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Req ID	Req Name	Req Description	Priorit
			У
FR0001	Farmer registration	Farmers should be able to register with correct attributes with the application	9
FR0002	Farmer search for products	Farmers should be able to search variod agriculture products like seeds	8
FR0003	Manufacturer registration	Manufacturers should be able to register with correct attributes with the application	8
FR0004	Manufacturer product listing	Manufactureers should be able to list their products in the catalogue	7
FR0005	Product detail display	Application should display the detailed information about each products	9
FR0006	Add to cart	Users should be able add products to their shopping cart	8
FR0007	Payment gateways	The platform should offer multiplr payment gateways like UPI,Cards or COD	9
FR0008	Order placement	Users should be able to place their ordersfor selected items to their delivery address	8
FR0009	Order confirmation	Users should receive confirmation details through email or sms with all details	8
FR0010	Order Tracking	Users should be able to track their orders to know the products real time location	7

FR0011	Customer support	User should have customer support through live chat , email or phone for any queries	8
FR0012	Rating and reviews	User should be able rate and review their order and can also see reviews of other products	8
NFR001 3	Page Loading Time	Each page should load within 2 seconds of time	9
NFR001 4	Payment Receipt	The farmers should get receipt	8
NFR001 5	Fascinating Home Page	The home page should not contain much info. and should look good	8
NFR001 6	Quick Payment Option	Payment option should quick and fast	9
NFR001 7	Review option	After order customers should review orders	8
NFR001 8	Security Of Data	Information of farmers should not be shared	9
NFR001 9	Page refresh	After 15mins of activity the page should refresh itself	7
NFR002 0	WCAG 2.1.	The system must meet web content accessibility guidelines WCAG 2.1.	10

2:- 5 Wirefarames Design

09:52 AM	
Alert Welcome To Agri App No Yes	
QWERTYUIOP	
ASDFGHJKL ∲ZXCVBNM ∞ 123 € space return	
	/

09:52 AM 이 네 주 미 Agri App	
Register Login	
Forget Password Help	
QWERTYUIOP ASDFGHJKL &ZXCVBNM (X)	
123 Space return	

<image/>
Name -
Mobile Number -
Address -
Password-
Confirm Password-
OTP Register
BACK





<u>3:-</u> Commonly used tools for the above concepts are –

Microsoft Visio- Visio is primarily used for creating diagrams and flowcharts. It's great for visualizing complex information and processes. Offers a variety of templates and shapes for different types of diagrams (org charts, network diagrams, etc.). It supports collaboration and integration with other Microsoft Office products. Best for professionals in fields like engineering, IT, and business who need to create detailed diagrams.

Balsamiq - Balsamiq is a wireframing tool designed to help users create lowfidelity prototypes of websites and applications. Focuses on quick sketching of UI designs, allowing for rapid iteration and feedback. Its drag-and-drop interface is user-friendly, with pre-made components that mimic hand-drawn designs. Best for UX/UI designers and product teams looking to brainstorm and iterate on design concepts quickly without getting bogged down in detail.

Axure- Axure is a comprehensive prototyping tool that allows users to create high-fidelity, interactive wireframes and prototypes. Supports advanced interactions, conditional logic, and dynamic content. It includes collaboration tools for team feedback and version control. Best for UX designers and product managers who need to create detailed prototypes that closely mimic the final product, allowing for thorough testing and stakeholder feedback.

<u>4:-</u> To tackle the situation and provide Mr. Henry and Peter with the current status of the project, I will prepare a Requirement Traceability Matrix (RTM).

