ProP  
system for organizing a social event

Project Plan

Course: ProP

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Group : D

Group Name: ProShots

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Table of Contents

[Project Statement 3](#_Toc412819565)

[Formal Client 3](#_Toc412819566)

[Project Leader 3](#_Toc412819567)

[Current Situation 3](#_Toc412819568)

[Project Justification 3](#_Toc412819569)

[Project Product <<< 3](#_Toc412819570)

[Project Deliverables and Non-Deliverables 3](#_Toc412819571)

[Project Constraints <<< 4](#_Toc412819572)

[Project Risks <<< 4](#_Toc412819573)

[Project Phasing 5](#_Toc412819574)

[M1 Deliverables 5](#_Toc412819575)

[M2 Deliverables 5](#_Toc412819576)

[M3 Deliverables 5](#_Toc412819577)

[M4 Deliverables 6](#_Toc412819578)

[M5 Deliverables 6](#_Toc412819579)

[MOSQUITO 7](#_Toc412819580)

[Quality 7](#_Toc412819581)

[Time 7](#_Toc412819582)

# Project Statement

## Formal Client

Mr. Johnson: <https://www.facebook.com/profile.php?id=100007193655406>

He‘s available for questions at: [rj.johnson@thusj.nl](mailto:rj.johnson@thusj.nl)

## Project Leader

Mikael Shaghelani Lor of class EI3S1 is the project leader. He can be contacted at mikael.shaghelani @student.fontys.nl

## Current Situation

This type of event is hosted yearly. It provides a vision of the competitive side on robotics and many enthusiasts contribute to this. This year, the event will be hosted in an outdoor environment. On the terrain itself, the required equipment will be in place which will allow the execution of the event. This is the first time the event will take place in an open environment.

## Project Justification

RoboCup is an event that is hosted every year and since the first time it has been hosted it has gained great interest. The event promotes the competitive spirit of programmers in a sport competition, for robots. The goal of RoboCup is to present the future of robotics in the field of research, sport and human relations.  
An event of such interest requires a system to provide the audience with a pleasant and easy way to go around the event, without missing out on the event itself. Having such a system means that more time will be spent on the events, less time in lines. The visitors will not have to worry about having to bring their wallets or credit cards. The satisfaction will lead to easier and faster purchases and being able to make the most of the event, thus leading to higher revenue.

This project is divided into two parts:  
 1) Promotion via Website where the visitors can register for the event

2) Execution during the Event at which point the users will be able to use their accounts to navigate through the event, book tents and be able to enjoy their time at the event.

## Project Product

In order to execute a successful RoboCup Event we are going to:

1. Produce a database that will store all information required about the event.

2. Produce a website that the teams who are participating can register their teams and the visitors can sign, easily navigate and be able to purchase tickets, make a reservation for tent and get updates on the event.

3. Produce a program to book a camping spot.

4. Produce an entrance and check out mechanism.

5. Produce an application to be used at the entrance of the camping

6. Produce a converter to convert the information in the PayPal-text-file to the database.

7. Produce a material hiring system.

8. Produce an administration page allowing administering and overview of all data about the event.

9. Produce a map system for users to navigate the event easily.

## Project Deliverables and Non-Deliverables

We will provide:

* Name and logo for the project
* Project Plan
* Website
* Presentation
* Applications for
  + Handling entrance
  + Handling camping's entrance
  + Purchases with the shops
  + Hiring materials
  + Handling when a person leaves
  + Inspecting the status of the event
  + Conversion of the PayPal data to the database
  + User’s map
* User Manual
* Every user with an identification for the event

We are not going to provide:

* Hardware for the event

## Project Constraints <<<

**Deadline : End of June 2015**

**Budget : ?**

**Max visitors : ?**

**Equipment :**

The equipment is provided at the event, but will need to be verified if it is sufficient.

**Design :** Mobile and PC version of the website

**Hosting :** Fontys Athena Server

**Group Activity:**

Ilia - Occupied every week from 5pm to 12pm after Wednesday (Thursday – Sunday inclusive)

## Project Risks

**Equipment** Not all devices are going to have the required software to run our applications, view our website.

Solution:

For the applications, we are going to install the software and make sure everything is working correctly.  
 For the website - we are going to keep it as simple as possible and make sure it works on as many as possible browsers.

