**Project Plan**

***Social Media ESocial***

*Dan Zavalidrov*

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| **Date 02.09.2024 : Date** |
| **Version V1 : Version** |
| **State : State** |
| **Author Dan Zavalidrov : Author** |

#### Version history

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| **Version** | **Date** | **Author(s)** | **Changes** | **State** |
| V1 | 02.09.2024 | Dan Zavalidrov | Create |  |
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**Distribution**

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| V1 |  |  |
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# Project assignment

## Context

*I will create a social media that will make possible communication between people.*

## Goal of the project

*To make a working a functional application, with a responsive and user-friendly design.*

## Scope and preconditions

|  |  |
| --- | --- |
| **Inside scope:** | **Outside scope:** |
| 1. Working with required technologies | 1. Extension for the application |
| 1. Implementing all necessary use casses | 1. Selling my application |
| 1. Testing | 1. Deployement |

## Strategy

*The strategy will be agile approach like scrum, first of all that what is required for this semester, second of all is good choise for modernization and making better your app.*

## Research questions and methodology

*How will we approach the subject?*

*What technologies are the most suitable?*

*Which functional requirements should include?*

*How should and will be assessed the project?*

*In what maneer the application will be finished or done?*

## End products

Project Breakdown Structure (PBS)

A diagram of a software project

Description automatically generated

# Project organisation

## Stakeholders

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Abbreviation** | **Role and functions** | **Availability** |
| *Coenen,Frank F.W.J.* | *COEF01* | *Technical Teacher, Verification Role* | *Monday, Wednesday* |
| *Schriek,Erik H.J.D. van der* | *SCHE06* | *Technical Teacher, Verification Role* | *Tuesday, Wednesday* |
| *Krielen,Marcus M.J.A.* | *KRIM01* | *Non-Technical Teacher* | *Monday, Tuesday* |
| *Zavalidrov Dan* |  | *Author* | *Monday, Tuesday, Wednesday* |

## Communication

*Communication will take place mostly in class, and sometimes online if something Urgent.*

# Activities and time plan

## Phases of the project

*Mostly I will be guided by the usecases that are required for this project.*

## Time plan and milestones

|  |  |  |  |
| --- | --- | --- | --- |
| **Phasing** | **Effort** | **Start date** | **Finish date** |
| 1. Sprint 1 | Most | 02.09 | 20.09.2024 |
| 1. Sprint 2 | Most | 21.09 | 11.10.2024 |
| 1. Sprint 3 | Most | 12.10 | 08.11.2024 |
| 1. Sprint 4 | Most | 09.11 | 29.11.2024 |
| 1. Sprint 5 | Most | 30.11 | 20.12.2024 |
| 1. Sprint 6 | Final | 21.12 | 17.01.2025 |

# Testing strategy and configuration management

## 

## Testing strategy

*Mainly it will be kept the pyramid testing, unit testing, integration testing, and end to end testing to be done. For unit testing > 80% coverage in sonarqube.*

## Test environment and required resources

*CI/CD environment will be created in gitlab, where I will have the testing part. Whenever project will be pushed to my repository online, everytime it will be checking if tests are passing.*

## Configuration management

*Project Approach will be two different branches one for final version another for experimenting. Also using git ignore, for sake of purification the project when pushing.*

# Risk

## Risk and mitigation

|  |  |  |
| --- | --- | --- |
| **Risk** | **Prevention activities** | **Mitigation activities** |
| 1. Activities are missing from the scope | Always communicate with teacher | Ask the teacher to check our scope to see what is missing. |
| 1. Change management overload | Always communicate with teacher | Ask feedback timely. |
| 1. Inaccurate change priorities | Always communicate with teacher | Discuss changes and make a priority list. |
| 1. Inaccurate expectations | Always communicate with teacher | Discuss the expectations with the teacher. |
| 1. System outages | Be sure to have a good laptop | Make sure laptop is fully charged and to work with Git and the drive. |
| 1. Requirements are incomplete | Always communicate with teacher | Frequent meetings and feedbacks sessions. |
| 1. UI is low quality | Always communicate with teacher and look for design in google. | Have consistent design techniques. |
| 1. Low Performance on the Backend | Always communicate with teacher, and always be informed. | Finishing earlier every section from waterfall then it is expected, so that I have time to correct it. |