., Peter, Kevin, Ben) may provide vague or incomplete requirements, leading to gaps in functionality.
	+ Cultural or language differences between stakeholders and the team may cause communication challenges.
* **Evolving Requirements**
	+ Farmers or manufacturers may change their needs mid-project, impacting the scope and timeline.
	+ Regulatory or market conditions might necessitate changes to functionality.
* **Stakeholder Engagement Risks**
	+ Peter, Kevin, and Ben may not be available for regular feedback or validation of requirements.
	+ Stakeholder expectations may differ, causing conflicts or misunderstandings.
* **Documentation Gaps**
	+ Ambiguities in the requirements documentation might lead to incorrect implementation by the development team.
	+ Missing or unclear use cases for features like payment gateways, logistics, or user authentication.
* **Knowledge Transfer Risks**
	+ Lack of clarity or depth in transferring requirements to the development and testing teams might lead to misinterpretation.

**Process/Project Risks**

* **Budget Overruns**
	+ Unforeseen expenses, such as additional resources, tools, or licensing costs, might exceed the budget of ₹2 Crores.
* **Technical Risks**
	+ Integration issues between the online platform and external systems like payment gateways, logistics, or inventory management systems.
* **Data Security and Privacy Risks**
	+ Risk of unauthorized access to farmers' personal information or transaction details
* **User Adoption Risks**
	+ Farmers in remote areas may lack familiarity with technology, affecting their ability to use the platform effectively.
	+ Resistance to change from traditional procurement methods to an online system.
* **Schedule Delays**
	+ Delays in development phases due to miscommunication or resource unavailability.
* **Infrastructure Risks**
	+ Network issues or unreliable internet connectivity in remote areas might hinder access to the platform.
	+ Hosting server downtime or performance bottlenecks could disrupt services.

**Question 6 – Stakeholder Analysis (RACI Matrix) - Perform stakeholder analysis (RACI Matrix) to find out the key stakeholders who can take Decisions and who the influencers are**

**Answer 6 –**

Below is the list of Stakeholders.

**Project Stakeholders**

* Business Analyst – Mr Rohit Sarnaik
* Delivery Head – Mr Karthik
* Project Manager – Mr Vanadanam
* Development Team – MS Juhi, Mr Teyson, Ms Lucie, Mr Tucker, Mr Bravo
* Testing Team - Mr Jason and Ms Alekya
* Network Admin - Mr Mike
* DB Admin is John.

**Business Stakeholder**

* Business Sponsor – Mr Henry
* Influencers – Mr Peter, Mr Kevin and Mr Ben.
* Finance Team – Mr Pandu
* Project Team – Mr Doku

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Position** | **Responsible (R)** | **Accountable (A)** | **Supporting****(S)** | **Consulted****(C)** | **Informed****(I)** |
| Mr Henry | CEO |  |  |  | Yes | Yes |
| Mr Rohit Sarnaik | Business Analyst | Yes |  |  |  |  |
| Mr Pandu | Financial Head |  |  | Yes |  |  |
| Mr Doku | Project Coordinator |  |  | Yes |  |  |
| Mr Karthik | Delivery Head |  | Yes |  |  |  |
| Mr Vandanam | Project Manager |  | Yes |  |  |  |
| Mr Kevin | Friends |  |  |  | Yes | Yes |
| Mr Ben | Friends |  |  |  | Yes | Yes |
| Mr Peter | Friends |  |  |  | Yes | Yes |

