**Business Process Model for Online Agriculture Store**

Q1. Identify Business Process Model for Online Agriculture Store – (Goal, Inputs, Resources, Outputs,

Activities, Value created to the end Customer)

* Goal – To provide farmers in remote areas to produce, fertilizers, seeds, and pesticides online by connecting them directly with manufacturers.
* Inputs –

Farmer Requirements: Details about agriculture product needed (Fertilizers, seeds, pesticides).

Manufacturer Data: Product catalogues, Pricing, delivery options, and availability.

Technology: Software requirements, Platform architecture, and tools for development.

Funding & Resources: Budget of 2 crores and tile line of 18 months.

* Resources – Human Resources:
* Stakeholders: Mr. Henry, Peter, Kevin, Ben, etc.
* SOONY Company: Mr. Pandu (Finance Head), Mr. Dooku (Project Coordinator).
* Development Team: Project Manager (Mr. Vandanam), Ms. Juhi is Senior Java Developer, Mr Teyson, Ms Lucie, Mr Tucker, Mr Bravo are Java Developers. Network Admin is Mr Mike and DB Admin is John. Mr Jason and Ms Alekya are the Tester.

Technology Resources:

* Servers, Network Infrastructures, and cloud services.
* Development tools and framework.

Logistical Support:

* Manufacturers for supplying products.
* Delivery Chain and logistics.
* Outputs – A functional and user-friendly online platform (Web and Mobile App) allowing:
* Farmers to browse products.
* Manufacturers to list their products.
* Purchase and delivery services.
* Activities
* Requirement Gathering: Consult farmers and manufacturers to identify needs and expectations.
* Development: Build the online platform like product browsing, search, secure payment gateway, and location based delivery.
* Testing: Conduct through application testing with farmers and manufacturers.
* Deployment: Lunch the platform, Ensuring reliability.
* Training & Support: Provides training sessions for formers to use the app effectively.
* Value created for end customers.
* Convenience: Farmers can purchase essential agricultural products without travelling long distances.
* Time Efficiency: Reduce the delays in sourcing products.
* Cost saving: Elimination of middlemen reduces product cost.
* Product Variety: Access to a wide range of fertilizer, seeds and pesticides.
* Empowerment: Farmers gain more control on their crops and resources.

Q2. 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.

* Strengths
* Experienced Team: APT IT Solutions has skilled technical team (Developer, tester and administrators)
* Clear budget and timeline: The project has of Rs 2 Crore budget and, 18 months of timeline to complete. Which helps to focus on exact planning.
* Social Impact: Boost the company’s reputation.
* Market Potential: High demand for agricultural product by farmers in remote areas increase project relevance.
* Weaknesses
* Technology adoption by farmers: Most of the farmers are not technology user friendly. It is challenge for the adoption.
* Transportation: Due to the less transportations availability timely delivery of the product is challenging.
* Dependency: Depends on manufactures for availability of the product timely.
* Opportunities
* Expanding Market reach: To reach in the remote areas with quality farming products.
* Collaboration with Government and NGO’s: It enhance the credibility of CSR work.
* Improve Farmers life style: This model can enhance the productivity and profitability of the farmers, creating trust and goodwill for the brand.
* Threats
* Competitions: Similar platforms or initiatives may already exist which could be challenging for project’s uniqueness.
* Technical challenges: Delays and failure in app development, testing or deployment could stretch the timeline.
* Network Issues: Farmers in the remote areas may face the internet connectivity to access the platforms.
* Economic Risks: Changes in market and funding limitations could impact project.

Q3. 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.

* Hardware (HW)
* Server requirements:
* Dedicated or cloud based servers for hosting the application.
* Scalability for growing user traffic (Manufacturer and Farmer)
* Sufficient cloud storage to maintain catelog, user profile details and transaction details.
* Client-side Hardware:
* Compatibility with common devices like smartphones, tablets, and desktop to insure hassle free usage by farmers and manufacturers.
* Backup systems:
* Trusted backup solution to recover the data in case of failure.
* Software (SW)
* Java Framework:
* Selection of java based framework like Spring boot or Hibernate for application development.

