



# PROJECT PLAN

Project plan for an individual  
assignment in the second year S-CB-  
S2-CMK

## Contents

THE CLIENT .....	2
TEAM .....	2
WAY OF WORKING .....	2
CURRENT SITUATION .....	2
PROBLEM DESCRIPTION.....	3
PROJECT GOAL.....	3
DELIVERABLES .....	3
NON-DELIVERABLES .....	3
RISK MANAGEMENT .....	3
CONSTRAINTS.....	4
PROJECT MILESTONES.....	4
PHASING .....	7

## THE CLIENT

- A client of the project is represented by Teun Cortooms, Mieke van Vucht and Michiel Koehorst, who are teachers at Fontys University of Applied Sciences.
- Contact person: Teun Cortooms (WAD)
- Email address: [t.cortooms@fontys.nl](mailto:t.cortooms@fontys.nl).
- Contact person: Mieke van Vucht (OOD)
- Email address: [m.vanvucht@fontys.nl](mailto:m.vanvucht@fontys.nl).
- Contact person: Michiel Koehorst (WKS)
- Email address: [m.koehorst@fontys.nl](mailto:m.koehorst@fontys.nl).

## TEAM

- Our team is represented by Atanas Dimitrov (a student at Fontys University), who will take care of the overall preparation of the project, together with its documentation.
- Email address: [atanas.dimitrov@student.fontys.nl](mailto:atanas.dimitrov@student.fontys.nl)

## WAY OF WORKING

- The project's approach involves gradually integrating new concepts and knowledge gained throughout my learning process. As I continue to learn, I will consistently apply newfound knowledge to enhance the project. Regular meetings with my teachers will provide valuable guidance and feedback, contributing to the improvement of both the work process and the overall quality of the final product.

## CURRENT SITUATION

- World of Cars Enterprises is a company specializing in vehicle rentals and providing automotive news. They aim to create a unified platform that allows users to rent vehicles, read the latest car news, and engage with content through comments. World of Cars currently operates through separate systems for vehicle rentals and news dissemination, leading to fragmented customer experiences and operational inefficiencies.

## PROBLEM DESCRIPTION

- The automotive industry lacks a centralized platform to meet the diverse needs of enthusiasts. Fragmented experiences across multiple platforms frustrate consumers looking for up-to-the-minute news where they can share their opinions and a car rental platform. Different platforms make it difficult to connect, use, and find things easily, so we need one solution that ties everything together. The integration of web and desktop applications is critical to meeting the diverse needs of automotive enthusiasts, providing a single platform for seamless interaction and car appreciation.

## PROJECT GOAL

- The primary objective of this project is to develop both web and desktop applications interconnected through a shared database, aiming to deliver a comprehensive automotive experience. The app will include two key functionalities: an automotive news section allowing users to participate in discussions and comment on the latest updates, along with a car rental platform facilitating convenient browsing and vehicle booking. This personalized approach aims to specifically cater to the needs of car enthusiasts by offering a comprehensive yet user-friendly experience within a single app.

## DELIVERABLES

- **Web application:** A responsive site with functionalities for vehicle rentals, news updates, and user comments.
- **Desktop application:** An admin portal for staff to manage news content, rental listings, and user interactions.
- **Shared database:** A robust database supporting real-time data synchronization between the web and desktop applications.
- **Documentation:**

- **User Requirement Specifications (URS):** Document detailing all user requirements and expected system functionalities.
- **UML Class Diagram:** Provides a visual representation of the system architecture and object-oriented modeling.
- **Project Plan:** Detailed timeline and phase breakdown of the project milestones and deliverables.
- **Test Plan:** Outlines the strategies, resources, and timelines for system testing.
- **Test Report:** Compiled results from the various testing phases, highlighting successes and areas for improvement.
- **Ideation Document:** Conceptual sketches and preliminary ideas that formed the foundation of the project.

## NON-DELIVERABLES

- **Continuous Platform Maintenance Post-Launch:** Ongoing maintenance and support will be contracted separately outside of the project scope.
- **Content Creation:** The creation of news articles and rental listings will be the responsibility of the client's content team, not included in the development contract.
- **Mobile Application:** Development of a mobile version of the platform is not included in this project phase.