**Question 7 – Business Case Document - Help Mr Karthik to prepare a business case document**

**Answer 7 -**

|  |  |
| --- | --- |
| **Sr. No** | **Questions** |
| **1** | **Why is this project initiated?** |
|  | Mr. Henry recognized the need for farmers to have agricultural products delivered to their doorstep and saw this as a valuable opportunity to seize and capitalize on. |
| **2** | **What are the current Problems** |
|  | Difficulties in procuring fertilizers which are very important for farm. Buyingseeds for farming certain crops and lack of pesticides which could help ingreatly reducing pests in cropChallenges in sourcing essential fertilizers for farming, the difficulty in purchasing seeds for specific crops, and a shortage of pesticides that are crucial for minimizing pest infestations in crops. |
| **3** | **With this project, how many problems could be solved?** |
|  | This project will facilitate farmers to buy seeds, pesticides, and fertilizers from anywhere through internet connectivity |
| **4** | **What are the resources required?** |
|  | **Financial Resources:** Banks, investors, and other funding sources.**Manpower:** Packers, delivery personnel.**Developers and Testers:** To build and test the project.**Sellers/Dealers:** For partnerships to sell products online. |
| **5** | **How many organizational changes is required to adopt this technology?** |
|  | No Change required as such |
| **6** | **What is the time frame to recover ROI?** |
|  | 6 Months |
| **7** | **How to identify stakeholders?** |
|  | Stakeholders are identified on below basis:Understanding purpose of identifying stakeholders.Determine their impact on the project.Their needs in relation to the project.Mr Henry, Peter, Kevin, Ben, Farmers and sellers are the prime stakeholders |

ollowing are the high-level scope for this engagement:

•Requirement Study

•Design

•Testing

•Developmen

Following are the high-level scope for this engagement:

* Requirement Study
* Design
* Testing
* Development

**Question 8 – Four SDLC Methodologies - The Committee of Mr Henry, Mr Pandu , and Mr Dooku and Mr Karthik are having a discussion on Project Development Approach. Mr Karthik explained to Mr. Henry about SDLC. And four methodologies like Sequential Iterative Evolutionary and Agile. Please share your thoughts and clarity on Methodologies.**

**Answer 8 –**

The **Software Development Life Cycle (SDLC)** is a structured framework used to guide the development of software applications. It outlines a series of phases that software projects undergo from conception to deployment and maintenance. By providing a systematic approach, SDLC ensures that software is developed efficiently, meets quality standards, and fulfils user requirements. The four SDLC methodologies are as follows

### 1. **Sequential (Waterfall) Methodology**

* **Process:** In the Sequential Waterfall methodology, the project is broken down into linear sequential phases, where each phase must be completed before the next one begins.
* **Benefits:** Clear structure, easy to manage and track progress, and well-documented stages.
* **Drawbacks:** Inflexible to changes, and issues found in later stages can be costly to fix.

### **2. Iterative Methodology**

* **Process:** This approach allows the project to be developed through repeated cycles (iterations) and smaller time frames.
* **Benefits:** Early identification of risks, regular client feedback, and improvements with each iteration.
* **Drawbacks:** Can be resource-intensive, and the final product may differ significantly from initial expectations.

### **3. Evolutionary Methodology**

* **Process:** Similar to iterative, but focuses on continuous improvements and refinements of the product. This method is usually employed when the product is expected to evolve over time.
* **Benefits:** High adaptability to changes, regular updates, and the ability to incorporate user feedback throughout the development.
* **Drawbacks:** Can be difficult to manage and requires strong coordination and communication among teams.

### 4. **Agile Methodology**

* **Process:** Agile is based on iterative development with a focus on collaboration, flexibility, and customer feedback. It consists of small, manageable units of work called "sprints."
* **Benefits:** Highly flexible, quick delivery of functional parts of the product, constant feedback, and high customer satisfaction.
* **Drawbacks:** Requires significant time commitment from stakeholders, and can be challenging to maintain documentation.

**Question 9 – Waterfall RUP Spiral and Scrum Models - They discussed models in SDLC like waterfall RUP Spiral and Scrum. You put forth your understanding on these models.**

**Answer 9** – The Software Development Life Cycle (SDLC) offers several models, each tailored to specific project needs.

**Waterfall Model** is a linear and sequential approach where each phase—such as requirements gathering, design, implementation, testing, and deployment—must be completed before moving to the next. It is straightforward and works best for small, well-defined projects with stable requirements. However, its rigidity makes it unsuitable for projects where changes are expected, as testing and feedback occur only after development is complete.

**Rational Unified Process (RUP)** introduces an iterative framework that divides the project into four distinct phases: inception, elaboration, construction, and transition. This model emphasizes use-case-driven design, risk assessment, and stakeholder involvement. RUP allows for incremental development, making it ideal for large, complex projects with evolving requirements. However, its detailed documentation and planning can be resource-intensive and may not suit smaller projects.