<u>**RTM</u>**- An RTM (Requirements Traceability Matrix) is a tool used in project management and systems engineering to ensure that all requirements defined for a system are addressed throughout the project lifecycle. Its uses are in Verification and Validation, Change Management, Communication, and Quality Assurance.</u>

Req ID	Req Name	Req Description	Design	D1	T1	D2	T2	D3	T3	D4	T4	UAT
FR0001	Farmer registration	Farmers should be able to register with correct attributes with the application	Done	Done	Done	Done	Done	Done	Done	Done	Done	Done
FR0002	Farmer search for products	Farmers should be able to search variod agriculture products like seeds	Done	Done	Done	Done	Done	Done	Done	Done	Done	Done
FR0003	Manufacturer registration	Manufacturers should be able to register with correct attributes with the application	Done	Done	Done	Done	Done	Done	Done	Done	Done	Done
FR0004	Manufacturer product listing	Manufactureers should be able to list their products in the catalogue	Done	Done	Done	Done	Done	Done	Done	Done	Done	Done
FR0005	Product detail display	Application should display the detailed information about each products	Done	Done	Done	Done	Done	Done	Done	Done	Done	Done
FR0006	Add to cart	Users should be able add products to their shopping cart	Done	Done	Done	Done	Done	Done	Done	Done	Done	Done
FR0007	Cart management	Users should be able add to view and manage their shopping cart like adding or removing items	Done	Done	Done	Done	Done	Done	Done	Done	Done	Done
FR0008	Wishlist management	Users should be able to manage their wishlist like buy later , adding or removing items	Done	Done	Done	Done	Done	Done	Done	Done	Done	Done
FR0009	Payment gateways	The platform should offer multiplr payment gateways like UPI, Cards or COD	Done	Done	Done	Done	Done	Done	Done	Done	Done	Done
FR0010	Order placement	Users should be able to place their ordersfor selected items to their delivery address	Done	Done	Done	Done	Done	Done	Done	Done	Done	Done
FR0011	Order confirmation	Users should receive confirmation details through email or sms with all details	Done	Done	Done	Done	Done	Done	Done	Done	Done	Done
FR0012	Order Tracking	Users should be able to track their orders to know the products real time location	Done	Done	Done	Done	Done	Done	Done	Done	Done	Done
FR0013	Order history	Users should be able to view the order history if they want to same items	Done	Done	Done	Done	Done	Done	Done	Done	Done	Done
FR0014	Customer support	User should have customer support through live chat , email or phone for any querries	Done	Done	Done	Done	Done	Done	Done	Done	Done	Done
FR0015	Rating and reviews	User should be able rate and review their order and can also see reviews of other products	Done	Done	Done	Done	Done	Done	Done	Done	Done	Done
FR0016	Product recommendation	Platform should provide personalised products based on user preferrence	Done	Done	Done	Done	Done	Done	Done	Done	Done	Done
FR0017	Social sharing	user should have option to share products through social media platforms	Done	Done	Done	Done	Done	Done	Done	Done	Done	Done
FR0018	Secure transaction	Platform should ensure secure transaction through various security features	Done	Done	Done	Done	Done	Done	Done	Done	Done	Done
FR0019	Product filtering	User should be able to filter products based on price , brand , ratings etc	Done	Done	Done	Done	Done	Done	Done	Done	Done	Done
FR0020	Account management	Users should be able to manage and edit their account setting	Done	Done	Done	Done	Done	Done	Done	Done	Done	Done
NFR0101	Page Loading time	Each page should load within 2second time	Done	Done	Done	Done	Done	Done	Done	Done	Done	Done
NFR0102	WCAG 2.1.	The system must meet web content accessibility guidelines WCAG2.1.	Done	Done	Done	Done	Done	Done	Done	Done	Done	Done
NFR0103	Payment receipt	The farmer should get the receipt within a hour of loading	Done	Done	Done	Done	Done	Done	Done	Done	Done	Done
NFR0104	Page timeout	After every 15minutes of activity the page will logout	Done	Done	Done	Done	Done	Done	Done	Done	Done	Done
NFR0105	Fascinating home page	Home page should not contain much information and should look good	Done	Done	Done	Done	Done	Done	Done	Done	Done	Done
NFR0106	Quick payment option	Payment option should be quick and fast	Done	Done	Done	Done	Done	Done	Done	Done	Done	Done
NFR0107	Security of data	Information of users should not be shared	Done	Done	Done	Done	Done	Done	Done	Done	Done	Done

