

## **Project Description**

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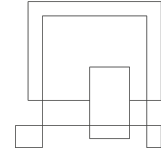
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**Software Technology Engineering**

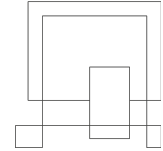
**First Semester**

**03/10/2022**



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## 1. Background Description

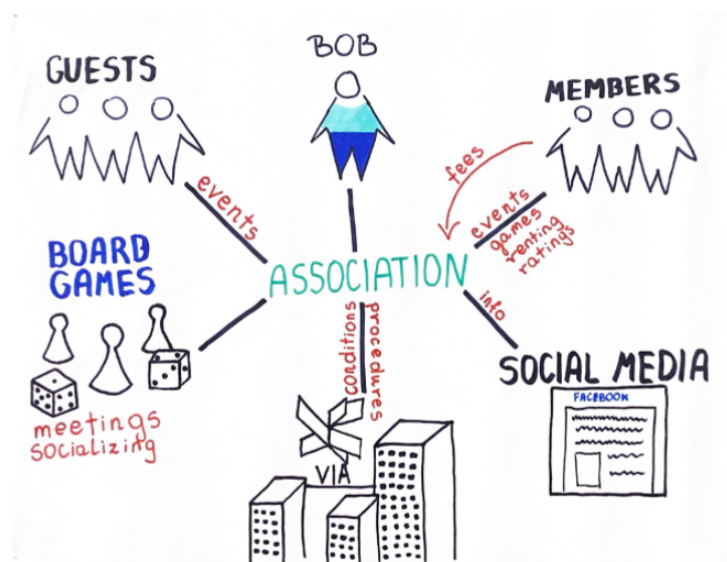
Being socially engaged is essential for students who are accommodating in a new environment, since it provides a sense of belonging (M.L., D.D., A.B., 2020). Because of that, people can support, trust and rely on one another. At VIA University College this can be achieved by finding common hobbies, joining associations or even having casual conversations at the café.

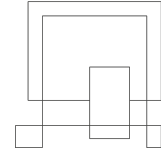
The main purpose of the project is to help manage one of those associations founded by a VIA student, which will encourage people to integrate and socialize with others, as well as providing an opportunity to borrow and lend board games in an efficient way.

The society consists of guests and members. Guests are allowed to borrow only one game, which can be used only on campus, and also have access to events and meetings. The same privileges as the previous group are granted to members, who are allowed to reserve, borrow and lend more than one game at once. Subscribers can also vote for new games to be added and rate the games that were borrowed, although these benefits require a monthly fee.

The founder of the association needs to monitor the status of the games: owner, borrower, number of players and description; and also is responsible for adding games and creating ratings.

It is important to provide helpful information regarding the games, events and meetings that will be organized on the VIA Campus.

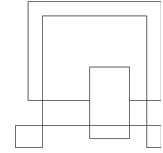




## **2. Problem Statement**

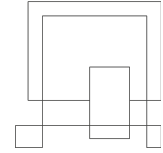
The owner of the association is not able to monitor the status of the board games and players. This can lead to management problems.

1. Which data is necessary to monitor the status of the board games?
2. How would the reservation process work?
3. How would the voting system work?
4. How to suggest games with the best ratings?



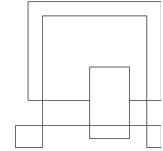
### **3. Definition of purpose**

The purpose is to enable guests and members of the association to meet, play and to allow players to exchange board games efficiently in order to be socially engaged.



#### **4. Delimitation**

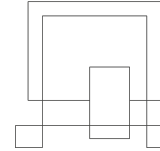
1. Payments of the fees will not be included.
2. Member's accounts will not be included.



## **5. Methodology**

Waterfall methodology, which consists of pre-planning, analysis, design, implementation, testing and deliverables, is expected to be used during the project, but not followed strictly.