Spring boot: Great for quickly building web apps or services. It’s like a toolbox with everything you need to get started fast.

Hibernate: Best for working with databases. It helps you save and manage data in a simpler way without writing a lot of SQL code.

* Database Systems:
* A reliable database like MySQL, or Oracle for managing data (e.g., product details, user data).
* Other software:
* Payment gateway for secure wallet or bank transactions. i.e Paytm, rozerpay, atom gateway, etc.
* Tools for testing, like Selenium and monitoring tool like Nagios XI.
* Trained Resources
* Java Developers
* Experienced developers skilled in frameworks like Spring, Hibernate.
* Database Administrator
* A specialist to manage and optimize database performance
* Network Administrator
* To handle infrastructure and ensure secure communication.
* Testers
* Dedicated testers like Mr. Jason and Ms. Alekya for quality assurance.
* Business Analyst
* To bridge the gap between stakeholders and the technical team.
* UI/UX Designer
* UI/UX designers work to create digital experiences that users find attractive, functional, and enjoyable.
* Budget
* Allocation
* 2 Crores INR must be divided among hardware procurement, software licensing, resource hiring, development, testing, deployment, and training.
* Breakdown
* Hardware and Infrastructure: 30-35%.
* Software Licensing: 15%.
* Development and Testing: 40%.
* Training and Support: 10-15%
* Monitoring
* Regular budget reviews to avoid overspending.
* Time Frame
* Phases of the project
* Requirement Gathering and Design: 2-3 months.
* Development: 8-9 months.
* Testing and Feedback: 3-4 months.
* Deployment and Training: 2 months.
* Buffer Time
* Account for unexpected delays (e.g., requirement changes, technical challenges).

Q4. 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.

|  |  |  |
| --- | --- | --- |
| Aspect | AS-IS (Existing Process) | To-Be (Future Process) |
| Access to Inputs | Farmers struggle to procure fertilizers, seeds, and pesticides due to availability issues and reliance on local vendors. | Direct access to multiple manufacturers via an online platform, eliminating dependency on intermediaries. |
| Availability of Products | Limited supply due to geographical constraints, high costs, and lack of awareness of alternatives. | Wide range of products displayed on a digital platform with multiple options from verified suppliers. |
| Communication | Farmers rely on physical stores or word-of-mouth to find suppliers, leading to inefficiencies. | Seamless interaction between farmers and manufacturers via an online marketplace and chat features. |
| Purchasing Process | Manual transactions with cash payments, which may involve price manipulation or delayed deliveries. | Transparent, online purchases with secure payment options, price comparison, and real-time tracking. |
| Delivery System | Farmers have to travel long distances to purchase essential supplies. | Doorstep delivery facilitated through logistics partners, saving time and effort. |
| Cost Efficiency | Higher prices due to middlemen and transportation costs. | Direct manufacturer-to-farmer transactions, ensuring competitive pricing and cost reduction. |
| User Experience | Traditional, offline purchasing methods with limited digital solutions available. | Intuitive web and mobile applications designed for ease of use, even for farmers with minimal digital literacy. |
| Market Reach | Farmers are unaware of better-quality inputs available in the market. | Nationwide access to quality agricultural products, allowing farmers to make informed decisions. |

**Key Benefits of the TO-BE Process**

* Improved Accessibility: Farmers can buy essential agricultural products anytime, anywhere.
* Cost Savings: Eliminates middlemen, leading to direct transactions and competitive pricing.
* Efficiency: Farmers no longer need to travel long distances, as doorstep delivery is ensured.
* Transparency: Prices, quality assurance, and customer reviews are openly displayed.
* Better Communication: Real-time engagement between farmers and suppliers.

