MOBILE ENTERPRISE PILOT PROJECT

DESIGN OF MOBILE APPLICATIONS, INFORMATION ARCHITECTURES AND RELATED TRADEOFF STUDY

RICHARD ADEYEMO
KYLE BLEVINS
ANDREW REPP

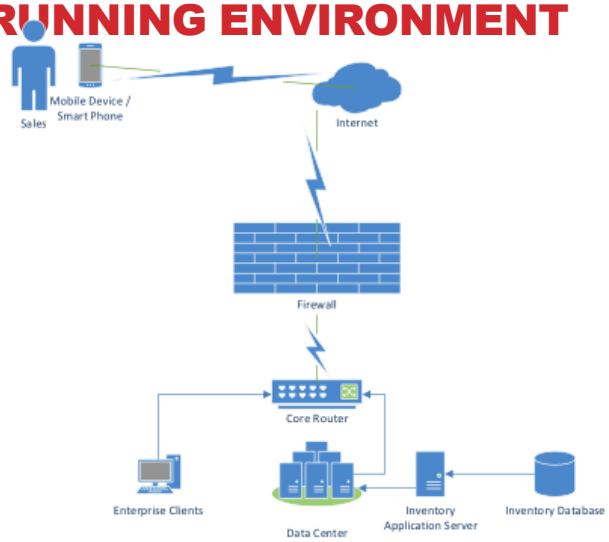
CPET 565/499

EXECUTIVE SUMMARY

Pilot project focus:

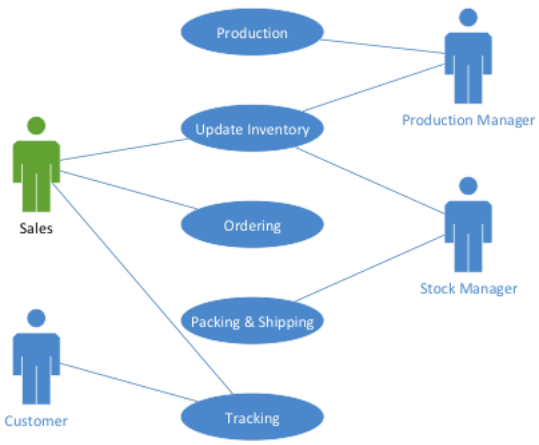
- **Increasing revenue by allowing the sales team to access the inventory management system.**
- **Enabling the sales team will interact with the inventory system to complete customer orders using an Android based smart phone.**
- **Providing real-time inventory data in a sales oriented application.**

SYSTEM ARCHITECTURE AND RUNNING ENVIRONMENT



The proposed application will be operating in a manufacturing environment that produces limited runs of products.

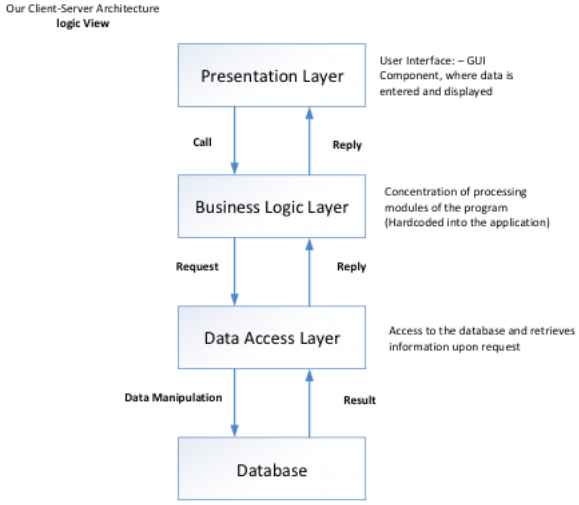
USE CASE DIAGRAM



DATA REQUIREMENTS

- **Mandated guidelines of how the data is used within or transferred with the mobile application.**
- **Requirements can be set internally or given by a regulatory agency depending on the data types.**
- **For example, unique IDs given to members of the sales team or the security surrounding customer data.**

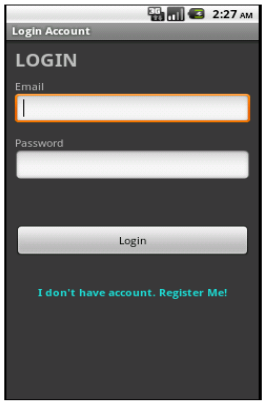
CLIENT-SERVER ARCHITECTURE



SECURITY AND AUTHENTICATION

Authentication is controlled by LDAP (lightweight directory access protocol)

Sales team uses enterprise account for accessing the mobile application.



TRADE-OFF ANALYSIS

Scenario A:
The enterprise mobility pilot project leadership team could develop an app for its employees to receive up to date inventory information and record orders. The app would require authentication to access the information and allow a sales person to look up inventory levels for a client before placing an order.

Scenario B:
The pilot project could develop an app for its customers to use and view inventory information before placing an order. Sales would not be the primary users of the app.

DECISION CRITERIA

1. **Support costs and training (employees and customers)**
2. **Security of inventory and sales information**
3. **Mobile development platforms**
    1. Android
    2. iOS
    3. Windows
    4. Others
4. **Product availability and like replacements**

DECISION TABLES

Criteria	Fulfillment	Weight	Total Score
1	4	4	**16**
2	4	5	**20**
3	5	3	**15**
4	3	3	**9**
			60

Scenario A

DECISION TABLES

Criteria	Fulfillment	Weight	Total Score
1	3	4	**12**
2	4	5	**20**
3	2	3	**6**
4	3	3	**9**
			47

Scenario B

Scenario A has the higher score, so scenario A is the better decision.

REFERENCES