**Spiral Model** combines iterative development with a strong focus on risk management. Projects progress through repeated cycles, or spirals, with each iteration consisting of planning, risk analysis, development, and evaluation. This model is highly flexible and effective for high-risk, large-scale. Its emphasis on risk assessment ensures thorough preparation, but it can be costly and overly complex for smaller initiatives.

**Scrum Model** is part of the agile methodology, takes a lightweight and adaptive approach to development. Work is divided into short, iterative cycles called sprints, usually lasting two to four weeks. Scrum encourages collaboration, frequent stakeholder feedback, and incremental delivery of working software. It is highly suited for dynamic projects with rapidly changing requirements but demands disciplined teams and skilled management to avoid scope creep.

**Question 10 – Waterfall Vs V-Model - Write down the differences between waterfall model and V model.**

**Answer 10 -**

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| **Waterfall Vs V-Model** |
| **Sr. No** | **Waterfall** | **V Model** |
| 1 | The waterfall model is a relatively linear sequential design approach to develop software projects. | The V model is a model in which the execution of the phases happens in a sequential manner in a v shape |
| 2 | Divided into distinct, sequential phases (Requirement, Design, Implementation, Testing, Deployment, and Maintenance). | Phases are also sequential but with corresponding testing phases (Verification and Validation) that match each development phase. |
| 3 | The waterfall model is a continuous process | The V model is a simultaneous process |
| 4 | In waterfall model, the total defects in the developed software are higher | In v model, the total defects in the developed software are lower. |
| 5 | Testing begins only after development is complete. | Testing is done alongside each development phase, ensuring early verification and validation. |
| 6 | Not flexible, as changes are difficult to accommodate once the project is underway. | More flexible than Waterfall, but still relatively rigid. Changes require adjustments to previous phases. |
| 7 | Suitable for projects where requirements are well-defined and unlikely to change, such as manufacturing or large-scale infrastructure. | Suitable for projects where testing is critical and requirements are clearly defined but subject to some iteration. |
| 8 | Risks are identified late, typically during testing. | Risks are addressed early, as testing is done alongside development, improving defect detection early. |

**Question 11 – Justify your choice As a BA, state your reason for choosing one model for this project**

**Answer 11 –**

As a BA, I would choose the Waterfall methodology.
The Waterfall model is a straightforward and simple approach that is easy to understand. The process is divided into distinct phases, where each phase must be completed before progressing to the next.
The first phase is requirement gathering and analysis, which involves documenting the requirements in the Software Requirement Specification (SRS).
The second phase is the system design phase, focused on designing the overall software architecture.
Next is the implementation phase, where small units of code are developed and combined to create the complete system, followed by testing in the integration and testing phase. Once testing is complete, the software is released to the market.
Maintenance and the addition of new features fall under the deployment and maintenance phase.
This model is well-suited for small projects and when requirements are clear and well-defined.

**Question 12 – Gantt chart - The Committee of Mr. Henry, Mr Pandu, and Mr Dooku discussed with Mr Karthik and finalised on the V Model approach (RG, RA, Design, D1, T1, D2, T2, D3, T3, D4, T4 and UAT) Mr Vandanam is mapped as a PM to this project. He studies this Project and Prepares a Gantt chart with V Model (RG, RA, Design, D1, T1, D2, T2, D3, T3, D4, T4 and UAT) as development process and the Resources are PM, BA, Java Developers, testers, DB Admin, NW Admin.**

**Answer 12 -**

Client wants to Finish this project in the Span of 2 Years so accordingly Making a Project Gantt Chart

