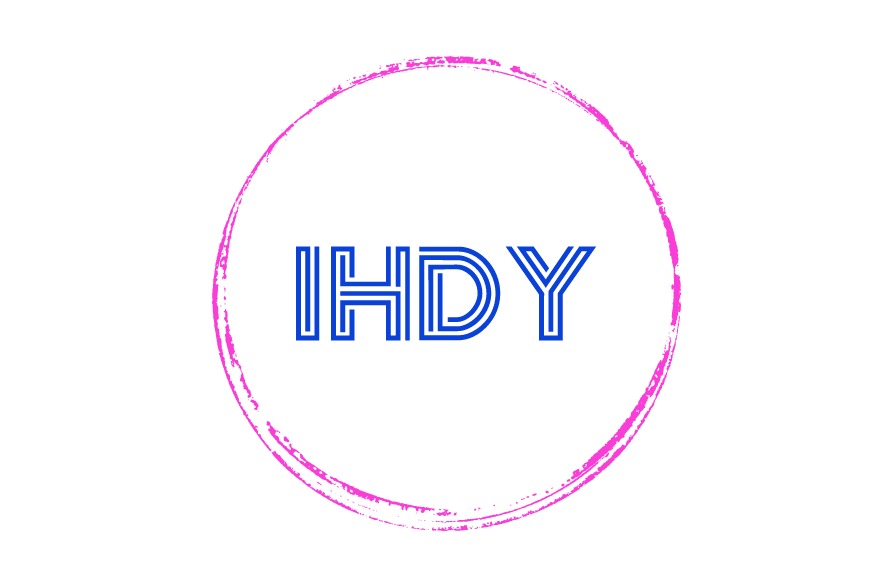
|  |
| --- |
| Fontys Hogescholen |
| Project Plan |
| Media Bazaar First Shop in Eindhoven |

|  |
| --- |
| Team: IHDY  Members: Hadzhikolev, Kristian; Mureseanu, Gabriel; Simeonov, Vasil; Yanakieva, Jaklin  Supervisor: Vucht, Mieke C.M. van  Eindhoven, 2-12-2020 |



Document Change Record

|  |  |  |  |
| --- | --- | --- | --- |
| *Date* | *Version* | *Author* | *Comments* |
| 12-02-2020 | 1.0 | Mureseanu, Gabriel | Added most of the pre-defined information |
| 12-02-2020 | 1.1 | Hadzhikolev, Kristian | Added constraints |
| 12-02-2020 | 1.2 | Yanakieva, Jaklin | Added Introduction |
| 13-02-2020 | 1.3 | Hadzhikolev, Kristian | Gannt Diagram, Introduction fix |

# Definitions, Acronyms and Abbreviations

|  |  |
| --- | --- |
| *Term* | *Description* |
| URS | User Requirement Specifications |
|  |  |
|  |  |

[these terms should be ordered alphabetically]

Table of Contents

[Definitions, Acronyms and Abbreviations 3](#_Toc31975591)

[1 Introduction 5](#_Toc31975592)

[1.1 Document Purpose 5](#_Toc31975593)

[1.2 Document Overview 5](#_Toc31975594)

[2 Client 6](#_Toc31975595)

[3 Current Situation 7](#_Toc31975596)

[4 Problem Description 8](#_Toc31975597)

[5 Project Goal 9](#_Toc31975598)

[6 Deliverables 10](#_Toc31975599)

[7 Non-Deliverables 11](#_Toc31975600)

[8 Constraints 12](#_Toc31975601)

[9 Phasing 13](#_Toc31975602)

[Don’t forget to update the table of contents before you submit any documents]

# Introduction

## Document Purpose

About a software implementation for media bazaar.

The aim of the project plan is to get the team started before the actual work, otherwise, it would be difficult to create a software solution and if we started to do our tasks without it, we may eventually end up with a mediocre solution.

## Document Overview

Section 1 provides the general information about the project that we have to do these weeks.

