

WFP SCHOOL MEAL PROGRAM e-PAYMENT SYSTEM ESDO

Assignment name: Design and development of e-Payment System software solution for WFP School Meal Program

Country: Bangladesh

Location within country: Dhaka

Name of Client: Environment and Social Development Organization (ESDO) on behalf of WFP Bangladesh

Duration of assignment (months): 8 months

Start date (month/year): 1st October 2018

Completion date (month/year): 31st May 2019

Name of associated Contractors, if any: N/A

Narrative description of Project:

Design and development of e-Payment System software solution for WFP School Meal Program, along with other related services such as testing, training, and documentation etc. The solution is designed and being developed in order for meeting all the requirement specified by WFP such as enrollment of vendors and cooks, budget allocation and disbursement, tracking the purchases of foods and other necessary commodities under the program, integration with payment gateway through Bangladesh Bank, integration with SPBMU MIS for communicating with BEC NID database for NID verification etc.

Description of actual services provided by your staff within the assignment:

- Planning, design, development, implementation, and deployment of the SMP e-Payment System based on the requirements.
- Preparing system and software requirements analysis with a detailed list and description for each of the functional and non-functional requirements based on the clients' needs. This will be prepared on multiple interactions and collaboration with the clients, stakeholders, and through field visits and meetings etc.
- Finalization development and implementation methodologies and revising the proposed work plan accordingly. In case of necessity, modifications of the plans will be implemented after the acknowledgement of client.
- System design and preparation of the design documents for internal development team usage and references that should identify the required components of the system, functional modules, database design, API design etc.
- Testing and quality assurance of the software features and other components of the developed system so that the system and the software results bug free performance and all components work properly as they should.
- Building an interface between SMP e-Payment System and payment service provider to ensure accurate and secured communication and electronically disbursing funds to the payables.
- Performing an extensive User Acceptance Test (UAT) in order for the client and the end-users test the system and report any changes that they might require, fixing any newly found issues and changing any features as per the requirement of the client.
- Conducting a thorough hands-on user and technical training and knowledge transfer program as per the proposed training plan, providing with training materials to the trainee such as handouts, user manuals, assignments/quizzes etc.