

Project Plan



Version 1	Initial Version
Version 2	-Better phasing -Improved the problem description

Brand Name: RIZZ AIR

Participants: Bogdan-Andrei Andreescu

Client: Jacob

Founder, co-founder, investor, entrepreneur, software engineer, Ceo: Bogdan-Andrei Andreescu

Contact information:

Current situation:

Aviation it has been the pinnacle of transportation around the world. Until now, you could fly in ultimate luxury only from major cities such as London, Dubai and Los Angeles. This situation will change because there is a new competitor and that is RIZZ AIR. Based in Bucharest, it is the first luxury based aircraft company in the Balkan region and it will compete with the likes of Emirates, Qatar Airways and Turkish Airline. Using the web app, users will be able to choose any of the many variations of flights departing from Bucharest. Later on, we would also let customers rent an aircraft for a particular time.

Deliverables:

Must have:

- Login system
- Users being able to buy tickets for a flight
- Admin is able to add or delete employees and aircrafts
- Managers are able to manage the flights and the aircrafts and the employees assigned to it.
- A balance wallet inside the website for every user

Should have:

- Users will be able to rent their own aircraft for a particular period of time
- Schedule system for employees
- Aircraft maintenance system

Could have:

- Search system for destinations or aircrafts
- Recommend flights based on the wallet balance or a specified amount of money.

Wont have:

- Chat system
- Subscriptions
- Fully working purchase system

Non-deliverables:

- Phone app

Constraints:

- Technical constraints
- Usability constraints (Application must be easy to use for the staff and users)
- Time constraints (Project must be completed before the last deadline)
- Application should be done with .NET Core
- The data should be stored in MSSQL database

Phasing:

Phase 1: Planning

- Brainstorming
- UML class diagram
- Wireframes
- Project Plan

Phase 2: Design

- Starting the development for back end of the web application
- Starting the development for the back end of desktop application
- Starting database development
- Update documentation

Phase 3: Development

- Employee CRUD
- Destinations CRUD
- URS

Phase 5: Development

- Aircraft CRUD
- User CRUD
- Login system

Phase 6: Testing and bug fixing

- Testing report
- Debugging