Section 2 is about the client contact information where we have to interview the client and represent their opinion on the task and our software.

Section 3 shows the current situation, which means that there we explain what our task is and what we need to do.

Section 4 is the project description where our team says what the project is about.

Section 5 is about what we aim to do in the project.

Section 6 represents the deliverables of the project, which is the work that we have to do for the company.

Section 7 shows the non-deliverables of the project, which are the tasks that we are not obliged to do for the company.

Section 8 provides the limitation for the project.

Section 9 is where we present the phasing, which means what we should do throughout the weeks of the project.

# Client

## Formal Client

**Media bazaar**

## Project Justification

Media Bazaar has asked us to develop a solution for their problem with administration. Currently, the company has no method of viewing storage for either employees or managers. And there is no way of viewing statistics of employees as an employer. The company expects a solution to be in the form of both an app and a website. During the project period, the project group will develop the app and work to deliver the working product on time.

# Current Situation

## Current Situation

The company Media Bazaar (daughter company of Jupiter) is planning to open their very first shop in Eindhoven. Because the administration is the backbone that manages all aspects of the company, management would like to hire a team of Software developers to implement an administrative system.

# Problem Description

Media Bazaar has asked us to develop a solution for their problem with administration. Currently, the company has no method of viewing storage for either employees or managers. And there is no way of viewing statistics of employees as an employer. The company expects a solution to be in the form of both an app and a website. During the project period, the project group will develop the app and work to deliver the working product on time.

# Project Goal

The goals for the project group is to:

- Successfully collaborate with team members.

- Extract requirements from text and communication with the client.

- Plan and execute the software project by applying the Waterfall methodology.

- Execute the project in a professional manner. (communication, meetings, etc.).

- Scope the project to a realistic scale.

# Deliverables

**Deliverables for Company**

1. DOCUMENTATION

• Agenda's and minutes of every meeting

• A project plan

• A URS

• A process report

• A test plan for the software

• Test report for the other group’s system

2. SOFTWARE

• An application according to the client’s requirements

# Non-Deliverables

* Design document
* User manual
* APIs needed for the communication with the integrated devices
* Unit tests for the platform
* Dutch version of the documentation

# Constraints

## Time

The time invested depends on how fast the team progresses. However, if problems are encountered additional time will be invested.

## Skillset

The software will be developed according to the skills the team possesses and the ones acquired during the process of developing.

## Customer Satisfaction

The client and the stakeholders as a whole should be very satisfied with the created software. In that area no compromises should be made.

One of the most important things and there should be no compromises there. Because it is about the client and the stakeholders.

## Methodology

Waterfall technology will be used for this project. Which can affect time and it won’t be easy to make major changes once the testing phase is reached.

## Sustainability

The software should be maintained short term and for a few more weeks till the client is satisfied with the work after that it is in their hands.

## Quality

The software should work relatively fast and without any major bugs, which will affect the performance and usability.

## Risks

Unjustified and unadvisable risks would be dismissed and the best possible scenario will be executed after discussion within the team.

## Resources

As this is a student project our resources are not material. They are rather time, efforts, skills and more. These resources will be used as much as the project allows.

# Phasing

This project is split in two parts. You will start off with the waterfall project management approach in which you plan, design, build, and present your product. The next part will take a different project management approach which you will hear receive more information about near the end of the first six weeks. Below you find a table with a rough schedule.

Week by week planning

Week 1:

• Create a name and logo for your group

• Interview client

• Create and hand in project plan

Week 2:

• Improve project plan based on feedback

• Create URS

Week 3:

• Improve URS based on feedback

• Implement software solution

Week 4:

• Implement software solution

Week 5:

• Implement software solution

• Create test plan (workshop)

• Send test plan and binaries to peers

• Review peers and create test report (fill received test plan in).

Week 6:

• Tag software as deliverable in GIT repository

• Present final version to client and peers