5: - TEST CASE DOCUMENTS

TEST CASE No. 01

Test Case ID	TC-001	Test Case Name	Registration
Project ID	1234	Project Name	Farmers website
PM ID	PM-001	PM Name	Mr. Vandanam
Test Strategy ID	TS-9437	Tester ID	
Test Plan ID	TP-9437	Tester Name	
Test Schedule ID	TSC-9437	Date of Test	

Scenario: Website for online shopping of farm product , in that we have to register, we have 5 inputs, 3compulsory, 1 optional and after that results are being shown

Link to that page

	SET 1	SET 2	SET 3	SET 4	SET 5
Input Data	User name				
	Password	Password	Password	Password	Password
	Email verify	Email verify	Email verify	Email verify	Email verify
	Captcha	Captcha	Captcha	Captcha	Captcha
	ΟΤΡ	ОТР	ОТР	ОТР	ОТР
Expected	Registered	Registered	Registered	Registered	Registered
Behaviour	and Home				
	page	page	page	page	page
	5110 W 5	5110 W 5	5110 W 5	5110 W 5	5110 10 5
Actual	Registered	Registered	Registered	Registered	Registered
Benaviour	and Home				
	shows	shows	shows	shows	shows
	- ·	- ·	- ·	- ·	-
Comments	lest was				
	9000	6000	G000	G000	G000
Pass/Fail	Pass	Pass	Pass	Pass	Pass

Test Case ID	TC-002	Test Case Name	Login
Project ID	1234	Project Name	Farmers website
PM ID	PM-001	PM Name	Mr. Vandanam
Test Strategy ID	TS-9437	Tester ID	
Test Plan ID	TP-9437	Tester Name	
Test Schedule ID	TSC-9437	Date of Test	

Scenario: Website for online shopping of farm product , in that we have login, we have 4 inputs, 3compulsory, 1 optional and after that results are being shown

Link to that page

	SET 1	SET 2	SET 3	SET 4	SET 5
Input Data	User Id				
	Password	Password	Password	Password	Password
	Captcha	Captcha	Captcha	Captcha	Captcha
	ОТР	ΟΤΡ	ΟΤΡ	ΟΤΡ	ΟΤΡ
Expected	Home	Home	Home	Home	Home
Behaviour	page/error	page/error	page/error	page/error	page/error
	page pops				
	up	up	up	up	up
Actual	Home	Home	Home	Home	Home
Behaviour	page/error	page/error	page/error	page/error	page/error
	page pops				
	up	up	up	up	up
Comments	Test was				
	Good	Good	Good	Good	Good
Pass/Fail	Pass	Pass	Pass	Pass	Pass

Test Case ID	TC-003	Test Case Name	Online order
Project ID	1234	Project Name	Farmers website
PM ID	PM-001	PM Name	Mr. Vandanam
Test Strategy ID	TS-9437	Tester ID	

Test Plan ID	TP-9437	Tester Name	
Test Schedule ID	TSC-9437	Date of Test	

Scenario: Website for online shopping of farm product , in that we have to order , we have 2 inputs, 1compulsory, 1 optional and after that results are being shown

Link to that page

	SET 1	SET 2	SET 3	SET 4	SET 5
Input Data	Product	Product	Product	Product	Product
	name	name	name	name	name
	Filter	Filter	Filter	Filter	Filter
Expected	Product	Product	Product	Product	Product
Behaviour	name	name	name	name	name
	Filter	Filter	Filter	Filter	Filter
Actual	Product	Product	Product	Product	Product
Behaviour	options	options	options	options	options
Comments	Product	Product	Product	Product	Product
	options	options	options	options	options
Pass/Fail	Pass	Pass	Pass	Pass	Pass

Test Case ID	TC-004	Test Case Name	Upload product
Project ID	1234	Project Name	Farmers website
PM ID	PM-001	PM Name	Mr. Vandanam
Test Strategy ID	TS-9437	Tester ID	
Test Plan ID	TP-9437	Tester Name	
Test Schedule ID	TSC-9437	Date of Test	

