Fontys University Of Applied Sciences

Eindhoven, The Netherlands

Airport Baggage Simulation

Project Plan



ProCP Class

Team members: Supervisor:

Aleksandar Staykov, Mr. Mikaeil Shaghelani  
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Version 1.0

10.02.2019

# Version History

The following table provides information about the development of the Project Plan, including the main changes in the Project Plan (adding and editing information) and the dates for the approval of this information:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **ID &**  **Version #** | **Prepared by** | **Revision Date** | **Approved by** | **Approval Date** | **Reason** |
| 1.0 | The team | 11.02.2019 | Mikaeil Shaghelani | - | Project Plan draft |

## Formal Client

Client name: Mr. Mikaeil Shaghelani

Occupation: Teacher at Fontys University of Applied Sciences

Email: m.shaghelanilor@fontys.nl

Telephone number: +31885074259

## Project Leader

Project leader name: -

Occupation: -

Email: -

## Current Situation

## Problem

## Project Goal

## Deliverables and Non-Deliverables

Deliverables:

Non-deliverables:

## Constraints

*Constraint 1:* ​Time

The project should be completed within 5 months.

*Constraint 2:* ​Programming language

The applications should be programmed in an object-oriented language, which all the team members are familiar with, e.g. C#. The applications should obey the principles of the object-oriented approach.

*Constraint 3:* ​Version control

Working with a version control system (GitLab) is required.

## Risks

*Not all project features are finished on time*

* Probability: Low
* Impact: High
* To prevent:​​Communicate often with the client
* Solution:​​Focus on the must haves

*Conflict between team members disrupts the project*

* Probability: Low
* Impact: Medium
* To prevent:​​Discuss the entire project together, encourage team communication
* Solution:​​Have a meeting, find problems and how to solve them

*Team might not possess the required knowledge to successfully complete the project*

* Probability: Medium
* Impact: High
* To prevent:​​Inform tutor on time
* Solution:​​Contact tutor and ask for assistance

# Project Phasing

In this chapter the overview of the project tasks is shown distributed over the time the team is given for the project.

## Activities and Milestones

**For milestone M1**​ ​**(week 1):**

Activities:

Deliverables:

**For milestone M2 (week 2 - 7):**

Activities:

Deliverables:

**For milestone M3 (week 8 - 13):**

Activities:

Deliverables:

**For milestone M4 (week 14):**

Activities:

Deliverables:

## Time Distribution

The proposed time to complete this project is 224 hours (14 weeks), each of the members is supposed to work 15 hours per week. Below is how the team allocates time for each task:

# MOSQUITO

The following chapter includes organisational topics, such as money distribution, skills needed for the successful implementation of the project, the quality of the end product and team organisation and information.

## Money

|  |  |
| --- | --- |
| **Project expenses** | **Prices** |
| Planning | € 350 |
| Applications Design | € 450 |
| Applications Programming | € 3 800 |
| Database Design | € 500 |
| Database Implementation | € 1 200 |
| Domain & Hosting Services | € 600 per year |
| Copyright License | € 120 per year |
| Maintenance | € 450 per year |
| Server Back-Up Storage | € 80 per year |
| Customer Support | € 500 per year |
| **Total Price:**  **Yearly Expenses:** |  |

## Skills

In order for this project to be fulfilled, the team must consist of people with skills in the following areas:

* Project Management
* Customer Support
* C#
* SQL
* Database Design

## Quality

In order for the client to be content, there are certain quality aspects which need to be met:

## Information

The following table contains information about the distribution of tasks in the team and the actions to them - to read, approve, write or discuss.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| ~ | Project Plan | Application  Development | Database  Development | Database  relationship | Testing &  Documentation |
| Customer | [A] | [A] | [A] | [A] | [R] |
| Project Leader | [W] | [D] | [D] | [D] | [R/D] |
| Designers | [R] | [W] | [D/W] | - | [D/W] |
| C# Developers | [R] | [W] | - | [W] | [D/W] |
| Web  Developers | [R] | - | - | [W] | [D/W] |
| Database Developers | [R] | - | [W] | [W] | [D/W] |

(Legend: R = Read; A = Approve; W = Write; D = Discuss.)

## Team Organisation

The scheme below depicts the roles in the team and their connections.