Project Plan

Group 2

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# Version history

|  |  |  |  |
| --- | --- | --- | --- |
| Version | Date | Author | Changes |
| 1.0 | 15-05-2020 | Whole team |  |

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# Introduction

This project is assigned to us for educational purposes by Fontys.

Our client Olha Bondarenko who is working for township Eindhoven asked us to think about how a mobile application could help solve neighbourhood problems.

There is also a second client whose name is Kees van den Broek. Kees van den Broek created a low code platform called appsemble. Kees asked us to use his technology to create the application, and further develop the project.

The project is realised in the following period: 07-05-2020 till 02-07-2020.

# Project team

In the image below is the organisation diagram of this project.

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# Research Questions

What is the best way for people with different cultural backgrounds to get involved and meet with the locals and vice versa? (Finn & Dary)

* What are the best ways for people to meet the locals?
* What are some app functionalities based on research?

What is done in Eindhoven to improve the quality of neighborhoods? (Gijs & Niray)

* What does township eindhoven do to improve the neighbourhood?
* What are the results if you try to search for improvement in Eindhoven in english on google?

What are the main barriers for people with different cultures to communicate in a neighborhood? (Nidhi & Edgaras)

* What are the barriers?
* How to overcome these barriers?
* What are some app functionalities based on research?

# Methods and Strategies

The methods we are going to use you can read on this website: <http://www.cmdmethods.nl/>

# Tools and Technology

We have discussed the tools and technology and agreed on the following:

File storage: Google Drive

Version control system: Git

Communication platforms: WhatsApp, Microsoft Teams

**Development**

Database: MySQL / Microsoft SQL

Frontend language: ReactJS

Backend language: Java / C#

# Time Plan

The project takes 9 weeks. Each week we have two workdays to work on the project on Thursday and Friday.

We seperated the project in sprints which can be found beneath.

**Sprint 1: Week 10 and 11**

* Initial ideas, concepts and trend research

Product Delivery: Concept Document

**Holiday: Week 12**

* Finish research
* Have the concept finalized

Product Delivery: Research Proposal

**Sprint 2: Week 13**

* Finalize the research report

Product Delivery: Research Report

**Sprint 3: Week 14 - 17**

* Present concept & visualisation to client
* Finalize project documentation: brainstorming process, concepts, design process
* Developing the application

Product Delivery: Project documentation

**Sprint 4: Week 18**

* Finalize the prototype

Product Delivery: Final application

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