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Month** | **J** | **F** | **M** | **A** | **M** | **J** | **J** | **A** | **S** | **O** | **N** | **D** | **J** | **F** | **M** | **A** | **M** | **J** | **J** | **A** | **S** | **O** | **N** | **D** |
| **Requirement Gathering** |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| **Requirement Analysis** |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| **Design** |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| **Development 1** |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| **Test Cases & Test Plan 1** |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| **QA Testing 1** |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| **Development 2** |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| **Test Cases & Test Plan 2** |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| **QA Testing 2** |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| **Development 3** |   |   |   |   |   |   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |   |   |   |   |
| **Test Cases & Test Plan 3** |   |   |   |   |   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |   |   |   |   |   |
| **QA Testing 3** |   |   |   |   |   |   |   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |   |   |   |
| **Development 4** |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |
| **Test Cases & Test Plan 4** |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |   |
| **QA Testing 4** |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |  |   |   |   |   |   |   |
| **UAT** |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |  |   |   |   |   |   |
| **UAT Sign Off** |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |  |   |   |
| **Production Deployment** |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |  |   |
| **Training** |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |

**Question 13 – Fixed Bid Vs Billing - Explain the difference between Fixed Bid and Billing projects**

**Answer 13 –**

Fixed Bid: The Requirements are frozen at the start of the project and estimates are made based on

those requirements. The Resource estimation for the entire project is done beforehand. Based on

the project requirement the number of resources required at each stage is decided. The cost of

developing the entire product is estimated once the requirements are discussed. Cost can increase or

decrease when a change is introduced, each change would involve a plan realignment. In a few cases,

iterations are introduced to improve software quality. Each stage is executed with defined timelines.

A change cannot be accommodated here. Some organizations initially agree on the price of each

Change that will be introduced, and a Change Request is created for it to be executed. The timelines

for the development of the entire software are predefined and the development firm should adhere

to it as it is contractually bound

**Fixed Bid:** Requirements are finalized at the beginning of the project, and estimates are made based on these fixed requirements. Resource estimation for the entire project is done in advance, with the number of resources required at each stage determined based on the project’s needs. The cost of developing the entire product is estimated once the requirements are established. Any changes introduced can lead to adjustments in cost, and each change necessitates a realignment of the plan. In some cases, iterations may be introduced to enhance software quality. Each stage follows predefined timelines, and changes cannot be accommodated once the project has started. Some organizations may agree on a fixed price for each change upfront, creating a Change Request process for any modifications. The timelines for software development are predefined, and the development firm is contractually bound to adhere to them.

software development. The resource requirements vary based on the user stories and changes

introduced. Budget may increase in case of a complex feature-intensive delivery and can reduce

when the changes are simple. Work is estimated, based on the resources required to develop each

User Story. The combination of these deliverables can be used for the budget estimation. Hence, as

each User Story is taken up, (parallelly or sequentially) the resources and utilities on each can be

defined. Here change requests can be easily accommodated. Resources and timelines are flexible

and can be adjusted based on the revised course. Timelines for individual iterations are defined. The

timelines for delivery are defined considering no dynamic changes in the requirements

**Billing:** Requirements are defined at the start, but they may evolve during the software development process. Resource requirements fluctuate based on user stories and any changes introduced. The budget may increase for complex, feature-intensive deliveries and decrease for simpler changes. Work is estimated based on the resources needed to develop each User Story. The combination of these deliverables forms the basis for budget estimation. As each User Story is worked on—whether in parallel or sequentially—the required resources and timelines can be defined. Change requests can be easily accommodated, and resources and timelines remain flexible, allowing adjustments based on the evolving course. Timelines for individual iterations are clearly defined, with delivery schedules based on stable requirements and no dynamic changes expected.

**Question 14 – Preparer Timesheets of a BA in various stages of SDLC –**

* **Design Timesheet of a BA**
* **Development Timesheet of a BA**
* **Testing Timesheet of a BA**
* **UAT Timesheet of a BA**
* **Deployment and Implementation Timesheet of a BA**

**Answer 14**

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| --- |
| **Design Phase** |
| **Sr. No** | **Task** | **Actionable Items** | **Start Time** | **End Time** | **Duration** |
| 1 | Identify stakeholders | To develop project plan with stakeholders | 9.00 AM | 10.00 AM | 1 Hour |
| 2 | Planning of stakeholder engagements | Stakeholder Engagement section of the Project Plan | 10.30 AM | 1.00 PM | 2.5 Hours |
| 3 | Defining project outcome | Monitoring success of project | 1.00 PM | 2.00 PM | 1 Hour |
| 4 | Planning project timeline and cost | Calculate the budget and costing of project | 3.00 PM | 4.00 PM | 1 Hour |
| 5 | Planning risk management of project/Informing stakeholders of project plan | Discussion on the day inputs and informing respective stakeholder | 4.00 AM | 6.30 AM | 2.5 Hour |
| **Total** | **8 Hours** |

