Project Plan

Group: 3-6

Client:

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1 - READING GUIDE

This project plan is an initial plan for the Zoo bazaar project. Things can be modified by the stakeholders. Everything that has been placed within the document has been agreed with all the members of the stakeholder.

The project plan is divided into sections. Section 2 and 3 has smaller section specifying their purpose. The main sections are bold and underlined – text size 17, whereas the smaller sections are just bold – text size 13, and the context is just plain (not underlined, not bold), but in text size 12.

Project definition – This section starts off by describing the story of the Jupiter - Zoo Bazaar, explains the possible issues that they may face. It then goes on explaining the team goals. We may not achieve all of them, but it will help the team to get an idea of what we must do, a target for the team. Expected results is something we should try to achieve. It goes on a greater detail with the project deliverables, describing the features and things that we won't do to cut out unnecessary concerns. Way of working describes how the team will work together to achieve the best results with the best efficiency of time. The scopes describe how we're going to use the hardware for and the purposes of the codes.

Project Structure Organization – This section calls out how the team is organized. It explains how the tasks and targets are split amongst the group. It then explains how we're going to deal with problems if they occur, who's responsible, and who's going to help the stakeholders if the whole team can't find a solution.

Risk Assessment – This section calls out all the possibilities of issues that may occur in the making of this project. It mentions all the possibilities of risk. A table is presented mentioning the risk with a given possibility rating, how possible it may occur, and solutions in order to reduce the possibilities of these issues.

Planning – Last but not least, the planning. The planning is a crucial part of the project. It keeps track of our work and progress, shows what's missing and what's done. It shows who's responsible for which tasks and shows the priority of each task that's been set. We use this so we're always ensure that we're always on the right path and to ensure that we keep working in the most efficient way.

2 – Project Definition

2.1 – Project background:

Zoo Bazaar is opening a new zoo in Eindhoven, funded by the parent company "Jupiter".

2.2 – Problem definition:

From the interview we've concluded that the main problem is the concern of the management with employees and animals and so, we decided to list out a few things that the customer wants:

- Online ticket sales/booth
- Customer service
- Performance statistic
- Website for employees – log in, view their personal information, view their tasks, work shifts, etc.
- They have many concerns on managing employees and animal care.
- They want to keep various data for their animals – name, age, species, relationship to other animals, location in the zoo, diet, etc.
- Want to be able to put new animals into the system.
- Update animals' information.
- Create Timetables to manage welfare.
- Assign employees to do determined tasks.
- View statistics of animals – how many animals per species/location

  The customer has clearly mentioned that their main concern is managing the animal welfare and employee management.

2.3 – Project Goals:

- To produce a system for the employee to check up on their work that include their task details.
- To produce a system that will be easy for the employee to use
- To Keep track on animals details - Health, Food Diet, personal information, and etc.
- To be able to group animals together by their animals type.

- To ensure the animals safety.
- To make a system for customer to buy tickets from (easy to use)

2.3 – Expected result:

<u>Project Deliverables:</u>

- Employees and Administrators will need to log in first before having access to the system.
- For the employees, they will have access to their schedules, personal information, animal information with the option of updating it and lastly customer service.
- For the admins, they will have access to everything in the system with the ability of changing details, adding details, removing details, and etc.
- Employees will receive notifications when they receive new tasks
- Employees will be able to leave notes about the tasks that they have completed for the following employee who will continue the task.
- If employees are unable to attend their task regarding their schedules, they can contact the manager to have permission to change their schedule depending on their reasonings.
- Customers will be able to view all tickets options and prices
- Customers will be abe to see full details of the ticket - When they can come to the zoo, for how long they can stay, what type of animals they can view, and etc.
- Customers can refund tickets regarding on how far away from the events date, and possibly, their reasoning.

<u>What won't be delivered:</u>

- Customers won't be able to see employees schedules.
- Employee won't be able to edit their schedules.
- Employee won't be able to edit other employees schedules.

2.5 – Way of working:

- Everyone is given a task
- Every day we check up on each other, on weekend we check on Sunday night. •

- If anyone is struggling or needs help, they can contact the team on discord and the team will try our best to help as soon as possible.
- Everyone is given a due date. If work is incomplete on the due date and they didn't ask for help sooner, then it'll cause a problem.
- If the team can't help each other, then we ask the tutor for support. • We share code on GitHub/discord.