Scenario: Website for online shopping of farm product , in that we have to upload products , we have 3 inputs, 1 compulsory, 1 optional and after that results are being shown

Link to that page

	SET 1	SET 2	SET 3	SET 4	SET 5
Input Data	Product	Product	Product	Product	Product
	type	type	type	type	type
	Product	Product	Product	Product	Product
	name	name	name	name	name
	image	image	image	image	image
Expected	Product	Product	Product	Product	Product
Behaviour	details and				
	image is				
	shown	shown	shown	shown	shown
Actual	Product	Product	Product	Product	Product
Behaviour	options	options	options	options	options
	available	available	available	available	available
Comments	Test was				
	Good	Good	Good	Good	Good
Pass/Fail	Pass	Pass	Pass	Pass	Pass

Test Case ID	TC-005	Test Case Name	Payment gateway
Project ID	1234	Project Name	Farmers website
PM ID	PM-001	PM Name	Mr. Vandanam
Test Strategy ID	TS-9437	Tester ID	
Test Plan ID	TP-9437	Tester Name	

Test Schedule ID	TSC-9437	Date of Test	

Scenario: Website for online shopping of farm product , in that we have to payment gateways, we have 4 inputs, 3compulsory and after that results are being shown

Link to that page

	SET 1	SET 2	SET 3	SET 4	SET 5
Input Data	Name	Name	Name	Name	Name
	Expiry	Expiry	Expiry	Expiry	Expiry
	CVV	сvv	CVV	CVV	CVV
	otp	otp	otp	otp	otp
Expected	Transaction	Transaction	Transaction	Transaction	Transaction
Behaviour	page	page	page	page	page
Actual	Transaction	Transaction	Transaction	Transaction	Transaction
Behaviour	page	page	page	page	page
Comments	Test was				
	Good	Good	Good	Good	Good
Pass/Fail	Pass	Pass	Pass	Pass	Pass

Test Case ID	TC-006	Test Case Name	Browse product
Project ID	1234	Project Name	Farmers website
PM ID	PM-001	PM Name	Mr. Vandanam
Test Strategy ID	TS-9437	Tester ID	
Test Plan ID	TP-9437	Tester Name	
Test Schedule ID	TSC-9437	Date of Test	

Scenario: Website for online shopping of farm product , in that we have to browse product, we have 4 inputs, 4compulsory and after that results are being shown

Link to that page

	SET 1	SET 2	SET 3	SET 4	SET 5
Input Data	Category	Category	Category	Category	Category
	Size	Size	Size	Size	Size
	Availability	Availability	Availability	Availability	Availability
	Price range				
Expected	Different	Different	Different	Different	Different
Behaviour	product	product	product	product	product
	options	options	options	options	options
Actual	Same as				
Behaviour	expected	expected	expected	expected	expected
Comments	Test was				
	Good	Good	Good	Good	Good
Pass/Fail	Pass	Pass	Pass	Pass	Pass

Test Case ID	TC-007	Test Case Name	Rating
Project ID	1234	Project Name	Farmers website
PM ID	PM-001	PM Name	Mr. Vandanam
Test Strategy ID	TS-9437	Tester ID	
Test Plan ID	TP-9437	Tester Name	
Test Schedule ID	TSC-9437	Date of Test	

Scenario: Website for online shopping of farm product , in that we have to rate product, we have 3 inputs, 1 compulsory and after that results are being shown

Link to that page

	SET 1	SET 2	SET 3	SET 4	SET 5
Input Data	Rate	Rate	Rate	Rate	Rate
	Review	Review	Review	Review	Review
	Image	Image	Image	Image	Image
Expected	Review	Review	Review	Review	Review
Behaviour	done	done	done	done	done
Actual	Same as				
Behaviour	expected	expected	expected	expected	expected
Comments	Test was				
	Good	Good	Good	Good	Good
Pass/Fail	Pass	Pass	Pass	Pass	Pass

