
*Project Plan_v0.3*

*Date: 10/23/2022*

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Table of versions:

| Version | Status | Start date | Release date |
|---|---|---|---|
| 0.1 | Released | 10/14/2022 | 10/21/2022 |
| 0.2 | Released | 10/23/2022 | 10/23/2022 |
| 0.3 | Released | 11/16/2022 | 11/18/2022 |

# Table of Contents:

## Client:

The owner of the “Zoo Bazaar” company Mariëlle Fransen, is the client that asked us for a software solution for the problems that they are facing. We as “S2-CB01-Group 4” will be working on a solution for these problems.

## Team:

Our team consists of four members: Aya Shikh Suliman (leader), Erfan Alizada, Alaa Bolbol, Alexander Petrov. The client can contact our leader with a phone number, email address, or by planning a physical meeting.

We also made a logo for our team:


## Current situation:

### Waterfall release:

Zoo Bazaar is a new zoo that is going to open soon. This zoo needs an online platform and an application to be able to start its activities.

Zoo Bazaar needs an IT solution for the problems they are facing. The zoo is going to have employees and animals. They should be able to manage the employees and the animals, and that’s the most important thing in their requirements. They should be able to have a feeding schedule for animals and assign employees to feed animals. The employees should be scheduled on the right days and their working day preferences should be considered.

The company also wants a web application in which their clients can find more information online or buy tickets for visiting the zoo. Moreover, this web application should also be a platform where the employees can find the working schedule and feeding table online from anywhere.

Some of the features above are going to be implemented in the future. Of course, if we have the needed budget and time. On the other side, it is also important that the customer is satisfied with the solution we offer. There are other competitors out there, that is why we are going to try to offer the best solution and quality.

To keep everything to our client's wishes, which is also related to the quality of the work we offer, we are going to plan some meetings with the client to make sure everything is going the way that is expected from us.

### Iteration 1:

Currently, we have developed a desktop application that contains the basic features. It includes basic authentication and authorization for employees, adding, deleting, promoting, editing, and assigning employees to a shift. In addition, we can now add, delete, and search through registered animals.

We have two login options in our desktop application. You can log in as an administrator, or as a scheduler. An administrator is the one who manages the employees and animals. And the schedule is the one that is going to create the schedules for employees and animals.

For now, the UI is almost what the client needs. There are still some minor changes that we must make to have a UI that the client is satisfied with.

This is what we have implemented so far. In the next iteration we are going to mostly focus on the animal part, since managing animals is the priority for the client.

### Iteration 2:

At this moment, we have implemented the functionalities for managing and scheduling animals. The administration can add, remove, and edit an animal. They can also view the feeding timetable and the health situation table. On the other side, the scheduler can view the general information and create a feeding time for an animal.

For the website, we made the paper prototype according to the needs of the client.

After creating everything, we discussed all the new functionalities with the client, and we got feedback that we are going to apply in the next iteration. In addition, we are going to implement the functionalities for managing and scheduling the employees. We are also going to make the design and the employee page for the website.

## Problem description:

The biggest challenge that Zoo Bazaar's management foresees, is keeping track of their employees and animals. The employees should be scheduled for the right activities and their working day's preferences should be considered. They should be able to keep track of animals, feed them, and make a daily report on the animal's status. Therefore, an administrative system is needed. It should allow resources to keep track of the (e.g., employees' animals, locations, etc.). Furthermore, it should be possible to allow the users to create a feeding timetable for the animals. Ideas such as the addition of (online) ticket sales, statistics, other types of timetables, customer complaint handling, and a dedicated website for employees to view information about their schedule also feature that is required but can be added in future versions. But for now, they would like to focus on the management of employees and animals.

## Project goal:

The goal is to deliver the features that are asked from our management system for managing employees and animals, a website for clients to buy tickets, handle customers' complaints and reviews, and to be used as an online platform for employees to find their schedule online.

The main goal of the project is to offer a solution for solving the problem of managing animals and employees.

## Deliverables:

Based on the information we got from the interviews with our client, we are going to offer a desktop application and a web application as a solution. We are also going to deliver the URS, test plan, and test report to the client.

