**Project Plan – Draft**

Project Databases

Helen ParkHurst School

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* 1. **Introduction**

**The Client:**   
Helen Parkhurst High school; has about 1700 students, following classes at three levels (VMBO-T, Havo and VWO). A majority of the pupils follow the regular classes and take regular exams. However, that is either impossible or impractical, in some cases as students with a persistent illness and those performing sports at professional levels, attending class is difficult. These students have to miss classes, a situation which is unescapable at the current time.

Complicating this situation is that attending classes are mandatory by law, unless the school can attest to students having valid reasons for being absent. For this, they keep a record of absentees; for the aforementioned students, that can give rise to a lot of bookkeeping to do.

The idea came up to create an application with which students can take the classes over the internet, in a way which gives the teacher control over the learning activities, and disturbing as little of the class as possible.

The school selected seven students to act as the client for this idea. The application should be built using HTML, CSS and JavaScript, and external JavaScript libraries where necessary (for example to provide sound and image.) Some authorization system should also be in place, as well as a list of absentees which takes into account that certain students have been granted the option to take a certain class online.

**Cooperation Company:**   
VoiceWorks BV is a product development company which will cooperate with us during this project, they will provide us a working interaction environment called OX, which provides JS code, libraries, and framework for VoIP, account verification, and various other functionality.

**2.1 The Project Goal**

The goal of this project is to provide the client with a web-application which will allow students of the high school to attend classes in situations where they are physically unable to attend. The client has suggested a web-application that will allow students to attend classes online. Consequently, students will by law have fulfilled their duty to attend classes.

The online classes will be take place during the actual class times and will be streamed through OX which will be provided to us by VoiceWorks, the teacher will have track over absentees and other features will be implemented in the product.

**2.2** **Main & Sub Research Questions**

**Main Question:**

How can we best design software to aid oft-absent students in their studies?

**Sub-Questions:**

* What is the most important aspect of the lesson?
* How can we keep track of absent students?
* In what way will the student be able to participate in class?
* To be added
* To be added

**3.1 Assignment Description**

This part of the plan is introducing the needs of the client and divide them into High and Low priority.

**3.2 High Priority Needs (According to interview):**

* Feedback (Students need to be able to ask question).
* Schedule (“your next class is in… days“).
* Classwork documents.
* Assignment submission.

**3.3 Low Priority Needs (According to interview):**

* Silent button
* Student interaction for group activities
* Offline/Previous broadcast storage.
* Idle mechanism (Check if student is still active/"in-class". May not be needed, due to the context it would be implemented.)

**4.1 Project Deliverables**

* A working interaction environment. ( *VOIP* )
* Interaction environment divided by hours. ( *Class scheduling* )
* A step-by-step installation guide. ( *Installation guide* )
* Audio and Video interaction for both students and teachers. ( *VOIP* )
* A “raising hand” function. ( *Front-end* )
* An absentee’s record. ( *Back-end* )
* Mute button for disturbing students. ( *Front-end* )
* Uploading area for homework and handouts (doc, pdf and jpg files).
* Tutors will get Admin rights so he can add and remove students. (*Or single admin*)

**5.1 Project Schedule**Need to write who’s taking care of each task out of the deliverables, our resources for each deliverable (by VoiceWorks for example) and the amount of effort (in hours/days) we should put in each deliverable.

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Task | Date | Amount of effort |
| Marik Boswijk & Stephen Adu | Conceptual & Logical model | Week 18 | 3 hours |
| Marik Boswijk & Stephen Adu | Data Definition Dictionary | Week 18 | 2 hours |
| Suleman Hagos & Tal Buaron | Renovate Project Plan | Week 18 | 2 hours |
| Jens D. Nieuwenhuis & Alex Rosca | Research Report | Week 18 | 2 hours |
| All Team members | Implementing GIT | Week 18 | 1 hour |

**5.2 Project Rules**Every Friday there will be a meeting with the tutor and teachers, every meeting will take place in A0-35 at 09:30 each morning.  
Each member of the team is allowed to be absent/late from the meeting up to two times, in case you are absent/late for more than two times, you are not allowed to participate in the project.

**6.1 Supporting Plans**  
  
**6.2 Human Resource Plan**  
This should contain all the individuals in the project, identify them by name and describe their role in this project.  
  
Tal – *Project Manager*  
Alex – *Spokesman*  
Jens – *Secretary*  
Marik – *Developer*  
Stephen – *Analyst*  
Suleman – *Design Architect*

**6.3 Communications plan**  
This would be a weekly status report, describing how the project is performing and the work we’ve planned for the next meeting.

|  |  |  |
| --- | --- | --- |
| **Week** | **Accomplishments** | **Goals** |
| 1 | * Formed group | * Write project plan |
| 2 | **No meeting** | **n/a** |
| 3 | * Learned about Voicework libraries * Wrote project plan | * Created GIT accounts |
| 4 | * Conceptual and Logical model * Research report * Renovate project plan | * Start foundation of the web-app |

**6.4 Methods**

The research design is practice-oriented; while the result of this study is merely the best design for a specific program, the outcome of our project is most definitely a real and usable application. Given the qualitative nature of the research, our best measure for success will be customer satisfaction first, and ease of development second.

The primary source of information for this research study was an interview with the eventual end users. While we will prepare most questions beforehand, parts of the interview may be improvised as we gain new insights into our clients’ wishes and needs. In addition, it is important to find which of our clients’ wishes and needs have priority over others. A list of features that they want the program to contain is certainly useful, but it is possible that not all of those features will be implemented.

Our units of analysis will not stay entirely the same throughout the research study. While our primary interview was with the entire population, the follow-up questions were directed to and answered by a single person. Regardless, the most important information regarding the clients’ needs and wishes are found in the interview, so there should be little concern for the representativeness of the information.

**7.1 Risk Management Plan**  
  
It is important to identify as many risks to your project as possible and be prepared if something bad happens.

**7.2 Internal Risks:**

|  |  |  |
| --- | --- | --- |
| **The Risk** | **Strategy** | **Solution** |
| Inability to meet deadline | Avoid | * Change plans to a different ones * Combine team-members work in order to save time |
| Spending too little time to make a minimum acceptable product | Control/Mitigate | Other team-members will take care of the tasks other members didn’t put enough effort in |
| Improperly working product | Avoid | * Debug the whole product, check maybe we can remove irrelevant stuff from it. * Contact VoiceWorks in order to try and fix the final product |
| Double work done/Essential work not done due to unclear roles | Avoid | Clear Communication between the team members |

**7.3 External Risks**

|  |  |  |
| --- | --- | --- |
| **The Risk** | **Strategy** | **Solution** |
| Inability to determine the problem | Control/Mitigate | Clear communication with the client |
| Miscommunication between us and the client | Control/Mitigate | Clear communication with the client |
| client change requirements during process | Control/Mitigate | In case the client changes its requirements, we will modify our plan to best fit these new needs. |

**8.1 Bibliography**