TEST CASE No. 08

Test Case ID	TC-008	Test Case Name	Product cancel
Project ID	1234	Project Name	Farmers website
PM ID	PM-001	PM Name	Mr. Vandanam
Test Strategy ID	TS-9437	Tester ID	
Test Plan ID	TP-9437	Tester Name	
Test Schedule ID	TSC-9437	Date of Test	

Scenario: Website for online shopping of farm product , in that we have to cancel product order, we have 2 inputs and after that results are being shown

	SET 1	SET 2	SET 3	SET 4	SET 5
Input Data	Order ID				
	Captcha	Captcha	Captcha	Captcha	Captcha
Expected	Order	Order	Order	Order	Order
Behaviour	cancelled	cancelled	cancelled	cancelled	cancelled
Actual	Same as				
Behaviour	expected	expected	expected	expected	expected
Comments	Test was				
	Good	Good	Good	Good	Good
Pass/Fail	Pass	Pass	Pass	Pass	Pass

TEST CASE No. 09

Test Case ID	TC-009	Test Case Name	Helplines
Project ID	1234	Project Name	Farmers website
PM ID	PM-001	PM Name	Mr. Vandanam
Test Strategy ID	TS-9437	Tester ID	
Test Plan ID	TP-9437	Tester Name	
Test Schedule ID	TSC-9437	Date of Test	

Scenario: Website for online shopping of farm product , in that we have helpline option, we have 4 inputs and after that results are being shown

Link to that page

	SET 1	SET 2	SET 3	SET 4	SET 5
Input Data	Name	Name	Name	Name	Name

	Number	Number	Number	Number	Number
	Query	Query	Query	Query	Query
Expected	Call person				
Behaviour	calls you				
Actual	Same as				
Behaviour	expected	expected	expected	expected	expected
Comments	Test was				
	Good	Good	Good	Good	Good
Pass/Fail	Pass	Pass	Pass	Pass	Pass

TEST CASE No. 10

Test Case ID	TC-010	Test Case Name	Download payment receipt
Project ID	1234	Project Name	Farmers website
PM ID	PM-001	PM Name	Mr. Vandanam
Test Strategy ID	TS-9437	Tester ID	
Test Plan ID	TP-9437	Tester Name	
Test Schedule ID	TSC-9437	Date of Test	

Scenario: Website for online shopping of farm product , in that we have payment receipt option, we have 3 inputs and after that results are being shown

Link to that page

	SET 1	SET 2	SET 3	SET 4	SET 5
Input Data	Order ID				
	Captcha	Captcha	Captcha	Captcha	Captcha
	Password	Password	Password	Password	Password

Expected	Call person				
Behaviour	calls you				
Actual	Same as				
Behaviour	expected	expected	expected	expected	expected
Comments	Test was				
	Good	Good	Good	Good	Good
Pass/Fail	Pass	Pass	Pass	Pass	Pass

6:- DATA SCHEMA AND ER DIAGRAM

Database Schema

A database schema is a blueprint or structure that defines how a database is organized. It describes the relationships between various entities (tables) in the database, including the tables, fields (attributes), data types, and constraints. The schema provides a framework for how data is stored, accessed, and managed.

Entity-Relationship (ER) Diagram

An Entity-Relationship (ER) diagram is a visual representation of the database schema. It illustrates the entities in the system, their attributes, and the relationships between them. ER diagrams help in designing and understanding the structure of a database



7:- Data Flow Diagram (DFD)

A Data Flow Diagram (DFD) visually represents how data moves through a system. It shows the inputs and outputs of data processes, the data stores, and the interactions between the different components of a system. DFDs are typically divided into levels:

Level 0: Context diagram showing the system as a whole.

Level 1: Breaks down the system into major processes and data flows.

Components of a DFD

- 1. **Processes:** Represented by circles or ovals, these show what happens to the data.
- 2. **Data Stores:** Represented by open-ended rectangles, these show where data is stored.