Q5. List down different risk factors that may be involved (BA Risks and process/Project Risks)

**Business Analysis Risk**

* Requirements Uncertainty – Stakeholders (farmers, manufacturers) may not clearly define their needs, leading to misalignment with the project goals.
* Scope Creep – Continuous additions or changes in requirements without proper control may delay the project and increase costs.
* Lack of Stakeholder Engagement – Farmers or manufacturers may not actively participate in discussions, leading to gaps in requirements.
* Usability Challenges – Farmers may face difficulties in using the platform due to low digital literacy, requiring extensive training and support.
* Market Adoption Risks – Farmers may hesitate to adopt the digital solution, preferring traditional procurement methods.
* Data Collection & Accuracy – Incorrect or incomplete product details from manufacturers may lead to confusion and inefficiencies.
* Regulatory Compliance Issues – The application must comply with government agriculture regulations, which may evolve over time.

**Project Risk**

* Technical Risk:
* System failures, data security threats, and performance issues could affect platform reliability.
* Internet accessibility in remote areas may hinder farmers from using the application.
* Integration complexities with payment gateways and logistics providers.
* Financial Risk:
* Budget overruns due to unforeseen development costs.
* ROI uncertainty—ensuring farmers and manufacturers actively use the platform for long-term viability.
* Operational Risk:
* Misalignment between stakeholders (SOONY, APT IT SOLUTIONS, farmers, manufacturers).
* Delays in development due to talent shortages or unforeseen technical challenges.
* Resource allocation inefficiencies, impacting timely delivery

Q6. Perform stakeholder analysis (RACI Matrix) to find out the key stakeholders who can take Decisions and Who are the influencers.

RACI Matrix:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Stakeholder Role | Responsible (R) | Accountable (A) | Consulted (C) | Informed (I) |
| Project Approval & Funding. | - | Mr. Henry | Mr. Pandu, Mr Dooku | APT IT Solutions Team, Farmers. |
| Project Coordination | Mr. Vandanam | Mr. Karthik | Mr. Henry, Committee Members | Developers, Testers |
| Requirement Gathering | Business Analyst, Farmers | Mr. Vandanam | Mr. Henry, Peter, Kevin, Ben | Development Team |
| Application Development | Developers (Ms. Juhi, Mr. Teyson, Ms. Lucie, Mr. Tucker, Mr. Bravo) | Mr. Vandanam | Network Admin (Mr. Mike), DB Admin (John) | Mr. Karthik, Committee |
| Testing & Quality Assurance | Testers (Mr. Jason, Ms. Alekya) | Mr. Vandanam | Developers, BA | Committee, Farmers |
| Deployment & Infrastructure | Network Admin (Mr. Mike), DB Admin (John) | Mr. Vandanam | Mr. Karthik | Committee, SOONY Team |
| Stakeholder Communication | Business Analyst, Mr. Karthik | Mr. Vandanam | Mr. Henry, Committee Members | Development Team, Farmers |
| User Training & Support | Business Analyst, Support Team | Mr. Karthik | Farmers, Manufacturers | Committee |
| Go-to-Market Strategy | Business Analyst, Support Team | Mr. Henry | Farmers, Suppliers | Public Users |

Key Observation:

* Decision Maker (Accountable):
* Mr.Henry - Final authority over budget and project approvals.
* Mr. Karthik – Responsible for execution, coordination, and delivery.
* Mr. Vandanam – Ensures development and overall project success.
* Influencer (Consulted):
* Peter, Kevin, Ben – Farmers sharing firsthand challenges and requirements
* Mr. Pandu, Mr. Dooku – Providing financial and strategic insights
* Development Team – Contributing technical expertise.
* Network & DB Admins – Advising on infrastructure and deployment.
* Informed Stakeholders:
* Development and testing teams need updates for execution.
* Farmers, manufacturers, and public users get informed about the final product rollout.