**Physical Failure during the event**

If for some reason the electricity or the connection were to be lost (the applications cannot communicate with one-another) data might get lost, corrupt  
 **Solution**: Keep data locally and keep it in a queue until it is processed fully.

**Website Downtime**

The website could become unstable if a large amount of users were to visit and use it at the same time.  
 **Solution**: Queue the user’s requests and make sure there are no ‘fake’ requests.

Fontys Athena server could stop responding  
 **Solution**: No possible solution (Due to constraint: hosting by Fontys Athena Server)

**Database overflow**

It is possible that the database be overflown with requests thus leading to slower usage.  
 **Solution**: Queue the requests to preserve their order and make the actions simple so they do not cause much overhead.

# Project Phasing

*Week 19*

*Week 11-14*

*Week 15-18*

*Week 1-4*

*Week 5-8*

Organization

Organization

Organization

Organization

Finished Project Plan

Applications

Implementation

Applications

Implementation

Initial Project Plan

Setup Document

Final Product

Applications

GUI and classes

Website v3

Website v2

Database

Website v1

***M5***

***M4***

***M3***

***M2***

***M1***

## 

## M1 Deliverables

* Name and Logo
* Project plan
* Division of the work

## M2 Deliverables

* Class Structure
* Applications GUI
* Database Design and Implementation
* Website v1
* Setup Document
* Identification principal

## M3 Deliverables

* Website v2
* Applications to work with
  + Entrance
  + User Details
  + Tent booking
  + Tent Entrance
  + When leaving the tents
  + Store purchases
  + PC Doctor
  + Borrowing equipment
  + When leaving the event
    - Return of the money
    - Return of borrowed items
    - Closing the account

## M4 Deliverables

* Website v3
* Finalized version of the applications
* Presentation v1

## M5 Deliverables

* Presentation
* Final version of the Project

# MOSQUITO

## Quality

***Product constraints:***

- Hardware & Software requirements

-- Must be kept as simple as possible

- Browsers have to be able to view the website

-- All modern browsers must have the same look and feel when viewing our website

- applies to Internet Explorer, Firefox, Google Chrome

-- The mobile version must have the same

-Easy, intuitive Design

-- The design of the website must make everything fast and simple

-- The applications must guarantee satisfied

-Security

-- The information that is sent between the applications and website (and external receivers) must be encrypted.

-- Any sensitive information must be encrypted

-Personal Information

-- It is not redistributed and kept only during the event.

-Logs

-- Every action must be kept in a log for security and confirmation of the information’s usage.

-- Logs will be kept up to 1 month after the event.

**Quality Manager:**

Will monitor and make sure that top quality is provided.

* + - The **code** will follow **group** **guidelines**
    - The **code** complies with **Microsoft’s** code standards
    - The **applications** and **website** run fast
    - The **functionalities** provided **work** **correctly**
    - **Deliverables** are **delivered**
    - **Group** **issues** are **resolved**
    - There is **no** **stress** between the **group** **members**
    - The **group** **is** **active** and doing its best for the product
    - **Website** **works** and **looks**, on modern browsers, the same
    - **Website** has all required **functionalities**
    - **Everything** promised is **delivered**

## Time <<<

1. It is estimated that this project will last 5 months (19 weeks, from February to about the middle of June).  
   The project will start on February 23rd.
2. Time planning for project activities is as follows:
   1. Make the project plan Week 1 – Week 2
   2. Design and Assign logo Week 1 – Week 2
   3. Division of the rows Week 1 – Week 2
   4. Prepare Interview Week 1 – Week 2
   5. Research on identification Week 2 – Week 3
   6. Setup document Week 3 – Week 7
   7. Choose DBMS Week 2
   8. Interview Client Week 3
   9. Design the Classes Structure Week 2 – Week 6
   10. Design and Implement the DB Week 2 – Week 7
   11. Design the Applications GUI Week 2 – Week 7
   12. Work on Website v1 Week 4 – Week 7
   13. Work on Website v2,v3 Week 11 – Week 17
   14. Work on the applications Week 11 – Week 17
   15. Prepare Presentation Week 18
   16. Deliver Everything Week 19
3. I addition, weekly agenda will be kept, notes of the meetings and the process report will be updated weekly