- 3. **External Entities**: Represented by squares, these are outside the system (e.g., users, other systems).
- 4. Data Flows: Arrows that show the direction of data movement.



<u>8:-</u> Change in project requests refers to alterations or additions to the project scope, requirements, or deliverables after the project has begun. This can happen for various reasons, such as evolving client needs, unforeseen issues, or new opportunities.

Steps to Handle Change Requests

- 1. Identify and Document the Change:- Clearly define the change request, including its rationale, scope, and impact on the project. Use a standardized form to ensure consistency.
- 2. **Assess the Impact**:- Evaluate how the change will affect the project timeline, budget, resources, and overall goals. Involve key stakeholders and team members in this assessment.
- 3. **Consult with Stakeholders**:- Present the change request and impact analysis to stakeholders. Gather feedback and ensure everyone is aligned on the necessity and implications of the change.
- Prioritize the Change:- Determine the priority of the change request compared to existing project tasks. Use a prioritization framework (e.g., MoSCoW- Must have, Should have, Could have, Won't have) to help make decisions.
- 5. **Update Project Plans**:- If the change is approved, update project documentation, schedules, and resource allocations accordingly. Communicate the changes to all relevant team members.
- 6. Implement the Change:- Integrate the approved changes into the project execution phase. Ensure that all team members understand their roles concerning the new requirements.
- 7. **Monitor and Review**:-Continuously monitor the project to assess the impact of the change. Be open to further adjustments if new issues arise.
- 8. **Communicate**:-Keep communication lines open throughout the process, ensuring stakeholders are informed of progress and any new developments.

<u>9:-</u> <u>Change Request</u> - A formal proposal to modify a product or system after its initial development. Often initiated due to identified issues, defects, or necessary adjustments based on feedback or changes in requirements.

Example, Fixing a bug, updating a feature due to compliance needs, or changing a deadline.

<u>Enhancement -</u> A request to improve or add functionality to an existing system or product. Typically aimed at increasing value, usability, or performance rather than correcting a defect. Examples: Adding a new feature, improving user interface design, or upgrading performance.

As BA my response to Ben and Kevin would be to classify it as enhancement rather than change request . In this case farmers are allowed to add their crop yield , display them to public and do auction . Addition of these features are beyond project scope . So we have again perform and follow the standard process for handling new requirements .

1. Requirement Identification: - Gather requirements from stakeholders, users, or market research. Initial Discussion to Conduct meetings or workshops to understand the need.

2. Requirement Documentation:- Write clear and concise requirement specifications, including objectives, scope, and acceptance criteria. Use standard templates to ensure consistency and completeness.

3. Requirement Review: - Share the documented requirements with stakeholders for feedback. Ensure that the requirements align with business goals and user needs.

4. Prioritization -Evaluate requirements based on factors like urgency, impact, and resource availability. Use techniques like MoSCoW (Must have, Should have, Could have, Won't have) or prioritization matrices.

5. Approval:-Obtain formal approval from relevant stakeholders to proceed with the development of the requirements.

6. Implementation:- Work with the development team to translate requirements into functional features. Create test cases based on the requirements to ensure they are met.

7. Verification and Validation:- Conduct testing to verify that the implemented features meet the requirements. User Acceptance Testing (UAT): Involve endusers to validate that the solution fulfills their needs.

8. Deployment:- Deploy the new features or updates to the production environment. Provide training or documentation to users if necessary.

9. Post-Implementation Review:- Gather feedback from users to assess the effectiveness of the new requirements. Identify any additional enhancements or changes needed based on user experience.