Q7. Help Mr Karthik to prepare a business case document

**Business Case Document**

|  |  |
| --- | --- |
| Prepared By: | Mr. Karthik (Delivery Head, APT IT SOLUTIONS) |
| Date: | 01-04-2025 |
| Version: | 1.0 |

|  |  |
| --- | --- |
| Executive Summary | The agricultural sector in remote areas faces a critical challenge in procuring essential farming inputs like fertilizers, seeds, and pesticides due to limited accessibility, dependency on intermediaries, and high costs. Farmers often struggle with availability, pricing, and logistics.  To bridge this gap, SOONY is funding an Online Agriculture Product Store to enable direct communication between farmers and agricultural suppliers. This digital platform will modernize procurement, reduce costs, increase transparency, and improve agricultural productivity. |

|  |  |
| --- | --- |
| Problem Statement | * Limited Access – Difficulty in finding suppliers * High Costs – Middlemen increase procurement costs. * Lack of Transparency – No price comparison or product verification. * Manual Transactions – No efficient digital buying mechanism. * Logistics Challenges – Farmers travel long distances for inputs. |

|  |  |
| --- | --- |
| Proposed Solution | * Provide direct access to manufacturers and suppliers. * Enable transparent pricing and digital payments. * Offer a user-friendly web & mobile application for farmers. * Ensure doorstep delivery of agricultural products. * Facilitate communication & order tracking between farmers and manufacturers. |

|  |  |
| --- | --- |
| Business Benefits | * Cost Savings: Eliminates middleman, ensuring competitive pricing. * Improved Accessibility: Farmer can buy product without travelling. * Efficiency: Streamlined ordering, tacking and payment system. * Market Expansion: Suppliers get direct access to rural farmers, boosting sales. * Transparency: Verified products, Farmer reviews, and price comparison. |

|  |  |
| --- | --- |
| Cost & Budget Estimation | * Total Budget: 2 Crores INR. * Project Duration: 18 Months. * Key cost allocation: IT Development, Infrastructure and hosting, Marketing and famer training, operational expenses. |

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Implementation Plan | |  |  | | --- | --- | | Phase 1 | Requirement gathering and design | | Phase 2 | Application Development | | Phase 3 | Testing and quality assurance | | Phase 4 | Deployment and Farmer On boarding | | Phase 5 | Continues support and maintenance | |

|  |  |
| --- | --- |
| Conclusion | The Online Agriculture Product Store will empower farmers, streamline procurement, and ensure economic growth by leveraging technology to resolve critical agricultural challenges. |

Q8. Four SLDC 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

1. Sequential (Waterfall Model)

* Follows a linear and structured approach.
* Each phase (Requirement Analysis → Design → Implementation → Testing → Deployment → Maintenance) is completed before moving to the next.
* Works best for projects with clearly defined requirements that are unlikely to change.
* Downside: Not flexible—if an issue arises late in development, it's costly and time-consuming to fix.

2. Iterative Model

* Breaks the project into small cycles (iterations). Each iteration involves planning, design, implementation, and testing.
* Allows for continuous refinement—feedback can be incorporated after each iteration.
* Useful when requirements evolve over time.
* Downside: Requires frequent customer involvement, and incomplete versions may lack overall system stability.

3. Evolutionary Model (Spiral Model)

* Combines features of Iterative and Waterfall models.
* Development progresses in loops (spirals), starting with simple prototypes and gradually refining towards the final product.
* Focuses heavily on risk assessment—helps in handling complex projects with potential uncertainties.
* Downside: Requires careful management and is more expensive due to multiple refinements.

4. Agile Methodology

* Highly flexible and adaptive. Prioritizes rapid development and continuous feedback.
* Instead of one long cycle, development happens in small iterations (sprints).
* Encourages frequent collaboration between developers, stakeholders, and end-users.
* Best suited for dynamic projects where requirements evolve.
* Downside: Needs close involvement from stakeholders and strong team coordination.

