“Ari on tour” concert ticketing website

– Project Plan –

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# Stakeholders

In this case we could consider the following:

* Myself – as the developer of the website
* Teachers – as advisors throughout the whole process of development
* The music label – as the client company

# Project description

The music label representing Ariana Grande wants to have a website for making it easier for the fans to follow and participate on the latest events of the artist.

The scope is to make a bridge between Ari and her fans by giving them the chance to browse and discover more information about her future performances.

# Project goal

My idea is to develop a website through which Ariana’s fans can log into their accounts and immediately purchase tickets for the listed events. The users of the website would be able to choose from the variety of ticket types and inform themselves in regard to pricing, availability, dates, and locations. There will be a description of the artist and illustrations of her latest concerts.

There will also be an implementation for the management side, which will be used to publish the current events, pricing, tickets availability, dates, and locations. The manager account would also have the ability to make changes on the brief displayed information about the artist or previous events – such as pictures from last performances.

# Research methods

This project will be based on the DOT research framework, considering it is complex enough to fit the scope and gather enough useful information through its various methods. During the project, the following methods will be used:

* **Library**
* Available product analysis - check out other websites which provide the same functionalities
* Best good and bad practices - looking into ways of implementing, which have proven to work in similar cases
* Literature study – for discovering general information and guidance during the process
* **Field**
* Observation – should be used to make an idea of how users will be interacting with the website
* Survey – collect useful feedback, by creating a questionnaire and sharing it to the target group
* **Lab**
* A/B Testing – in case of adding minor changes, it can be useful to compare the users behavior across different versions
* Security test – think about the threats/risks, find the vulnerabilities, and prevent them
* Unit testing – discover bugs from the early stages of development, with every build, run all the unit tests and get an overview of the quality of the implementation
* **Showroom**
* Guideline conformity analysis – ensure the quality and credibility of the website by selecting best practices, guidelines, laws, and standards which are relevant
* Ethical check – investigate if there are decisions which could lead to ethical dilemmas and explore the possible views of people from diverse backgrounds
* **Workshop**
* Brainstorm – used throughout the process for discovering and gather new useful ideas
* Requirements prioritization – it is important to determine from the early stages of the project whether the requirements are clear and to identify the priorities

# Testing

Since now, even if the project is at the beginning, I will be performing unit testing on individual components of my code. This will be conducted all along through the development process of the website and its purpose is to validate that each unit of the code performs as expected.

I will be making use of methods from the DOT Framework, just as mentioned above such as: A/B Testing, Observation, Survey. The usability testing technique could also be applied. I could be preparing a task list and provide it to some users, then I could record them while trying to successfully complete the tasks.

Like I said, some of the methods will be used since the early stages of the development of the website like Unit Testing, while others will be held later in the process like Security Testing and some of them with the help of possible users like in the case of Usability Testing.

All the results of the tests will be gathered by myself and documented in a separate document – the Test Plan. The plan will contain detailed description on the used test strategies, tools, the objectives of the tests, scheduling, estimations, and participants when required.

# Deliverables

The website can be considered as a deliverable. Along with this solution, the following documentation will be provided:

* Sprint documents
* Source code
* Test plan

# Non-deliverables

As non-deliverables can be considered:

* Feedback on Feed Pulse
* Research process
* Website design – wireframes
* Prototypes
* Weekly deliverables
* A document explaining the way the website works thoroughly.

# Phasing

Diagram

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# Constraints

**Time frame**

The project must be completed in about 17 weeks.

**Language**

The documentation and functionalities will be described in English. The language used on the website will be English, as well.

**Programming languages, frameworks, and tools**

For developing the website, I will be using Java, JavaScript, React and Gradle.

**Methodology**

During this project I will be having Sprints of 3 weeks based on the Agile way of working. The decision of having Sprints of 3 week has been taken by all the stakeholders and given the fact that Agile Scrum is the methodology that I will be applying during this project it will mainly focus on incremental progress from phase to phase. This means that my goal will be to build the most important features first to be able to provide a ready to use product. A more detailed overview of the things that I am planning to work on and deliver during each Sprint can be found in the Phasing chapter of this document. During the development phase I will create a Scrum board which will help me visualize the tasks better and the work progress.

# Risks

**Time mismanagement**

Probability – low; Impact on project – medium

Ways to prevent - Plan and follow a timeline. Complete the tasks for each sprint and respect the set deadlines.

**Bar set too high**

Probability – low; Impact on project – medium

Ways to prevent - Realize my capabilities. Try to make the best of what I have and split tasks evenly for each sprint.

**Lack of communication**

Probability – low; Impact on project – high

Ways to prevent - Determine the requirements. Schedule meetings with the tutor for feedback or to discuss the progress.