10:- Estimation of Project in Manhours

1. Requirement Gathering and Analysis (40-80 hours)

- Meetings with stakeholders to understand needs.
- Documenting functional and non-functional requirements.
- 2. Design Phase (80-120 hours)
 - UI/UX Design: Creating wireframes and prototypes (40-60 hours).
 - Architecture Design: Planning app architecture and database schema (40-60 hours).
- 3. Development Phase (300-500 hours)
 - Frontend Development: Building user interface (100-200 hours).
 - Backend Development: Setting up server, database, and APIs (150-250 hours).
 - Integration: Connecting frontend with backend and any third-party services (50-100 hours).
- 4. Testing Phase (100-160 hours)
 - Unit Testing: Testing individual components (40-80 hours).
 - Integration Testing: Ensuring components work together (30-50 hours).
 - User Acceptance Testing (UAT): Validating with stakeholders (30-30 hours).
- 5. Deployment (40-60 hours)
 - Setting up hosting, domain, and deployment processes.
- 6. Training and Documentation (40-80 hours)

- Creating user manuals and documentation.
- Training for farmers and support staff.

7. Maintenance and Support (Ongoing)

• Estimated at 10-20 hours per month for bug fixes and updates after launch.

Total Estimated Man-Hours: 600 - 1,000 hours

<u>11:-</u> Contacting a client for final testing is an important step to ensure that the product meets their expectations and requirements. Here's a structured process to effectively reach out to the client for final testing:

1. Preparation:- Outline the scope, objectives, and timeline for the final testing phase. Prepare test cases, scenarios, and any necessary documentation that the client will need to understand the process.

2. Schedule a Meeting:- Use email, phone, or project management tools to reach out. Suggest a few options for a meeting to discuss the final testing.

3. Compose Communication Clearly state the purpose, e.g., "Request for Final Testing Review". Address the client formally. Briefly explain the purpose of the message and the importance of their feedback.

4. Follow Up :-If you don't receive a response within a couple of days, send a polite follow-up email or make a phone call to ensure they received your message.

5. Conduct Testing:- Once the client confirms, conduct the final testing as planned. Be available for any questions or clarifications during the testing process.

6. Collect Feedback:- After the testing is complete, schedule a debriefing meeting to gather feedback. Discuss any issues found, potential improvements, and next steps.

7. Documentation:-Document the client's feedback and any changes that need to be made. Share a summary report of the testing outcomes with the client.

Project Closure Document

A Project Closure Document is a formal record that summarizes the completion of a project. It serves as a comprehensive reference for stakeholders and helps ensure that all aspects of the project are finalized. Here's an overview of its key components and purpose:

1. Project Overview: - This section provides a high-level summary of the project, including its objectives, scope, and the key stakeholders involved. To give context to the document, ensuring that readers understand what the project was about and its intended outcomes.

2. Final Deliverables: - List all the deliverables produced by the project, specifying which were completed, any that were modified, and those that were not delivered. To confirm that all expected outputs have been produced and to document any changes from the initial plan.

3. Acceptance Criteria: - This section outlines the criteria that were used to determine whether the project deliverables met the stakeholders' expectations. It should include client sign-off and any conditions for acceptance. To demonstrate that the project has fulfilled its requirements and to provide formal evidence of acceptance.

4. Project Performance: - An analysis of how the project performed compared to the original plans, focusing on key metrics such as timeline adherence, budget constraints, and quality of deliverables. To evaluate the project's overall success and to identify areas of strength and weakness.

5. Issues and Resolutions: - A summary of any significant issues that arose during the project, including how they were managed or resolved. To document challenges faced, providing insights into problem-solving approaches and their effectiveness.

6. Lessons Learned: -Capture valuable insights gained throughout the project lifecycle, including best practices, pitfalls to avoid, and recommendations for future projects. To create a knowledge repository that can benefit future projects and help teams improve their processes.

7. Financial Closure: - An overview of the project's financial performance, including budgeted versus actual costs, any variances, and justifications for them. To ensure that all financial matters are settled and to provide transparency regarding project expenditures.

8. Stakeholder Feedback: - A summary of feedback gathered from project stakeholders, including team members, clients, and other involved parties regarding the project's execution and outcomes. To gain insights into the perception of the project's success and areas for improvement from various perspectives.

UAT (User Acceptance Testing)

User Acceptance Testing (UAT) is the final phase of the software testing process, where real users test the software to ensure it meets their needs and requirements. The goal of UAT is to validate that the system functions correctly in a real-world environment and is ready for production.