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| **Development Phase** |
| **Sr. No** | **Task** | **Actionable Items** | **Start Time** | **End Time** | **Duration** |
| 1 | Develop a project charter | outline project constraints, goals, roles and responsibilities of all stakeholders involved, budget, the expected timeline | 9.00 AM | 10.00 AM | 1 Hour |
| 2 | Project planning | creating plan to allocate tasks to each team members | 10.30 AM | 1.00 PM | 2.5 Hours |
| 3 | Execution of Project plan | meeting with project manager to ensure deliverables are being worked upon | 1.00 PM | 2.00 PM | 1 Hour |
| 4 | Controlling/quality assurance | meeting with project development team | 3.00 PM | 4.00 PM | 1 Hour |
| 5 | Closure | collecting feedback from stakeholders | 4.00 AM | 6.30 AM | 2.5 Hour |
| **Total** | **8 Hours** |

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| **Testing Phase** |
| **Sr. No** | **Task** | **Actionable Items** | **Start Time** | **End Time** | **Duration** |
| 1 | Requirement Analysis | Meeting with testers to check on possible outcome | 9.00 AM | 10.00 AM | 1 Hour |
| 2 | Test Planning | zoom call with testers to review testing scenarios | 10.30 AM | 1.00 PM | 2.5 Hours |
| 3 | Test case development | In person discussion with QA to discuss on the details such as automation code, where to store the automation code and who will need access to it, | 1.00 PM | 2.00 PM | 1 Hour |
| 4 | Test environment setup | Meeting with QA team to identify where the tests will run | 3.00 PM | 4.00 PM | 1 Hour |
| 5 | Test execution & Test reporting | Meeting QA, testers OR stakeholders to check if the application works as expected | 4.00 AM | 6.30 AM | 2.5 Hour |
| **Total** | **8 Hours** |

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| **UAT Phase** |
| **Sr. No** | **Task** | **Actionable Items** | **Start Time** | **End Time** | **Duration** |
| 1 | Designing UAT schedule | Designing the UAT schedule  | 9.00 AM | 10.00 AM | 1 Hour |
| 2 | Executing test cases | Executing all the test cases required for UAT phase | 10.30 AM | 1.00 PM | 2.5 Hours |
| 3 | Logging defects | Logging all the defecting found during UAT | 1.00 PM | 2.00 PM | 1 Hour |
| 4 | Reviewing test results | Reviewing all the test result | 3.00 PM | 4.00 PM | 1 Hour |
| 5 | User Acceptance Testing phase | Meeting the stakeholders to check if the application works as expected | 4.00 AM | 6.30 AM | 2.5 Hour |
| **Total** | **8 Hours** |

|  |
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| **Deployment and Implementation Phase** |
| **Sr. No** | **Task** | **Actionable Items** | **Start Time** | **End Time** | **Duration** |
| 1 | User Training | User training to all the end users  | 9.00 AM | 10.00 AM | 1 Hour |
| 2 | Data Migration | Migration of the data on production environment | 10.30 AM | 1.00 PM | 2.5 Hours |
| 3 | Monitoring system performance | Monitoring all the system performance which can relate to slowness | 1.00 PM | 2.00 PM | 1 Hour |
| 4 | Testing in Production environment | Testing of all scenarios in production database | 3.00 PM | 4.00 PM | 1 Hour |
| 5 | Post Implementation procedures and gathering feedback | Gathering the feedback from client and checking on post implementation procedures | 4.00 AM | 6.30 AM | 2.5 Hour |
| **Total** | **8 Hours** |

Finance team - Mr Pandu Project Team - Mr DokunInfluencers - Peter, Kevin and B

Project Team - Mr Doku