Choosing the Right SDLC Methodology:

* If the project has fixed requirements → Sequential (Waterfall)
* If it needs gradual improvements → Iterative
* If risk assessment and refinement are key → Evolutionary
* If continuous feedback and flexibility are required → Agile

Q9. They discussed models in SDLC like waterfall RUP Spiral and Scrum. You put forth your understanding on

these models

When the APT IT SOLUTIONS company got the project to make this online agriculture product store,

there is a difference of opinion between a couple of SMEs and the project team regarding which

methodology would be more suitable for this project. SMEs are stressing on using the V model and

the project team is leaning more onto the side of waterfall model. As a business analyst, which

methodology do you think would be better for this project?

**Understanding the SDLC Models**

Waterfall Model

* A linear, step-by-step approach (Requirement → Design → Implementation → Testing → Deployment).
* Best for well-defined projects with fixed requirements and minimal scope changes.
* Downside: Any modifications after testing are expensive and time-consuming.

Rational Unified Process (RUP)

* Breaks the project into phases (Inception → Elaboration → Construction → Transition).
* Iterative development, allowing for evolving requirements and risk mitigation.
* Best for complex enterprise-level systems with flexibility needed.
* Downside: Requires high expertise and frequent stakeholder involvement.

Spiral Model

* Focuses on risk assessment and iterative refinements in cycles (Planning → Risk Analysis → Engineering → Evaluation).
* Ideal for projects that need continuous evolution and multiple prototypes.
* Downside: High cost and resource dependency due to repeated iterations.

Scrum (Agile Methodology)

* Development happens in small sprints (iterations) with continuous feedback.
* Highly flexible, allowing changes as per evolving needs.
* Best for dynamic projects requiring adaptability and close collaboration between teams and stakeholders.
* Downside: Requires strong coordination and quick decision-making.

**V-Model vs. Waterfall for the Agriculture Platform**

V-Model (Validation & Verification Model)

* Extends Waterfall with testing integrated into every phase.
* Useful for strict quality control and regulated industries.
* Downside: Like Waterfall, changes after testing are costly.

Waterfall Model

* Straightforward, best for stable requirements.
* Minimal flexibility in adjusting to unexpected challenges.

Recommendation: Agile-Scrum or Iterative Model

* Since farmers’ needs might evolve and product availability could vary, Agile-Scrum or an Iterative Model would be more suitable.
* The platform needs continuous improvements, feedback incorporation, and adaptability.
* Waterfall or V-Model could slow down progress, making future enhancements challenging.
* Would you like to explore how Agile can be implemented for this project effectively?

Q10. Write down the differences between waterfall model and V model.

|  |  |  |
| --- | --- | --- |
| Aspect | Waterfall Model | V-Model (verification & Validation Model) |
| Approach | Linear, sequential development | Enhances Waterfall with early testing (verification & validation) |
| Process Flow | Moves downward step-by-step | Moves in a "V" shape, linking development and testing phases |
| Testing | Testing happens only after development is complete | Testing is integrated at each phase alongside development |
| Flexibility | Rigid—changes are difficult to incorporate | Slightly more flexible due to testing at each stage |
| Risk Management | Risks identified later in development, increasing cost of fixing defect | Risks identified early, leading to lower defect resolution costs |
| Best Use Cases | Fixed-scope projects with stable requirements | Projects requiring strict quality control and regulatory compliance |

Q11. As a BA, state your reason for choosing one model for this project.

As a Business Analyst, I recommend the Agile Scrum Model for this project. Here’s why:

Nature of the Project

The Online Agriculture Product Store requires continuous improvements based on farmer feedback, supplier demands, and market conditions. A rigid, sequential model like Waterfall or V-Model wouldn’t allow the flexibility needed to refine features dynamically.

Frequent Stakeholder Involvement

Farmers, suppliers, and committee members will frequently request modifications. Agile Scrum encourages stakeholder engagement during each sprint, ensuring the platform meets real-world needs.

Early Testing and Risk Reduction

Unlike Waterfall (where testing happens only after development), Agile iteratively tests and validates features throughout the development cycle. This reduces risk, ensuring defects are caught early rather than at the final stage.