## RISK MANAGEMENT

Risk	Preventive Measures	Resp Action	Probability	Impact

If someone is sick	Regular health checks, balanced workload	If I get sick it won't be a problem as I am organized and will easily be able to make a plan to follow to achieve my goals.	High	Medium
If the code is broken	Frequent code reviews, use of version control	I will revert to the previous stable version from my GitLab repository.	Low	High
If my GitLab repository is deleted	Regular backups to external storage	I will upload the latest version of the code from my laptop. Additionally, I will contact GitLab support to investigate the possibility of recovering my repository.	Low	High
If I have problems with the implementation	Scheduled maintenance, having backup devices	First, I will try to find help on the Internet. If that doesn't help, I will ask my teachers for help.	Low	High
If there is a problem with the technique I am working with.	Regular backups to external storage	I will ask to borrow a laptop from ISSD in Fontys. I will then link it to my GIT account and continue working on the project.	Medium	Medium
If I don't have time for my results	A pre-prepared timeline, with clear deadlines and milestones	I'll create a table categorizing them into 'must have,' 'should have,' and 'could have' to prioritize effectively.	Low	Medium

## CONSTRAINTS

- Budget: \$ 0;
- Workforce: 1 workers;
- Initiation: 24 February 2024;
- Deadline: 24 June 2024;
- Use limited to C#, Windows Forms, HTML/CSS, ASP.NET, MSSQL;

## Project\_Milestones

### Week 1: Ideation Document

- Deliverable: Ideation Document (IA)
- Due Date: February 23, 2024 at 4pm
- Description: Submission of the initial ideation document outlining the conceptual design and project scope.

### Week 3: Project Plan

- Deliverable: Project Plan (IA: WKS)
- Due Date: March 8, 2024 at 4pm
- Description: Comprehensive project plan detailing milestones, risks, and timelines.

### Week 4 & 5: Formative Feedback (First Round)

- Activity: Receive formative feedback from the instructor (WKS).
- Focus Areas: Review of the initial project plan and ideation document.

### Week 5: First Intermediate Version

- Deliverable: First Intermediate Version (IA: OOD)
- Due Date: March 22, 2024 at 4pm
- Description: Submission of the first functional prototype of the platform.

### Week 6 & 7: Second Round of Formative Feedback

- Activity: Receive additional formative feedback (OOD).
- Focus Areas: Review and refinement of the first intermediate version.

### Week 7: Second Intermediate Version

- Deliverable: Second Intermediate Version (IA: WKS)
- Due Date: April 5, 2024 at 4pm
- Description: Enhanced version of the platform incorporating feedback.

### Week 8 & 9: Third Round of Formative Feedback



- Activity: Ongoing feedback and adjustments (WKS).

#### Week 10: Third Intermediate Version

- Deliverable: Third Intermediate Version (IA: OOD)
- Due Date: April 26, 2024 at 4pm

#### Week 11 & 12: Fourth Round of Formative Feedback

- Activity: Final preparatory feedback before the last intermediate versions (OOD).

#### Week 11: Fourth Intermediate Version

- Deliverable: Fourth Intermediate Version (IA: WAD)
- Due Date: May 10, 2024 at 4pm

#### Week 12 & 13: Final Feedback Sessions

- Activity: Final adjustments based on feedback (WAD).

#### Week 12: Fifth Intermediate Version

- Deliverable: Fifth Intermediate Version (IA: WKS)
- Due Date: May 17, 2024 at 4pm

#### Week 16: Final Version Submission

- Deliverable: Final Complete Version (IA)
- Due Date: June 14, 2024 at 4pm
- Description: Submission of the completed project, ready for final review.

#### Week 18: Final Review and Formative Indication

- Activity: Final presentation and formative indication from all involved modules (OOD, WAD & WKS).
- Date: Late June, 2024

## PHASING

### 1. Planning and Preparation:

- Define project goals, objectives, and requirements.

- Create a project plan outlining tasks, timelines, and milestones.
- Set up project management tools and establish GIT.

## **2. Research and Learning:**

- Research relevant technologies, tools, and methodologies.
- Review Fontys University study materials to apply relevant concepts.
- Identify potential challenges and areas where additional learning may be needed.

## **3. Development:**

- Begin development of the web and desktop applications.
- Implement features and functionalities based on project requirements.
- Regularly test and debug code to ensure functionality and quality.

## **4. Integration and Testing:**

- Integrate web and desktop applications with the shared database.
- Conduct thorough testing to identify and fix any bugs or issues.
- Ensure seamless communication and data synchronization between applications.

## **5. Feedback and Iteration:**

- Seek feedback from stakeholders, including your project tutor and client.
- Incorporate feedback to refine and improve the project.
- Iterate on development and testing based on feedback received.

## **6. Submit:**

- Prepare for deployment of the web and desktop applications.
- Conduct final testing and quality assurance checks.

- Submit the applications in the assignment section of Canvas so that teachers can check my work.