## Non-deliverables:

There are some documents and files that we are not going to deliver to the client. For example, documents that have to do with our future implementation. In addition, we are also not going to deliver the UML diagram because it is too technical for the client, and it does not explain anything that the client must do.

## Constraints:

The programming languages that we are going to use are C Sharp, HTML5, and CSS3.

We might also need hardware which we can arrange by using the budget that the “Zoo Bazaar” company will give us for this purpose.

# Phasing:

We made a diagram and wrote an explanation about each activity in each phase

**Phase 1: waterfall:**

**Activities:**

**Activity 1:**

**Project plan:** week 1:

Analyse the reader

Interview the client

Write version 0.1

Get feedback

Improve project plan

Get approval

**Activity 2:**

**URS:** week 2:

Write down the agreements with the client

Decide what functionalities the application is going to have

Write down the functional & non-functional requirements

Write down the needed use cases

Get feedback

Improve document

Get approval

**Activity 3:**

**Design:** week 3:

Make paper prototype

Get feedback

Improve the paper prototypes

Make windows form design

Get feedback

Improve the UI

Get approval

**Activity 4:**

**Implementation:** week 4:

Make a UML diagram

Get feedback

Improve UML

Get approval

Implement classes

Implement features

Get feedback

Improve

Get approval

**Activity 5:**

**Testing:** week 5:

Test application with group members

Improve according to bugs we see

**Activity 6:**

**Deliverable 1: week 6:**

A presentation about the latest version of the software solution with the client.

**Phase 2:**

**Iteration 1:**

**Activities:**

**Activity 1:**

**Project plan:** week 7:

Analyse the reader

Interview the client

Write project plan

Get feedback

Improve project plan

Get approval

**Activity 2:**

**URS:** week 7:

Write URS

Get feedback

Improve URS

Get approval

**Activity 3:**

**Database design:** week 8:

Decide what tables we need

Create database

Create database design

Get feedback

Improve database design

Get approval

**Activity 4:**

**The implementation of database:** week 8:

Implement database

Get feedback

Improve code

Get approval

**Activity 5:**

**Implement the general page for animals:** week 8 - week 9:

Implement page

Get feedback

Improve code

Get approval

**Activity 6:**

**Implement the feeding timetable for animals: week 9:**

Implement feeding timetable

Get feedback

Improve code

Get approval

**Activity 7:**

**Implement the health situation page for animals: week 9:**

Implement page

Get feedback

Improve code

Get approval

**Activity 8:**

**Deliverable 2:**

**A feedback review form: week 10:**

Read the form

Fill the form

Submit the form

**Iteration 2:**

**Activities:**

**Activity 1:**

**Project plan:** week 11:

Interview the client

Write project plan

Get feedback

Improve project plan

Get approval

**Activity 2:**

**URS:** week 11:

Write URS

Get feedback

Improve URS

Get approval

**Activity 3:**

**Edit the implementation for the animal general page:** week 12:

Edit implementation

Get feedback

Improve code

Get approval

**Activity 4:**

**Edit the implementation for the feeding timetable page:** week 12:

Edit implementation

Get feedback

Improve code

Get approval

**Activity 5:**

**Add a search feature for the health situation page:** week 12:

- Edit implementation
- Get feedback
- Improve code
- Get approval

**Activity 6:**

**Implement the schedule page for employees:** week 12:

- Implement page
- Get feedback
- Improve code
- Get approval

**Activity 7:**

**Implement the attendance page for employees:** week 12:

- Implement page
- Get feedback
- Improve code
- Get approval

**Activity 8:**

**Make the UI for the website:** week 12:

- Make the UI
- Get feedback
- Improve UI
- Get approval

**Activity 9:**

**Implement employee page on the website:** week 12:

- Implement page
- Get feedback
- Improve code
- Get approval

**Activity 10:**

**Write process document:** week 12:

Write document

**Activity 11:**

**Make the presentation:** week 12:

Make the presentation

Divide the roles

**Activity 12:**

**Deliverable 3:**

**A presentation:** week 12:

Present

Get feedback