**Project Plan**

**Parking Spot System**

*Sioux*

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| **Author : Group 3** |

#### Version history

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| 0.1 | 07/09/2020 | Filev, Georgi | Testing and Configuration Management | In Progress |
| 0.2 | 07/09/2020 | Denkov, Antonio | Activities and part of Finances and Risk | In Progress |
| 0.3 | 07/09/2020 | Hadjiyankov, Konstantin | Project Organization and part of Finances and Risk | In Progress |
| 0.4 | 07/09/2020 | Yanakieva, Zhaklin | Context and Goals of the project | In Progress |
| 0.5 | 09/09/2020 | Hadzhikolev, Kristian | Strategy and End Products | In Progress |
| 0.6 | 11/09/2020 | Yanakieva, Zhaklin | Scope of the project | In Progress |
| 0.7 | 11/09/2020 | Hadzhikolev, Kristian | Time Plan | In Progress |

**Distribution**

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# Project assignment

## Context

Sioux Technologies is a company that wants to contribute to a safe, healthy and sustainable world through technological innovation. They find high-tech companies with intention of developing and building smart modules and software with impact and have a distinguishable entrepreneurship and with that the company has a variety of cooperation models. The company has the preference to take financial risks when developing promising knowledge and innovative products for customers. Moreover, Sioux also invests in start-ups and the further development of new companies that are necessary to enrich and future-proof the high-tech ecosystem in which Sioux operates.

## Goal of the project

The company aims to ease their clients when finding a parking spot. The reason behind the project is the desire of the company to make the moving of the car in the parking less stressful and ease its clients by protecting them from wasting their time looking for parking spots.

Sioux see the situation as an opportunity for an improved parking system where there are going to be no issues, such as a mistaken parking spot, or a mistaken car.

This project is advantagable for the company because it improves thе organizational system of the company and is also valuable because by having this software Sioux make the workflow more efficient.

## Scope and preconditions

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| --- | --- |
| **Inside scope:** | **Outside scope:** |
| 1. Notify the user for a parking spot | 1. Save a parking spot for a specific client |
| 1. Notify the secretary, when a person is leaving the parking | 1. Show that a parking spot is available or not |

## Strategy

The method of approach in this project is the agile framework scrum. It is simple to understand and apply and it ensure good communication between team members as well as good organization. The devision of complex tasks into user stories(System requirements) is really beneficial, when it comes to big projects.

## Research questions

*<<*

*Describe the research questions that are most relevant to your project. For each research question, describe the approach and/or methodology. Use the Dot Framework to specify strategies and methods - see* [*http://www.ictresearchmethods.nl*](http://www.ictresearchmethods.nl) *for details.*

*Note that research is not only part of the intial phases (like analysis) of the project, but runs throughout the whole project. E.g., in the realization phases, you will probably do research in the Workshop and Lab context.*

*Also realize that during the project your research questions may change, and that new ones will come up. That normal for any project ☺, and is not a problem as long as you involve the right stakeholders, and keep your deliverables updated and in sync.*

*>>*

## End products

### Project Plan

### Software Solution

### Test Report

### Architecture Document

### Cultural Awareness Report



# Project organisation

## Stakeholders and team members

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Abbreviation** | **Role and functions** | **Availability** |
| *Contact name (and specify further detail as needed, e.g., email or tel nr).*   * *Sioux* | *Abbreviation can help, e.g., when using the name in tools like Jira or MS project.*  *PO* | *See above.*  *-role:stakeholder/PO;*  *functions: sets requirements and project description* | *When is the person available for your project (define this in the way most relevant for your project, e.g., which days are available, the amount of time, or in which phase of the project).*  *-available most of the time for questions via email, meetings take place during the sprints* |
| * *Konstantin* | *Tino* | *-role:product developer/scrum master*  *-functions: communication between PO and the team, follows deadlines, takes part in developing the product* | *-available all the time when team wants to get in touch(e.g. for sharing idea);*  *-During all the group meetings;*  *-sprints meetings* |
| * *Antonio* | *Tonkata* | *-role: product developer*  *-functions: working on the product deliverables, sharing ideas,* | *-available all the time when team wants to get in touch(e.g. for sharing idea);*  *-During all the group meetings;*  *-sprints meetings* |
| * *Kristian* | *Kris* | *-role: product developer/scrum master*  *-functions: communication between PO and the team, follows deadlines, takes part in developing the product* | *-available all the time when team wants to get in touch(e.g. for sharing idea);*  *-During all the group meetings;*  *-sprints meetings* |
| * *Gerorgi* | *Filev* | *-role:: product developer*  *-functions:mostly the software part, UI, following the goals, expressing ideas* | *-available all the time when team wants to get in touch(e.g. for sharing idea);*  *-During all the group meetings;*  *-sprints meetings* |
| * *Zhaklin* | *Jaki* | *-role:: product developer*  *-functions: working on the product deliverables, sharing ideas,* | *-available all the time when team wants to get in touch(e.g. for sharing idea);*  *-During all the group meetings;*  *-sprints meetings* |