Faster Delivery & Market Adaptation

Agile delivers working software in short sprints (typically 2–4 weeks), allowing the team to launch essential features early and enhance the system progressively. Farmers won’t have to wait 18 months for a fully functional product—they get features incrementally.

Scalability & Future Enhancements

Since technology, farming methods, and supplier networks evolve, Agile ensures easy adaptability for future feature expansions, integrations, or policy changes.

**Final Verdict**

Agile Scrum is best suited for this project because:

* It supports flexibility & quick adaptations
* It reduces risks by enabling frequent testing & feedback loops.
* It delivers usable features progressively, rather than waiting for full development.

Q12. 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 th Resources are PM, BA, Java Developers, testers, DB Admin, NW Admin.

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| ID | Task | Start Date |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 1 | Requirement Gathering |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 2 | Requirement Analysis |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 3 | Design Phase |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 4 | Development-1 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 5 | Testing-1 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 6 | Development-2 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 7 | Testing-2 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 8 | Development-3 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 9 | Testing-3 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 10 | Development-4 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 11 | Testing-4 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 12 | UAT |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

RG – Requirements Gathering

Identify farmer needs, supplier expectations, platform features.

BA and PM involved.

RA – Requirements Analysis

Document system specifications, feasibility study

BA, PM, Java Developers, DB Admin, NW Admin involved.

Design Phase

Define system architecture, database models, UI/UX wireframes.

Java Developers, DB Admin, NW Admin involved.

Development and Testing Cycles (D1 → T1, D2 → T2, etc.)

D1, D2, D3, D4 refer to different development stages (modules/features).

T1, T2, T3, T4 include unit testing, integration testing, system validation.

Java Developers, Testers, DB Admin, NW Admin involved.

UAT – User Acceptance Testing

Farmers & suppliers validate system usability.

Final adjustments based on feedback before deployment.

PM, BA, Testers, and key stakeholders involved.

Q13.Explain the difference between Fixed Bid and Billing projects.

|  |  |  |
| --- | --- | --- |
| Aspect | Fixed Bid Project | Billing Project |
| Pricing Structure | Predefined fixed price for the entire project. | Charges based on actual time spent and resources used. |
| Scope Flexibility | Scope is well-defined upfront, with little to no changes. | More flexible, allowing scope modifications |
| Risk Level | High risk for the vendor, as any unforeseen effort is their responsibility. | Lower risk, as the client pays for extra time and effort |
| Best For | Projects with stable, predictable requirements. | Projects with evolving scope or unclear requirements. |
| Billing Method | One-time payment or payments tied to milestones. | Hourly/daily billing or resource-based costs. |
| Changes & Revisions | Any change requires formal approval & renegotiation. | Allows continuous adjustments as per client needs. |
| Control & Transparency | Client has less control over project execution details. | Client has full visibility over progress, effort & billing |
| Budget Predictability | Fixed upfront cost, offering financial certainty | Budget can fluctuate depending on work duration & complexity. |

Q14. Preparer Timesheets of a BA in various stages of SDLC

➢ Design Timesheet of a BA

BA Name:

Project Name:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Date | Task | Start Time | End Time | Total Hours | Stakeholders Involved | Comments/Status |
|  | Data Gathering | 9am | 11am | 2 | Business Owner, User | Completed initial discussion. |
|  | Process Mapping | 11:30 am | 2pm | 2:30 | Development Team | Drafted process flow. |
|  | Gap Analysis | 2:30PM | 4:30 PM | 2 hrs | Stakeholder | Identified improvement areas. |
|  | Documentation | 10AM | 1PM | 3 hrs | Self | Writing BRD/SRS |
|  | UAT Testing Support | 1:30 PM | 4PM | 2.5 hrs | QA/Tester | Validated requirement Implementations. |

