

Project Plan Adventurehub

By Arenco Meevissen



13 september 2022

**Revision Table**

|  |  |  |  |
| --- | --- | --- | --- |
| Version | Date | Author | change(s) |
| 1.0 | 13/9/2022 | Arenco Meevissen | Initial document |
| 1.1 | 15/9/2022 | Arenco Meevissen | Deleted user stories and added requirements, downfalls, phasing, and deliverables. Paragraph Testing strategy also added |
| 1.1.1 | 4/11/2022 | Arenco Meevissen | changed title to include project name |
| 1.2 | 14/1/2023 | Arenco Meevissen | Update own constraints |

Contents

[1 Project assignment 3](#_Toc115697194)

[Goal of the project 3](#_Toc115697195)

[2 Project organisation 4](#_Toc115697196)

[Project requirements 4](#_Toc115697197)

[Project Phasing 4](#_Toc115697198)

[Project risks and mitigation 5](#_Toc115697199)

[Project deliverables 5](#_Toc115697200)

[3 Testing strategy 6](#_Toc115697201)

[4 Constraints 7](#_Toc115697202)

[4.1 The constraints of the project itself 7](#_Toc115697203)

[4.2 The constraints created for the project 7](#_Toc115697204)

# 1 Project assignment

## Goal of the project

The goal of this project is that with the theme “Forum where users can make their own ‘choose your own adventure’ stories”. The web application should be user-friendly and if needed you can write a report on the web application on security, user experience and the performance of the application

# 2 Project organisation

## Project requirements

* Making the documents
* Initial setup application
* Research theme
* Make database diagram
* Make class diagram
* Create stories functionality
* Login functionality
* Register functionality

## Project Phasing

From 1 to 5 with 1 being the highest priority

|  |  |  |  |
| --- | --- | --- | --- |
| Topic | Start Date /Sprint | End Date /Sprint | Priority |
| Making the Documents | 1 | 6 | 1 |
| initial setup Application | 1 | 1 | 1 |
| Research theme | 1 | 6 | 3 |
| make database diagram | 2 | 6 | 1 |
| make class diagram | 2 | 6 | 1 |
| create stories functionality | 3 | 3 | 1 |
| Login functionality | 3 | 3 | 1 |
| register functionality | 3 | 3 | 1 |
|  |  |  |  |
|  |  |  |  |

## Project risks and mitigation

|  |  |  |
| --- | --- | --- |
| Risk | Prevention action | mitigation activities |
| Communication risk | I will try to keep getting feedback from the teachers (feedpulse) | - |
| Getting stuck on piece of code | If it doesn’t work out, get help from classmates or the teacher | Researching about implantation and what the best procedure is |
| Not reaching deadlines | Give the teachers a heads up that it will be difficult. Explain why I couldn’t reach it and after if I did miss it try to prevent it | setting realistic deadlines for myself and the project |
| Low productivity / Motivation | take enough brakes, allot fix time slot for it so I can check it off step by step and break it up in multiple steps | creating well-paced schema for myself and be realistic about what I can and can’t do |
|  |  |  |
|  |  |  |

## Project deliverables

The deliverables are

* Project plan
* Test plan
* Design plan
* User stories document
* Web Application

# 3 Testing strategy

The testing strategy for this project is that in the code behind stopwatches will be made and that in the console you can see how long a function takes to run. For security I thought about that I will take some classmates and let them try to break it.

# 4 Constraints

## 4.1 The constraints of the project itself

The constraints are:

* It needs to have a JavaScript based framework front-end
* An API with database back-end
* Java based back-end
* It needs to be (semi) automated software release progress
* You need to be able to make reports for security, user experience and `performance of the application

## 4.2 The constraints created for the project

The constraint for making stories:

* A story can only have in total 2 decision making processes (so initial story, option story, option story)
* A story can only give 2 options
* A story part has the maximum length of 10.000 so that less space is required in the database itself

The constraint for the user:

* The user cannot do any function (report or choosing an option) for 2 seconds after going to read a story.

The constraint for the moderator:

* The moderator cannot do anything with any story but have a history of reports against the story