## Communication

Currently we use MS teams for meetings due to corona, for writing down short ideas or for arranging meetings we use Whatsapp. Our communication with the PO is by emailing them or during sprints.

Our meetings are scheduled twice or even three times a week and the other time we communicate through Whatsapp. We get in touch with our teachers during our lectures/workshops online or at university.

Usually team meetings take as much time as it is needed to make an excellent conclusion when finishing it.

Teacher meetings are used to show our progress, to evaluate the process and to receive feedback from the teacher so to improve things.

# Activities and time plan

## Phases of the project

We will begin our work with problem analysis. After analysing the problem, we will design possible solutions. After agreeing on the most optimal solution, we will begin working and updating the documentation correspondingly. In the end we will perform throughout testing and hand over the finished product along with its documentation, peer and self reviews and personal reflections, and then await for evaluation.

## Time plan and milestones

*<< For a waterfall project you can indicate the phases and milestones below (can be adapted as required).*

*For an agile project describe how the artefacts are planned. E.g., length of sprint (with justification), organization of stand up, demo, retrospective.*

*>>*

|  |  |  |  |
| --- | --- | --- | --- |
| **Phasing** | **Effort** | **Start date** | **Finish date** |
| 1. Sprint 0 |  | 31/08/2020 | 18/09/2020 |
| 1. Sprint 1 |  | 21/09/2020 | 09/10/2020 |
| 1. Sprint 2 |  | 12/10/2020 | 06/11/2020 |
| 1. Sprint 3 |  | 09/11/2020 | 27/11/2020 |
| 1. Sprint 4 |  | 30/11/2020 | 16/12/2020 |
| 1. Sprint 5 |  | 04/01/2021 | 22/01/20210 |

# Testing strategy and configuration management

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## Testing strategy

We will run unit tests on individual parts of the code depending on whether there is an unresolved issue or something we need to test right away. However, our main testing will take place after every big cycle we complete, for instance every completed requirement.

On the other hand, when we assume that our work is almost done, we are definitely going to test the system as a whole. Here our goal would be a hundred percentage quality code.

## Test environment and required resources

Our group would aim to stick to the continuous integration strategy, even though sometimes something might come up unexpected and due to that there is a possibility to apply our own way of committing and merging the code during the test periods.

## Configuration management

*<< Describe the project approach with respect to version management. This might include things like tooling, branching strategy, promotion-, release- and baseline strategy.*

*Also, when relevant, think of a mechanism to deal with change requests and problem reports.>>*

# Finances and risk

## Project budget

Specific budget is not required for our project at this point.

## Risk and mitigation

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| --- | --- | --- |
| **Risk** | **Prevention activities** | **Mitigation activities** |
| 1. A group member is unavailable for team meeting | Contact all members a reasonable time before the meeting (At least 12 hours before the meeting occurs) | If a group member is missing from a team meeting, he should be informed about what has been discussed and about any decisions that have taken place in his absence. |
| 1. A group member is unavailable for tutor/PO meeting | Contact all members a reasonable time before the meeting; All members must submit their work into the repository after finishing. | If a group member is missing from an important meeting, inform the other participants of the meeting and present the latest work they have submitted to the repository. |
| 1. Misinterpreting requiremrent | Contact the PO frequently or ask the teacher; consulting all the members | If particular task was interpret wrong, the team should always ask questions about it and discuss with the group how it should be done. |