2.5 – Scope:

Producing a system to help building a new zoo in Eindhoven is the scope of this project. To achieve this scope, we'll make a system for both admin and employee where all the relevant information is stored in different databases and make a website so the costumers can buy tickets and view details about the zoo itself and what animals are available within the zoo. The scope is divided into 3 section - Software, Database, and designs. All parts will be achieved by using the teams diverse skills and abilities.

3 – Project Definition

The project is adjusted in roles that is divided equally. Each member of the group is responsible for the section that they've selected. If anyone needs help, then the team could step into their work and try to support them.

Everyone is given a due date to keep things organized and to keep the work up. If they don't manage to hand in the work on time, then it will bring the team down and it will just give us more work in less time. Everyone is open to state their ideas and vision. The team can agree and disagree. For the ones who disagree, they must state their reason. Decisions will be made by all the members of the group. If one of the team disagree, then we just decide on the simpler/logical path.

3.1 – Project Leader:

Ridho is the project leader, however, all of us have the same responsibilities. All of us will motivate each other, support each other, check up on each other, keep track of deadlines, and most importantly, make decisions together.

3.2 – Project member:

All the members are assigned to a task with a given due dates. We are responsible for each of our work. Each of us gives feedback on each other, always communicate with each other, and updating on each of our work, especially if someone is struggling.

3.3 – Tutor:

Our tutor (Frank) is there to check on our progress and gives us feedback. If one of the team is struggling and the whole team can't help them, then we all ask the tutor for help, but they must ask the team first.

3.4 – Client:

Our client (Maaike) will guide us into the final goal, this we have to bear in mind because at the end we must be able to satisfy the client by listening to her wishes during the process. The meetings with her will be very important because it will tell us if we are on the right track.

4 – Risk Assessment

Risk	Probability	Impact	Solutions to reduce the risks
Project team misunderstand requirements	likely	High	Simply ask. If someone is unsure about the task, always ask the team to be ensured, the team should always be there for the teammates in the good times and in the hard times. If you must ask a hundred times, then so be it. If it's too much for you, then try to assign the task to another teammate.
Disagreements	High	Medium	When a disagreement occurs, state all the good and bad points. The idea with the most logical solution will be proceeded or re-discuss the issue and proceed with the state that has more good points then bad.
Lack of updates	Medium	High	Project leader makes sure he knows what everyone is always working on. Project leader makes sure everything is on time. If not, they work out a solution
Not following deadlines	Medium	High	Be responsible. Every day, do a decent portion of a work. If there's an issue, then discuss it with the team.

MOSCOW

Must-Have:

- Managing system:

    A system that allows employees to keep on track of their schedules in order to take care of the animals in the zoo, and apart from this, having an admin that is able to manage and edit all of these things.

Should-Have:

- Different accounts for admin and employees:

    To maintain order in the zoo it is important to have different accounts for different responsibility roles.

Could-Have:

- Website for costumers:

    To make it easier for the costumers to visit the zoo, it is important to make a simple and understandable website so that they are able to acquire the tickets from their house.

Won't-Have:

- Public system:

    This means that we want to maintain privacy, employees wont be able to edit their tasks or schedules from the system in itself, they must talk to the admin and only the admins can change the schedules for the employee, costumers won't be granted with the access to the system and lastly, the admin will be the one managing all the confidential information that neither employees nor costumers can see.

5 – Planning

For the whole project, many aspect will be placed in, therefor we will be using different programming languages to ensure everything is made within its best quality.

C# - In here, we will be applying the main features and functionalities in our codes.

Design - For designs we will be using multiple of prgrams - HTML, CSS, Javascript. HTML will be used for mostly the functions of the website. CSS will make the HTML section look aesthetically pleasing, and javascript will make clean animations.

SQL - To store multiple database for relevant information, for instance, the tasks, the employees that exists in the company, the animals that are available within the zoo, and many more.

ASP.NET - In here, we will be combining all the different programming languages to make it into one program.

Week 1:

- Create a name and logo for your group.
- Interview client.
- Create and hand in project plan.
- Prototype

Week 2:

- Improve project plan based on the feedback we got from our tutor.
- Create User Requirement Specification.

Week 3 & 4:

- Create a class diagram

Week 5:

- Implement the diagram in order to make the solution.
- Get feedback so we can keep on going.
- Test and finalized the programs
- Produce reports