➢ Development Timesheet of a BA

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Date | Task | Start Time | End Time | Total Hours | Phase | Stakeholders Involved | Comments/ Status |
|  | Requirement gathering | 9AM | 11:30PM | 2.5Hrs | Pre-development | Business Owners, Users | Initial discussions completed |
|  | Process flow | 12PM | 2PM | 2Hrs | Design | Developers, Architect | Drafted system workflow |
|  | Functional Specification review | 2:30 Pm | 4:30PM | 2Hrs | Design | Stakeholder,  Development  Team | Finalizing Documentation |
|  | Supporting Development | 10AM | 1PM | 3Hrs | Development | Developers | Clarifying requirements |
|  | API & DB Validation | 1:30PM | 4PM | 2.5Hrs | Development | DB Admins, NW Admins | Validating business logic integration |
|  | Test Case review | 9AM | 12PM | 3Hrs | Testing | QA/Tester | Ensured alignment with business rules |
|  | UAT Support | 1PM | 4PM | 3Hrs | UAT | End User, Stakeholders | Assisted with user validation |

➢ Testing Timesheet of a BA

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Date | Project Phase | Feature/Test Case | BA Activity | Start Time | End Time | Total hours | Status | Remark |
|  | Requirement Gathering | Product Listing | Reviewing requirement with stakeholder | 9AM | 11:30AM | 2.5Hrs | Completed | Finalizing product catalog format |
|  | System Design | UI Flow Verification | Validating User-friendly navigation for farmers | 10AM | 1AM | 3Hrs | Completed | Suggested UI improvements |
|  | Functional Testing | Product Purchase flow | Assisting testing in verifying purchase functionalities | 2PM | 5PM | 3Hrs | In-Progress | Identified Missing validation Checks |
|  | Integration Testing | Payment gateway | Ensuring transaction aligns with financial requirements | 10AM | 2PM | 3Hrs | Passed | Payment system tested successfully |
|  | User acceptance testing | Farmers Feedback | Collecting responses from initial user for improvements | 9AM | 12:30PM | 3.5Hrs | Pending | Awaited more feedback |

➢ UAT Timesheet of a BA

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Date | UAT Phase | Feature Tested | BA Activity | Start Time | End Time | Total Hours | Status | Remark |
|  | UAT Planning | Test scenario creation | Reviewing UAT test case | 9AM | 11:30AM | 2.5Hrs | Completed | Finalized test scenarios |
|  | Execution | Product purchase flow | Assisting tester in verifying order placement | 10AM | 12:30AM | 2.5Hrs | In Progress | Found UI responsiveness issues |
|  | Execution | Payment Gateway | Validating Payment Processing with farmers | 1PM | 3:30PM | 2.5Hrs | Passed | Payment transaction successful |
|  | Feedback Analysis | Farmer’s Experience | Collecting Farmer’s Feedback | 9AM | 12PM | 3Hrs | Pending | Awaiting more user responses |
|  | Closure | UAT Review Meeting | Presenting findings to stakeholders | 2PM | 4PM | 2Hrs | Completed | Final recommendation Shared |

➢ Deployment n Implementation Timesheet of a BA

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Date | Phase | Task | BA Activity | Start Time | End Time | Total Hours | Status | Remark |
|  | Deployment Planning | System rollout strategy | Co-ordinating deployment schedule | 9AM | 11:30AM | 2.5Hrs | Completed | Finalize Deployment |
|  | Pre-Deployment Testing | Environment check | Verifying setup | 10AM | 1AM | 3Hrs | In-progress | Testing configuration update |
|  | Live Deployment | System Lunch | Support tech team | 2PM | 5PM | 3Hrs | Completed | Deployed successfully |
|  | Post Deployment Validations | User Adoption | Assisting farmers to navigating the system | 11AM | 2:30PM | 2.5Hrs | Ongoing | Training session schedule |
|  | Support and Monitoring | Issue Resolution | User feedback | 9AM | 12AM | 3Hrs | Pending | Awaiting user inputs |