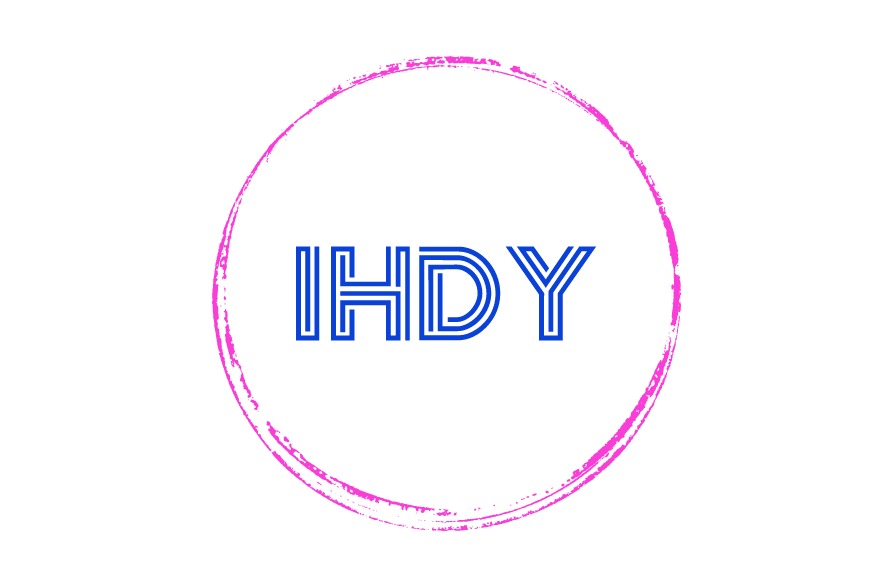
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| --- |
| Fontys Hogescholen |
| Project Plan |
| Media Bazaar First Shop in Eindhoven |

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| --- |
| Team: IHDY  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 | Kristian Hadzhikolev | Added constraints |
| 12-02-2020 | 1.2 | Jaklin Yanakieva | Added Introduction |

# Definitions, Acronyms and Abbreviations

|  |  |
| --- | --- |
| *Term* | *Description* |
|  |  |
|  |  |
|  |  |

[these terms should be ordered alphabetically]

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# Introduction

## Document Purpose

Document the project made for Media Bazaar.

The aim of the project plan is to document the development of Project MB

## 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 represented by Gupta Roopali**

## 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

## 

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 of this project are:  
  
1.A working application connected to a database that allows Media Bazaar to perform their Administration

* Online website together with a working back-end
* The 3 mentioned applications

# Deliverables

**Deliverables for Company**

1. DOCUMENTATION

• A URS

• A test plan for your own project

• Test report for the other group’s system

• A process report

2. SOFTWARE

• An application according to the client’s requirements

# Non-Deliverables

* We will not deliver a design document
* We will not deliver a user manual
* We will not provide the APIs needed for the communication with the integrated devices
* We will not deliver unit tests for the platform
* We will not provide a Dutch version of the documentation
* We will not provide real data, only test data
* Maintenance

# Constraints

## Time

The time invested depends on how fast the team progresses. Part 1 has a deadline of 6 weeks. Total project 18 weeks.

## 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.

We are going to use the URS and the first version of the application in order to determine customer satisfaction.

## 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