Here's a structured overview of the UAT process:

1. Planning:- Clearly outline what the UAT aims to achieve. Choose representative end-users who will test the system. Document the scope, timeline, testing environment, and resources needed.

2. Design Test Cases:- Identify Scenarios: Based on user requirements, develop test scenarios that reflect real-world usage. Create detailed test cases that specify the steps to execute, expected results, and acceptance criteria.

3. Set Up the Environment:- Prepare a UAT environment that mimics the production environment, including data and configurations.

4. Conduct UAT:-Users perform tests according to the defined scenarios and document their findings. Gather feedback on functionality, usability, and any issues encountered.

5. Issue Resolution:- Document any issues found during testing and prioritize them for resolution. The development team addresses reported defects and improvements.

6. Re-testing:- After fixes, re-test the affected areas to ensure issues are resolved.

7. Approval:- Once all tests are successfully completed and feedback addressed, obtain formal approval from stakeholders, confirming the product is ready for launch.

8. Documentation and Reporting: - Document the UAT results, including test cases executed, issues found, and resolutions. Prepare a UAT summary report for stakeholders.

9. Post-UAT Review:- Conduct a review meeting with stakeholders to discuss the overall process, lessons learned, and any additional feedback for future

12 :- Project Closure Document

1:-PROJECT OVERVIEW

ITEMS	Details
Project Name	Agriculture Based App
Project Sponsor	Mr. Henry (Soony Company)
Project Manager	MR. Vandanam (APT IT Company)
Start Date	01-08-2023
End Date	01-02-2025
Total Budget	2crore
Project Duration	18 months

2:-PROJECT OBJECTIVES

Objective No.	Objective Descriptions
1	Develop a reliable and secure app for farmers to orders
	items directly
2	Create a real time inventory management and order
	tracking system
3	Ensure the app is easy to use and accessible
4	Deliver the project within the set budget and timeline
	of 18months

3:-PROJECT KEY DELIVETABLES

Deliverable No.	Deliverable Description
1	Mobile App (cross platform and iOS)
2	Backend System (Inventory & Order management)
3	Payment Gateway Integration
4	Multilingual Support
5	Order Tracking & Notification
6	Training & Support Material

4:-PROJECT TIMELINE SUMMARY

Phase	Duration	Completion Date	Remarks
Initiation	Month 1	29/08/2023	Successfully
			initiated on
			schedule
Planning &	Month 1-3	30/10/2023	Completed
Design			
Development	Month 4-13	04/09/2024	Finished ahead of
			time
Testing	Month 14-15	06/11/2024	Completed
Launch	Month 16	12/12/2024	Successfully
			launched
User Training	Month17-18	27/02/2025	Online and in-
			person training
			done

5:-ACHIEVEMENTS

Achievements No.	Descriptions
1	Successfully launched the app on schedule
2	2.5% cost saving under the budget
3	Exceeded user adoption target with 2000+farmer
4	Local language support enhanced user engagement

6:-CHALLENGES

Challenge No.	Description	Mitigation Actions
1	Rural network issues hindered	Optimised features for
	app access for some users	low connectivity
2	Payment gateway integration	Additional tome for
	issues caused minor delays	troubleshooting

7:- LESSON LEARNT

Lesson No.	Key Lesson
1	Conduct user testing in multiple phase to catch usability issues
	early
2	Ensure offline functionality for regions with intermittent
	internet

3	Farmer feedback integration leads to improved adoption rates
5	Tarmer recuback integration reads to improved adoption rates

8:- RECOMMENDATIONS

Recommendation	Description	Action Needed
No.		
1	Network optimisation for low	Optimise app for low-
	connectivity areas	bandwidth use
2	More local payment options	Research and integrate
		additional payment
		options

9 :- FINAL APPROVAL

Item	Details	
Prepared By	Mr Vandaman (PM)	
Date of submission	28/02/2025	
Approved By	Mr Henry (Soony Company)	
Signature		