1. Pre-planning – group formation, receiving the task, making sketches, taking notes and describing the project;
2. Analysis – setting requirements for the final solution, describing use cases and the serviceability of the program;
3. Design - making diagrams and designing the architecture of the future system;
4. Implementation – coding the system;
5. Testing – verifying the code and solving errors;
6. Deliverables – completing documentation (description of the code), project report (describing the product), process report (describing the process) and preparing for the final exam;



## 6. Time schedule

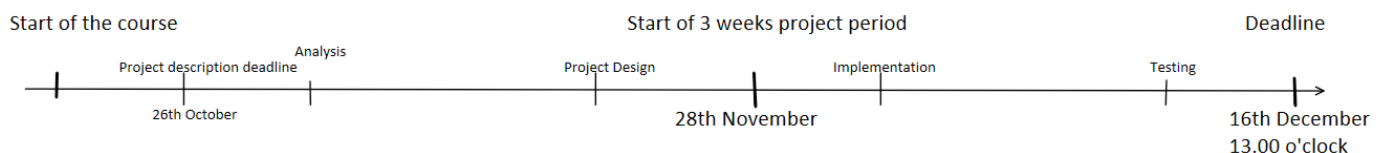
During the project period (week 48<sup>th</sup> – week 50<sup>th</sup>) the time expected to be spent is approximately 8 hours / day 5 days a week, that being 120 hours in total per student. Additionally, in the week before the project period (week 47<sup>th</sup>) starts each student will work 25 hours.

The meetings before week 47<sup>th</sup> will take 10 hours per week, which gives 90 hours per student.

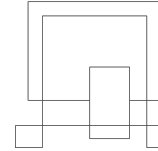
Considering that unexpected issues could appear at any moment, there are 40 hours allocated for those situations.

In conclusion, there are 27.5 hours per ECTS per student.

In total the group will spend 1100 hours.

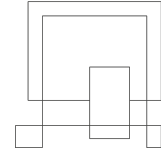






## 7. Risk assessment

Risks	Likelihood Scale: 1-5 5 = high risk	Severity Scale: 1-5 5 = high risk	Product of likelihood and severity	Risk mitigation e.g. Preventive- & Responsive actions	Identifiers	Responsible
Problems with contacting the founder of the board games association	4	3	12	Having a second contact person	Trying to contact the owner on different platforms and not receiving response	Dominika Janczyszyn



## 8. Sources of Information

Pearson, T. G., 2015. Starting Out with Java: Early Objects, Global Edition, 5<sup>th</sup> Edition.

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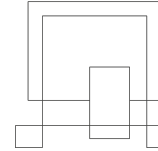
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## Appendices

### Group Contract



Group Contract Template - VIA Engineering Guidelines

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### Group Contract

Group Name (optional): DOSI Date: 21/09/2022

These are the terms of group conduct and cooperation that we agree on as a team.

**Participation:** We want to participate equally and have the same amount of work. We tolerate an absence only with good reasoning and only when it's announced earlier. All of us should be punctual.

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**Communication:** We have a group on messenger where we announce crucial information. We have to be kind and respectful for others and their work. We can criticize someone's work, but in a friendly way and only if it's constructive. If someone doesn't respond to any message when we try to contact him/her, we go to the supervisor.

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**Meetings:** We agree to meet from Monday to Friday and work between 9am to 4pm with a break for lunch (about 30 minutes) and small breaks (about 5 minutes). We are going to plan what to do during each meeting and if we end earlier or have less work to do we can leave, if not we have to stay if it's necessary. If we know we will be absent we have to do our work on our own. Before the project presentation we must arrange a few meetings to plan how to present our program.

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**Conduct:** Our group doesn't have a leader, as we mentioned before our work should be divided equally and if something doesn't work, all of us are responsible for that and we try to fix it together.

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**Conflict:** We agree that when we have different opinions we have to present our advantages and disadvantages of our idea to the others and vote which one is better. If the conflict becomes personal or a member doesn't respect agreements made by the group (ex. being constantly late, not doing his part of work, missing meetings), we should arrange a meeting with our supervisor.

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**Deadlines:** We agree to finish our project approximately on 13<sup>th</sup> December, not to be stressed about not having our project finished on time. We want to divide our main goal into smaller ones.



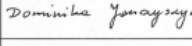
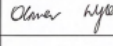


Group Contract Template - VIA Engineering Guidelines

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**Other Issues:** We agree to start working on the project a week earlier than the project period to make sure we have enough time. There's always one person during each meeting that's responsible for writing down the main points of our discussion and include them in the documentation. Each member is responsible for the documentation of code they made. Before the final meetings we should remind ourselves how the program works.

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Group member's name	Student number	Signature
DRAGHICI SIMONA - LUANA	332353	
ISPAS ILJLIA - MARIA	331460	
DOMINIK JANCZYŹYŹYN	331076	
OLINIER WIGAS	331106	

Version: August, 2018  
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